### The Launch of the Nintendo Wii U

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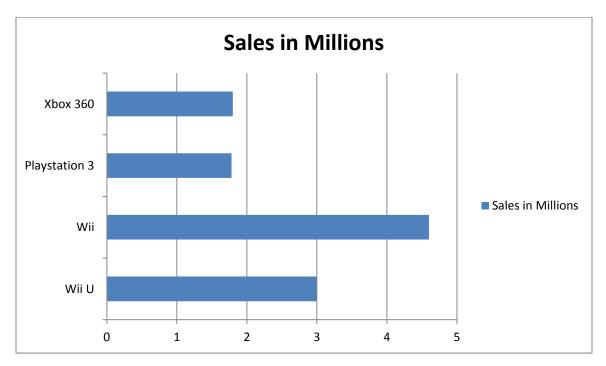
Everyone seems to be hating on Nintendo lately. Whether it's bashing the power of its hardware, to criticizing sales numbers, to the lack of games, it almost seems that the system is completely hopeless. What I'm going to do today is to objectively identify how good or bad the Wii U launch has been. I will do this by confronting the main criticisms of:

- Console Sales
- Game Selection
- System Power

So sit back, relax, and let's take a dive into cold hard facts... for the most part.

### Sales

It is reported that after three months the Nintendo Wii U has sold three million consoles, the Xbox 360 sold 1.8 million units, and the Playstation 3 sold 1.76 million units (Davidson, 2013). We can clearly see here that the Wii U has sold in 3 months more than either of its competitors did within their first three months. One of the big reasons people seem to claim that the Wii U is a failure is because they're either looking at the current sales figures for the Xbox 360 and the Playstation 3, rather than the sales for the first three months, or they're comparing it to the Wii's three month sales which measured in at a whopping 4.6 million units.



The Wii U thus far has outperformed its competition in sales. However just getting consoles out is not enough to call things a victory. We need to look at the quality of the product, which is what we will do next.

### **Game Selection**

What good is a console without good games? This section will look at what games were released within a three month period of each competing console's release. We will then look at how many of these games were exclusives, and factor in general opinions as to the quality of each title to determine which lineups were in fact stronger, and see where the Wii U fits into all this.

When measuring the quality of the titles I will (against my own better judgment) be taking the average metacritic score and the average user score from metacritic and finding the average between the two. This is obviously not an accurate representation of the quality of a title, but should provide enough of a ballpark figure to do some rudimentary calculations.

When factoring in the exclusivity of a game, I will be taking into account if it was exclusive during the launch window, not if it is still exclusive.

**Wii U**For releases and their dates I will be using North American data, as it is very accessible.

Name of Game	Release Date	<b>General Opinion</b>	Exclusive?
Assassin's Creed 3	November 18, 2012	78.5	No
007 Legends	December 11, 2012	40.3	No
Batman: Arkham City	November 18, 2012	82.5	No
Ben 10: Omniverse	November 18, 2012	43	No
Call of Duty: Black Ops 2	November 18, 2012	69.5	No
Darksiders 2	November 18, 2012	84	No
Epic Mickey 2	November 18, 2012	54	No
Family Party	December 4, 2012	7	Yes
Funky Barn	November 18, 2012	50	Yes
Game Party Champions	November 18, 2012	14	Yes
Jeopardy	December 14, 2012	N/A	No
Madden NFL 13	November 18, 2012	70	No
Marvel Avengers: Battle	December 4, 2012	51	No
for Earth			
Mass Effect 3	November 18, 2012	76.5	No
NBA 2K13	November 18, 2012	80.5	No
New Super Mario Bros. U	November 18, 2012	83	Yes
Ninja Gaiden 3	November 18, 2012	72	No
Nintendo Land	November 18, 2012	77.5	Yes
Rabbids Land	November 18, 2012	41.5	No
Rise of the Guardians	December 4, 2012	53.3	No
Scribblenauts Unlimited	November 18, 2012	76.5	No (PC)

Sing Party	November 18, 2012	52.5	Yes
Skylanders: Giants	November 18, 2012	75	No
Sonic & All-Stars Racing	November 18, 2012	78.5	No
Transformed			
Tank! Tank! Tank!	November 18, 2012	47.5	Yes
Tekken Tag Tournament 2	November 18, 2012	78.5	No
Transformers: Prime	November 18, 2012	58	Yes
Warriors Orochi 3 Hyper	November 18, 2012	62	Yes
Wheel of Fortune	December 14, 2012	N/A	No
Wipeout 3	November 18, 2012	41.5	No
Your Shape Fitness	November 18, 2012	75	Yes
Evolved 2013			
ZombiU	November 18, 2012	75.5	Yes

# **Playstation 3**

For releases and their dates I will be using North American data.

