

System Hardware	Game Boy Advance	Game Boy Player	Nintendo DS Lite	Wii (OG, Softmodded)	WiiU	ASUS Laptop (Windows 10)	Moto X Play (Android)	Raspberry Pi 3B Arcade Table
Software	Game Boy Advance	Game Boy Advance	Nintendo DS	VisualBoyAdvance GX	Virtual Console	VisualBoy dvance	MyBoy! Free	VisualBoyAdvance
Generation	Sixth	Sixth	Seventh	Seventh	Eighth	N/A	N/A	N/A
Release Date (NA)	June 11, 2001	June 24, 2003	June 11, 2006	November 19, 2006	November 18, 2012	2016	July 28, 2015	February 29, 2016
Hardware/Software					April 26, 2013	October 1, 2005	September 12, 2012	October 1, 2005
Retail Availability	2001-2010	2003-2007	2006-2016	2006-2013	2012-2017	2016-present	2015-present	2016-present
Cost at Release	\$99.99 USD	\$40.99	\$129.99 USD	\$249.99 USD	\$349.99 USD	\$1,499 USD	\$399.99 USD	\$35.00 USD
Dimensions (WxDxH)	Approx. 5.7" x 1" x 3.2"	Approx. 5.9" x 6.1" x 2.3"	Approx. 5.2" x 2.9" x 0.9"	Approx. 6.2" x 8.5" x 1.8"	Approx. 6.8" x 1.8" x 10.6"	Approx. 12.7" x 8.75" x 0.5"	Approx. 3.0" x 0.4" x 5.8"	Approx. 3.4" x 2.2" x 0.67"
Weight	0.30 lbs (136g)	0.81 lbs (267g)	0.48 lbs (218g)	3.84 lbs (1,742g)	3.30 lbs (1,497g)	2.64 lbs (1,197g)	0.37 lbs (170g)	0.015 lbs (0.68g)
Portable Gaming	Yes	No	Yes	No	No	Conditional	Yes	No
Controls	Left of screen: Direction pad, start, select, left shoulder Right of screen: A, B, right shoulder	GBA or GameCube Controller, button mapping options for two-handed and one-handed (D-Pad mapped to C-Stick for the latter)	Left of screen: Direction pad, left shoulder Right of screen: A, B, start, select, right shoulder X and Y buttons non-functional for GBA	GameCube controller, standard button mapping	Customizable button mapping for WiiU GamePad, WiiU Pro Controller, and Wii Remote (sideways)	Standard configuration: D-Pad Arrow keys A Z B X Left A Right S Start Enter Select Backspace	Portrait: game displays on top half of screen, touch buttons outlined on bottom half. Landscape: transparent button outlines overlaid upon stretched display Haptic feedback	USB controller (such as a PS3 controller) or USB-connected arcade buttons. Model in the RMD places direction buttons on left, A/B/Start/Select on right, and L/R on respective sides.
