

Does delay predict quality of Legend of Zelda games?

Game	Rank	Delay
ALttP	95.50	8.00
OoT	97.54	18.00
MM	92.08	.00
WW	94.43	3.50
TP	94.79	12.00
SS	93.15	.00

Ranking: aggregate mean percentage from past 6 years at gamerankings.com. Six year cutoff imposed to prevent confounds from releases.

Delay: documented delay in months from first proposed release date to final release.

ALttP: **A Link to the Past** (1991, Super Nintendo)

OoT: **Ocarina of Time** (1998, Nintendo 64)

MM: **Majora's Mask** (2000, Nintendo 64)

WW: **The Wind Waker** (2003, Gamecube)

TP: **Twilight Princess** (2006, Gamecube/Wii)

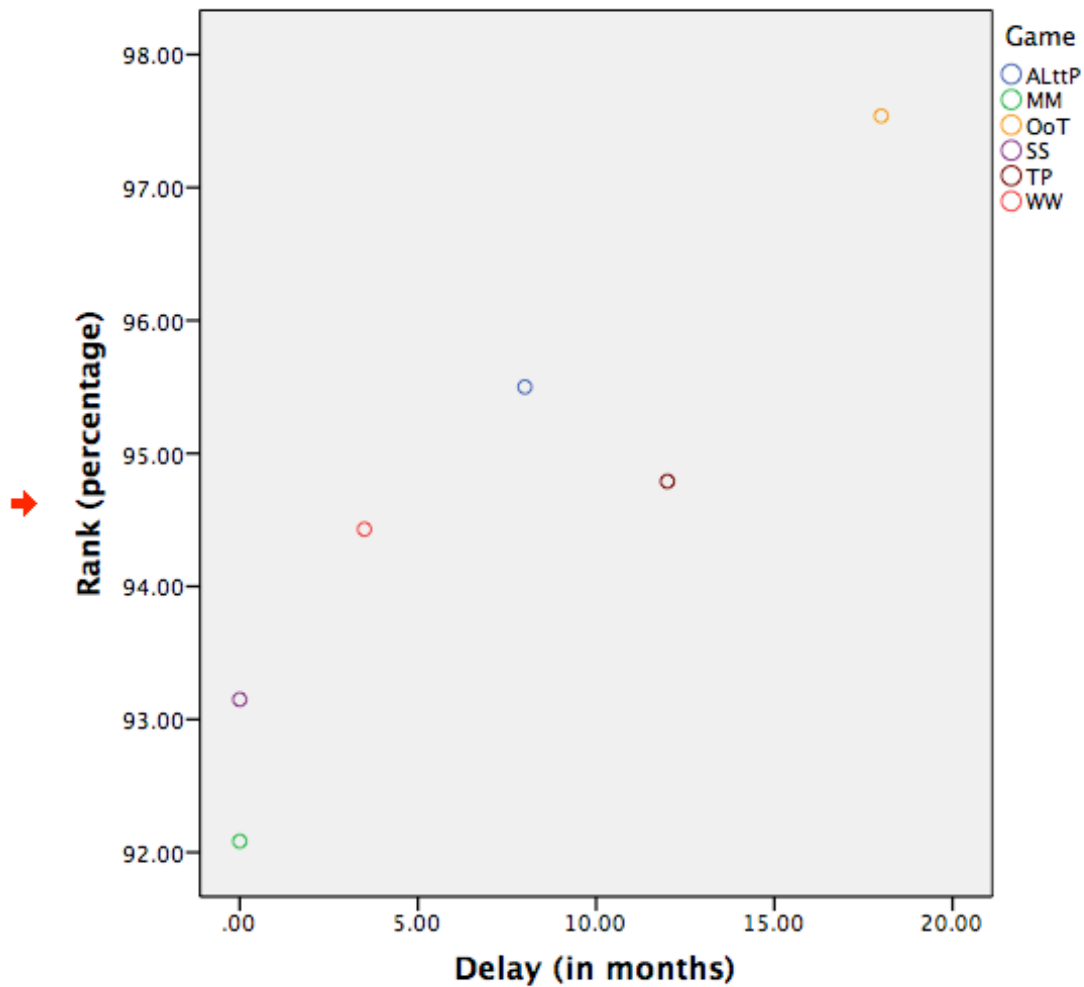
SS: **Skyward Sword** (2011, Wii)