Name of Game	Release Date	<b>General Opinion</b>	Exclusive?
Mobile Suit Gundam:	November 13, 2006	40	Yes
Crossfire			
Untold Legends: Dark	November 13, 2006	66	Yes
Kingdom			
NHL 2K7	November 13, 2006	72.5	No
NBA 2K7	November 13, 2006	75.5	No
Ridge Racer 7	November 13, 2006	73	Yes
Resistance: Fall of Man	November 14, 2006	84	Yes
NBA 07	November 14, 2006	63	Yes
Genji: Days of the Blade	November 14, 2006	53.5	Yes
Tiger Woods PGA Tour 07	November 14, 2006	81	No
Madden NFL 07	November 14, 2006	61	Yes
Call of Duty 3	November 14, 2006	74	No
Need for Speed Carbon	November 16, 2006	70.5	No
Tony Hawk's Project 8	November 17, 2006	73	No
Cash Guns Chaos	November 17, 2006	38	Yes
Blast Factor	November 17, 2006	59	Yes
Marvel: Ultimate Alliance	November 17, 2006	74.5	No
Fight Night Round 3	December 5, 2006	81	Yes
Full Auto 2: Battlelines	December 7, 2006	72	Yes
Go! Sudoku	December 7, 2006	63	Yes
Lemmings	December 7, 2006	63.5	Yes
Blazing Angels: Squadrons	December 12, 2006	68	Yes
of WWII			
Gran Tourismo HD	December 24, 2006	75.5	Yes
Concept			
GripShift	January 4, 2007	62.5	Yes

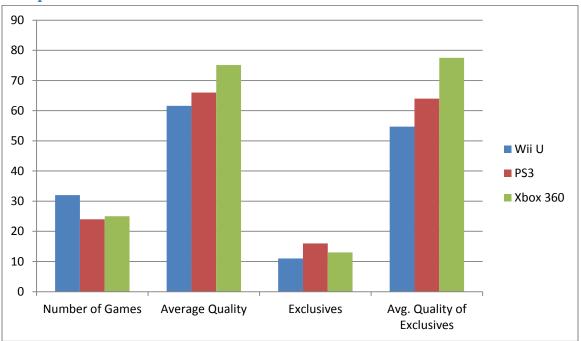
Sonic the Hedgehog	January 30, 2007	41	No
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## **Xbox 360**

For releases and their dates I will be using European data, as the data is convenient to locate.

Name of Game	Release Date	<b>General Opinion</b>	Exclusive?
Amped 3	December 2005	71	Yes
Call of Duty 2	December 2005	85.5	No (PC)
Condemned: Criminal	December 2005	82.5	Yes
Origins			
FIFA 06: Road to FIFA	December 2005	61	No
World Cup			
Gun	December 2005	74	No
Kameo: Elements of	December 2005	78	Yes
Power			
Madden NFL 06	December 2005	63.5	No
NBA 2K6	December 2005	84	No
NBA Live 06	December 2005	59	No
Need for Speed: Most	December 2005	82.5	No
Wanted			
NHL 2K6	December 2005	67.5	No
Perfect Dark Zero	December 2005	79	Yes
Peter Jackson's King Kong	December 2005	76	No
Project Gotham Racing 3	December 2005	84	Yes
Quake 4	December 2005	71	No (PC)
Ridge Racer 6	December 2005	72.5	Yes
Tiger Woods PGA Tour 06	December 2005	72.5	No
Tony Hawk's American	December 2005	73.5	No
Wasteland			
Geometry Wars: Retro	December 2005	86	Yes
Evolved			
Marble Blast Ultra	December 2005	82	Yes
Mutant Storm Reloaded	December 2005	77	Yes
Feeding Frenzy	December 2005	67.5	Yes
Dead or Alive 4	January 2006	84	Yes
Crystal Quest	February 2006	70	Yes
Full Auto	February 2006	73.5	Yes

### **Comparison**



As we can see here the Wii U does unfortunately suffer from a weak launch lineup. There are many titles however the quality of these titles is lacking, as is the number of exclusives and the quality of those exclusives. As someone who loves Nintendo this hurts as I want to see the console succeed. This however does not mean the Wii U is a poor system. It simply means it is a poorly supported system. In the next section we will look at what's under the hood.

#### Power vs. Performance

The Wii U is definitely more powerful than the current generation systems based on the reverse engineering attempt going on as of the writing of this (WiiU "Latte" GPU Die Photo - GPU Feature Set And Power Analysis, 2013). I am nowhere on the same level as these guys and as such I will not attempt to quote facts that make me look like an idiot. The consensus is that the Wii U's GPU is a very efficient graphics processor capable of performing beyond its numbers. Even with the focus on a very efficient system, by the numbers the Wii U is a more powerful system. The main thing that seems to be holding it back in the performance department is Nintendo's poor documentation of hardware features for developers.

There is a lot of speculation as to how it will compare with the other next generation systems and as there are no publicly released specifications for the Wii U, and the fact that we still do not have exact specifications about the other next generation systems it is impossible to objectively compare the systems together.

### **Conclusion**

So as you can see it's a mixed bag. As far as console sales go the Wii U has been a success, however a poor launch lineup definitely hurts the system going forward. Unfortunately without some truly optimized software and the other two next generation systems we cannot compare the performance of the Wii U against anything new. While tearing the system apart and analyzing shows it has the potential to outdo the last generation of consoles it will all come down to Nintendo's ability as a company to ensure that their developers have the tools they need to push the system. The system has taken a beating during this launch but is far from out. We'll just have to wait and see what happens.

### **Sources of Information**

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