# Build Steam market

## From the paper sketch to Superset

Names _____

Superset → **Dashboards**, on your own VM. You need your four `UT4 · KPI` charts, your "UT3 · ..." charts (all on `games_clean`) and Wednesday's sketch: it is the plan. **Edit mode does not save by itself**: press **Save** after every task. Write what you see here.

## Reference

| Layout element | What it does | In the HUD |
|---|---|---|
| **Header** | A section title. Three sizes. | The label over a group of gauges. |
| **Row** | A horizontal strip that holds charts side by side. | One line of the HUD. |
| **Column** | Stacks things vertically inside a row. | Two small gauges piled up. |
| **Tabs** | Several pages in the same space; one visible at a time. | The inventory tabs. |
| **Text / Markdown** | Free text: a note, the source, a link. | The tooltip that explains. |
| **Divider** | A thin horizontal line between sections. | A separator. |

**Edit mode** is the game's "customise HUD" screen: you drag things around, resize them, press save and go back to playing. Nobody reads a dashboard in edit mode.

In edit mode the panel on the right has two tabs: **Charts** (your saved charts) and **Layout elements** (the six boxes of the table).

From a saved dashboard you get back with **Edit dashboard**.

## Task 1 · Create it and place the KPI row (11 min)

| Step | Do this | You should see / write |
|---|---|---|
| 1 | **Dashboards → + Dashboard**. Click the title and type `Steam market`. | A new, empty dashboard, in edit mode. |
| 2 | From **Layout elements** drag a **Header**: `Steam market 2004–2018 · for an indie studio choosing a launch price`. | The header at the top of the canvas. |
| 3 | From **Charts** (search `UT4`) drag three `UT4 · KPI` charts into **one row** under the header: Games, Free share, Median price. Drop each **next to** the last one: a blue area shows where it will land. | Three charts side by side. Drag a corner and count: each one arrives _____ columns wide. |
| 4 | Try to drop Hits at the end of the same row. | What happens? _____ |
| 5 | Resize each chart to **3 columns** and as short as it will go. Now drop Hits at the end of the row. **Save**. | Four numbers in one row: _____ |

**1a** From steps 3 to 5: how many columns wide is the whole canvas?

_____ How do you know? _____

**1b** Open the **Charts** list in another browser tab. How many charts are called `UT4 · KPI Games` now?

_____ So what does the dashboard hold: a copy of the chart, or a shortcut to it? _____

## Task 2 · The middle band (10 min)

| Step | Do this | You should see / write |
|---|---|---|
| 1 | **Edit dashboard**. Under the KPI row add a **Header**: `How the market grew`. | A second section title. |
| 2 | Add your "UT3 · …" **line chart** (games released per year) and your **bar or pie chart** in the same row. Give the line **8 columns** and the other **4**. | The row is full: _____ + _____ = _____ |
| 3 | Check that titles and axis labels are still readable at this size. If not, fix the title **in the chart**: the three dots on the chart → **Edit chart**. | Did you change a title? Which? _____ |
| 4 | **Save**. | Without scrolling: header, 4 KPIs and 2 charts. |

## Task 3 · Tabs for the detail (10 min)

| Step | Do this | You should see / write |
|---|---|---|
| 1 | **Edit dashboard**. Drag a **Tabs** element below the middle band. Rename the first tab `Prices`; add a second with the **+** and call it `Quality`. | Two tabs, one visible at a time. |
| 2 | In `Prices`: the **histogram** (price distribution). In `Quality`: the **scatter** (price vs metascore). | Clicking each tab shows a different chart. |
| 3 | Under the tabs drag a **Divider** and a **Text / Markdown**. Double-click the text and replace the sample with the note below. **Save**. | The note is visible at the bottom. |

```
**Source:** TidyTuesday 2019-07-30 (Steam Spy). 26,685 games released 2004–2018.
Free games count as price 0. Only 2,849 games (10.7 %) have a Metascore.
```

**3a** The KPIs are in the first row and the scatter is in the second tab. Why not the other way round?

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**3b** Read the note again. Which of your charts can say nothing about most games, and why?

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**3c** One thing you moved or dropped from the sketch once you saw it on screen, and why.

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**Stuck?**

- **The chart is not in the Charts tab**: untick **Show only my charts** or search by name.
- **A dropped chart landed in a new row, or will not drop**: the row is full. Shrink the charts first, then drag again to the blue area **beside** the neighbour.
- **A chart looks broken when it is small**: its title is too long and wraps. Shorten the title in the chart.
- **"There are no charts added to this dashboard"**: it was saved empty. **Edit dashboard** and carry on.
- **Everything is gone after a refresh**: it was never saved. Rebuild the KPI row first and save after every task.

**Done when** The first screen, without scrolling, shows header, 4 KPIs in one row and 2 charts · each tab shows a different chart · the note is at the bottom · you used at least four different layout elements · it is **saved**. **Fast?** Task 4: put the **heatmap** in a third tab `Calendar`. Then use a **Column** inside a row to stack two KPIs next to a chart. Does it read better than the flat row? Say why.

**At home** Finish Tasks 1–3: Wednesday's filters are added to this dashboard. Project: create the (still empty) dashboard for your own dataset, with a header that states audience and purpose, and one KPI in it.