## Regression 1, Genre Popularity Analysis, for Games Published from 2005-2017

## INDEPENDENT VARIABLE Global sales

## RERGESSORS genre\*year interaction terms, Activision Blizzard Indicator

Dep. Variable:	Global_Sales		R-squared:		0.0	0.035	
Model:	OLS		Adj. R-squared:		0.0	0.033	
Method:	Least Squares		F-statistic:		14.77		
Date:	Гue, 05 Dec 2023		Prob (F-statistic):		2.71e-33		
Time:	18:52:49		Log-Likelihood:		-12675.		
No. Observations:	5250		AIC:		2.538e	2.538e + 04	
Df Residuals:	5236		BIC:		2.547e + 04		
Df Model:	13						
Covariance Type:	nonrobust						
	coef	std err	· t	$\mathbf{P}$ > $ \mathbf{t} $	[0.025]	0.975]	
const	0.8389	0.079	10.575	0.000	0.683	0.994	
${\it genre\_Action\_year}$	0.0431	0.016	2.617	0.009	0.011	0.075	
$genre\_Adventure\_year$	-0.0735	0.027	-2.734	0.006	-0.126	-0.021	
genre_Fighting_year	0.0137	0.033	0.419	0.676	-0.050	0.078	
$genre\_Misc\_year$	-0.0150	0.022	-0.677	0.498	-0.059	0.029	
$genre\_Platform\_year$	0.1103	0.036	3.023	0.003	0.039	0.182	
$genre\_Puzzle\_year$	-0.0819	0.040	-2.071	0.038	-0.160	-0.004	
genre_Racing_year	0.0701	0.033	2.099	0.036	0.005	0.136	
genre_Role-Playing_year	0.0059	0.020	0.293	0.769	-0.033	0.045	
$genre\_Shooter\_year$	0.2286	0.027	8.626	0.000	0.177	0.281	
$genre\_Simulation\_year$	-0.0427	0.030	-1.403	0.161	-0.102	0.017	
$genre\_Sports\_year$	0.0918	0.023	3.931	0.000	0.046	0.138	
$genre\_Strategy\_year$	-0.0772	0.036	-2.160	0.031	-0.147	-0.007	
$actblz\_indicator$	0.9240	0.172	5.377	0.000	0.587	1.261	
Omnibus:	8779.440	779.440 <b>Durbin-Watson:</b> 1.362					
$\mathbf{Prob}(\mathbf{Omnibus})$ :	0.000	<b>Jarque-Bera (JB):</b> 10980541.289					
Skew:	11.077	Prob(JB): 0.00					
Kurtosis:	225.948	Cond. No. 13.6					

Notes:

<sup>[1]</sup> Standard Errors assume that the covariance matrix of the errors is correctly specified.