



**CALIFORNIA STATE SCIENCE FAIR
2007 PROJECT SUMMARY**

Name(s) Mitchell A. Ness	Project Number J1313
Project Title PS2 vs. Xbox: Which System Will Load a Game Faster?	
Abstract Objectives/Goals The purpose of my science project is to determine the speed of two different gaming systems. The reason I am doing this comparison is to evaluate what system to buy that doesn't take so long to load. Methods/Materials The game systems I am using are Xbox and Playstation 2. The games tested for Playstation 2 and Xbox were: Flatout, Arena Football, and Tom Clancy's Ghost Recon Advanced Warfighter. (Each game was made for the appropriate system.) Methods for my experiment consist of: 1. Opening the disc tray 2. Placing the game in the disc tray. 3. Properly closing the disc tray 4. When it is was thoroughly closed I started the timer 5. When I saw the advertisement on the game screen, I stoped the timer 6. Then I recorded my data 7. I repeated this procedure 10 times. Results The results on my comparison of game loading between the game systems, Xbox and Playstation 2, indicates that Xbox game system has a faster average loading time. My project has revealed that there is more to the game loading time than the system, the different types of memory in the game system is a vital component that needs further testing. Conclusions/Discussion The Xbox is a game system with a 733MHz Pentium III CPU, 5 x DVD drive, and a custom-designed graphics processor. The Xbox was released on November 15th, 2001 it included 4 controller ports, Ethernet networking, and internet connectivity. The Playstation 2 is a 300MHz Emotion 128-bit CPU which exceeded the floating point performance of a 500MHz Pentium III. The Playstation 2 had a significant amount of upgrades for its processors performance in subsequent years. Released in October 26, 2000. After completing my comparison I learned all about the Xbox and Playstation 2's architectures, different types of cables, heating and the problems it causes, processors, and more.	
Summary Statement The purpose of my science project is to compare how fast an Xbox loads a game to how fast a Playstation 2 loads a game.	
Help Received My mother helped paste items on board; Cousin answered an interview; Teacher had science meetings, guided in each step, and printed items.	