TABLE 1—CONSOLE MANUFACTURERS, PRODUCTS, AND FEATURES

	Microsoft Xbox	Nintendo GameCube	Sony PlayStation 2
Dimensions (in., height×width×depth)	4×12×8	4.3×5.9×6.3	7×12×3 (can also stand on end)
CPU	733-MHz Intel Pentium III	485-MHz IBM PowerPC Gekko	300-MHz MIPS Emotion Engine
Graphics chip	233-MHz Nvidia graphics-processing unit GeForce 3 derivative	203-MHz ArtX/ATI Flipper with 24-Mbit embedded multibank DRAM	147-MHz Graphics Synthesizer with 4-Mbit embedded DRAM
Audio	Dual programmable DSPs, three fixed-function DSPs, and three microcontrollers; 256 2-D voices and 64 3-D voices; real-time Dolby Digital encoding	16-bit DSP, 64 channels	48 channels
Main memory	64-Mbyte, 200-MHz (clock)/ 400-MHz (data) DDR SDRAM	24-Mbyte, 405-MHz multibank DRAM; 16-Mbyte, 81-MHz SDRAM	32-Mbyte PC800 Direct Rambus DRAM
Mass storage	8- or 10-Gbyte hard-disk drive, dual memory cards, DVD-ROM drive	Memory card and Secure Digital card, proprietary DVD-ROM derivative	Dual memory cards, DVD-ROM drive
Maximum number of controllers	Four USB-derived controllers, can also be used for other peripherals	Four	Two
Video resolutions	1080i, 720p, 480p, 480i, including RGB	480p, 480i	480i (RGB upcoming)
Network connectivity	Ethernet (included)	Analog modem and optional Ethernet	Analog modem and optional Ethernet
Other peripheral interfaces	One additional USB-derived controller, composite, S-Video and component video, analog and digital audio	Two serial, one parallel, composite and component video, analog and digital audio	Two USB, one IEEE-1394, one PC Card, composite, S-Video and component video, analog and digital audio
Price and kit contents	$299, one controller, composite-video and analog-audio cable	$199, one controller, composite-video and analog-audio cable	$299, one controller, composite-video and analog-audio cable