CPU	16.8 MHz 32-bit ARM7TDMI	486 MHz IBM PowerPC "Gekko" (GameCube)	67 MHz ARM9 and 33 MHz ARM7	729 MHz IBM PowerPC "Broadway"	1.24 GHz Tri-Core IBM PowerPC "Espresso"	Intel Core i7 7500U Processor	1.7 GHz 64-bit Octa-core	1.2 GHz 64-bit Quad-Core ARM Cortex-A53
Memory	32KB internal, 96 KB VRAM	24 MB MoSys 1T-SRAM	4 MB SRAM	84 MB (64 GDDR3 SDRAM)	2 GB DDR3	16 GB DDR3 SDRAM	2 GB LPDDR3 RAM	1 GB
Display	2.9"non-backlit reflective thin-film transistor color LCD	Video output to 480i or 480p (component)	Two 3.12" backlit thin-film transistor color LCD screens, one of which is a transparent analog touch screen	Video output to Composite video (480i), S-Video (480i), Component video (480p)	Video output to S-Video (480i), RGB SCART (480i, 576i), Component (480i/p, 720p, 1080i/p), HDMI (480p, 720p, 1080i/p), Wii U GamePad	13.3" LED backlit FHD, 60Hz Anti-Glare Panel with 72% NTSC	5.5" IPS LCD	HDMI (rev 1.3), composite video (3.5mmTTRS jack)
Display Resolution	240x160 pixels	Variable	256x192 pixels	Variable	Variable	1920x1080	1080x1920	1280x1024
Aspect Ratio	3:2	4:3	4:3	16:9	16:9	16:9	16:9 (landscape) 4:3 (portrait)	4:3
Audio	Dual 8-bit DAC stereo	Analog stereo	12-bit stereo	Analog stereo	Analog or digital stereo	Harman/Kardon speakers	Mono	Analogue or digital stereo
Power	Two AA Batteries	External power adaptor	1000 mAh	External power adaptor	1500mAh battery	57 Whrs Polymer Battery	3630 mAh Li-Po	5 V via MicroUSB
Battery Life	15 hours avg. while playing	N/A	15-19 hours on low light, 5-8 hours on high	N/A	3 hours on GamePad	12 hours	48 hours mixed usage on a single charge (not really)	N/A
Media	GBA ROM Cartridge	GBA ROM Cartridge	GBA ROM Cartridge	GBA.ROM File	Virtual Store Download	GBA.ROM File	GBA.ROM File	GBA.ROM File
Nintendo Approved	Yes	Yes	Yes	No	Yes	No	No	No
Notes	A number of third party and Nintendo-approved add-ons have been developed for the Game Boy Advance, including a Link Cable for the GameCube, GameShark, and a number of front-lighting systems that required disassembling and soldering the hardware.	The Game Boy Player is a Nintendo-developed add on that connects to the GameCube via the high-speed parallel port at the bottom of the GameCube. It requires a boot disc to access the hardware, and reads Game Boy Game Boy Colour, and Game Boy Advance cartridges. The GBP does not use software emulation but hardware similar to that of the Game Boy Advance. Link Cable allows input through GBA.	The Nintendo DS has a Game Boy Advance slot with a removable cover at the bottom to play GB, GBC, and GBA games. Games display on the top screen, not the touch screen. Players have the option to load the GBA game or the DS game via the home menu. Despite its position as the GBA's successor, the DS was initially meant to be the "third pillar" to the GBA and GameCube.	Softmodding a Wii requires an SD card to run both the emulator and the ROM files (the latter can alternatively be stored on a USB for added safety). To run an emulator, the Homebrew channel must first be installed using an exploit which can either be downloaded from the internet, or based off hacks for Wii disks such as <i>LoZ: Twilight Princess</i> or <i>SSBB</i> . Playback requires a GameCube controller.	*April 26, 2013 marks the day the WiiU adds the GBA to the list of available titles in Nintendo's Virtual Console Store. One can buy a licence for classic games (around \$10) and emulate them on the WiiU. Unlike softmodding, these emulators do not have to be loaded by the user. The WiiU can be softmodded like the Wii, but the process is more complex and has a lower success rate than the Wii.	VisualBoyAdvance is compatible with Game Boy, Game Boy Colour, and Game Boy Advance ROMS, and allows users to transfer saved games between devices (such as to the MyBoy! emulator). It supports full screen mode, screen capture, GameShark, joystick, and save states among other features, as well as allowing users to speed up the game. Exact laptop model: ASUS Zenbook UX330U	The MyBoy! Free emulator has two orientations, a portrait mode with the 4:3 display above a black background over which the buttons are set and a landscape mode that stretches the display to 16:9 and overlays it with the controls. Haptic feedback is controlled by the phone itself. Depending on the phone's support for multi-touch input, some games may be incompatible.	This arcade table was built in May 2017 as part of the Media Archaeology Summer School. The button placement was deliberately designed based off not the Game Boy Advance but its MyBoy! emulator for Android. The goal was to construct a facsimile of the GBA with a larger screen and larger buttons to render game content accessible to those who cannot use the handhelds.