→ Descriptives

Descriptive Statistics

	N	Minimum	Maximum	Mean	Std. Deviation
Rank (percentage)	6	92.08	97.54	94.5820	1.89440
Delay (in months)	6	.00	18.00	6.9167	7.17228
Valid N (listwise)	6				

Graph



→ Correlations

Correlations

		Rank (percentage)	Delay (in months)
Rank (percentage)	Pearson Correlation	1	.920**
	Sig. (2-tailed)		.009
	N	6	6
Delay (in months)	Pearson Correlation	.920**	1
	Sig. (2-tailed)	.009	
	N	6	6

** . Correlation is significant at the 0.01 level (2-tailed).

→ Regression

Model Summary

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.920 ^a	.847	.809	.82827

a. Predictors: (Constant), Delay (in months)

ANOVA^a

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	15.200	1	15.200	22.156	.009 ^b
	Residual	2.744	4	.686		
	Total	17.944	5			

a. Dependent Variable: Rank (percentage)

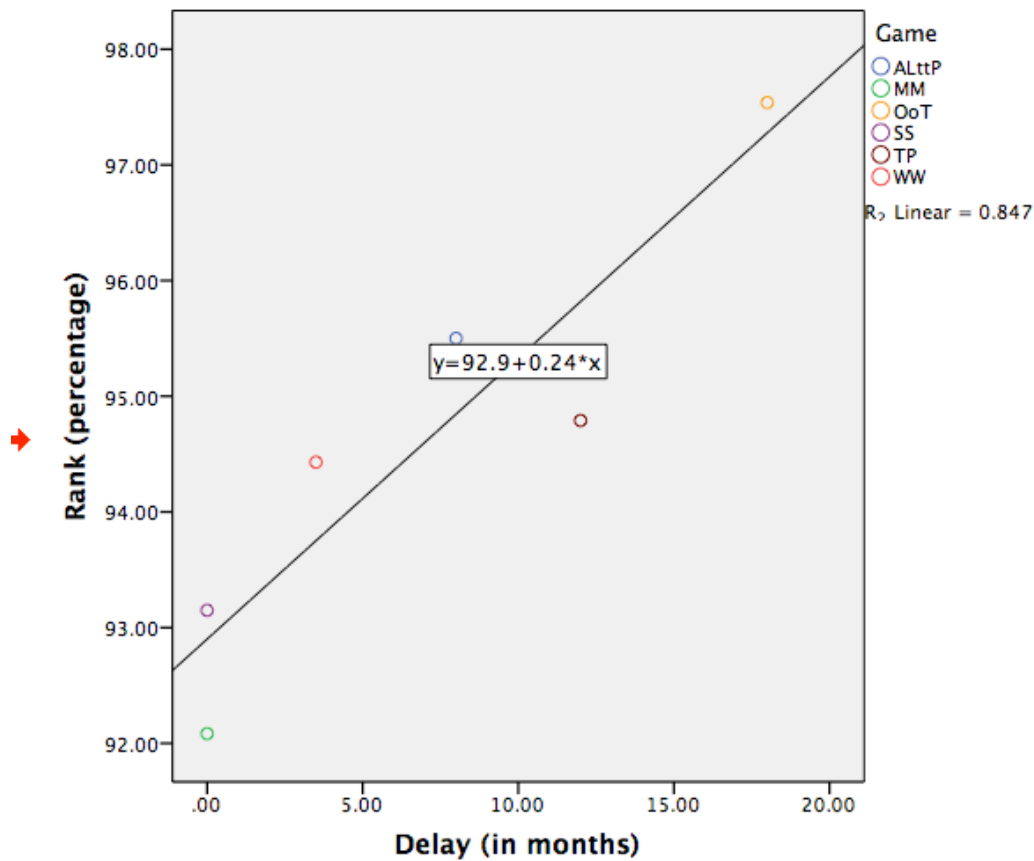
b. Predictors: (Constant), Delay (in months)

Coefficients^a

Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.
		B	Std. Error	Beta		
1	(Constant)	92.901	.492		188.872	.000
	Delay (in months)	.243	.052	.920	4.707	.009

a. Dependent Variable: Rank (percentage)

Graph



Conclusion: **Yes.**

Pearson's r came out to .920, indicating a close relationship between these variables. An R^2 of .847 means that 84.7% of the variance in game quality can be explained by variance in delay.

Analysis of variance on the regression confirmed significance ($p=.009$) for the fit.

The resultant regression equation—

$$\text{Rank (percentage)} = 0.24(\text{delay in months}) + 92.9$$

—has high predictive validity for future games.