Table 2: Average Critic and User Scores by Platform (n > 30)

platform	avg_critic	avg_user
PC	75.98	7.04
PS	74.13	7.88
XOne	73.62	6.54
PS4	72.13	6.75
XB	71.52	7.51
GC	71.10	7.60
PS3	70.82	6.79
PSV	70.80	7.49
WiiU	70.67	7.04
GBA	70.50	7.70
PS2	69.51	7.67
X360	69.04	6.79
PSP	68.73	7.26
3DS	67.85	6.94
DS	66.57	7.05
Wii	64.31	6.91

Table 1: Top 10 Publishers by Global Sales (in millions)

publisher	$total\_sales$	
Nintendo	1788.81	
Electronic Arts	1116.96	
Activision	731.16	
Sony Computer Entertainment	606.48	
Ubisoft	471.61	
Take-Two Interactive	403.82	
THQ	338.44	
Konami Digital Entertainment	282.39	
Sega	270.35	
Namco Bandai Games	254.62	

## Total Global Sales by Genre Action **Sports** Shooter Role-Playing Platform Genre Misc Racing Fighting Simulation Puzzle Adventure Strategy 0 500 1000 1500

Figure 1: Total Global Sales by Genre

**Total Sales** 

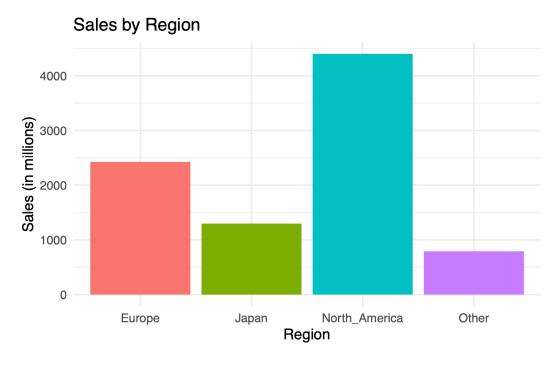
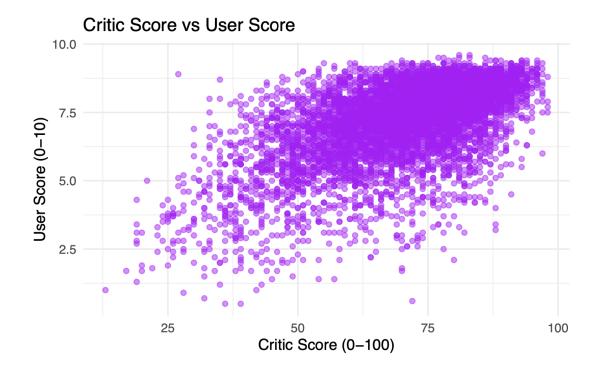


Figure 2: Sales by Region



## Genre Popularity by Region

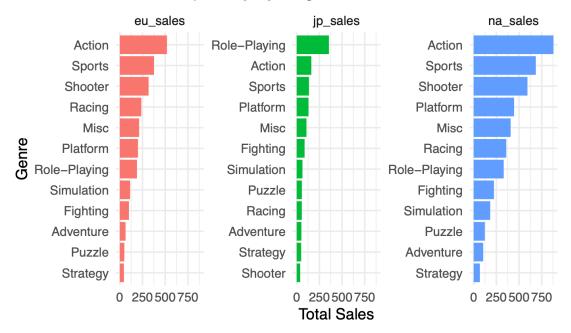


Table 3: Table 3: Linear Regression of Global Sales on Ratings and Platform

term	estimate	std.error	statistic	p.value
(Intercept)	-2.168	0.149	-14.574	0.000
$\operatorname{critic\_score}$	0.043	0.002	21.327	0.000
user_score	-0.120	0.020	-6.072	0.000
platformPS2	0.908	0.092	9.893	0.000
platformPS3	0.921	0.097	9.517	0.000
platformX360	0.974	0.095	10.281	0.000
platformXB	0.347	0.106	3.290	0.001
platform Other	0.849	0.080	10.647	0.000