The Steam story

From minimap to quest marker

Names _____

Pairs. Part A is from memory. Part B is in Superset on the "Steam market" dashboard of one of you: first **SQL → SQL Lab** (database `Dades classe`, schema `public`, table `games_clean`), then the dashboard. Your reader: **a studio of three people deciding whether to launch on Steam, and at what price**.

Reference

A dashboard is the **minimap**: it shows everything. A story is the **quest marker**: it says where to go. A story has three parts:

- **Context** (which player, which quest): who is reading, and what do they have to decide?
- **Insight** (what the minimap shows that matters for that quest): the one finding, with its number, that changes the decision.
- **Action** (the marker: go there): so what should they do?

Part A · Two tools compared (8 min)

Two sessions of Power BI, five months of Superset. No searching: memory and reasoning. Notes, not sentences.

	Apache Superset	Microsoft Power BI
Licence Who pays, and for what?		
Data model One table per chart, or several?		
Where it runs And where do the data live?		
An API as source How does JSON get in?		
Who uses it		

Part B · The Steam story (26 min)

B1 Take your homework sentence for the studio and test it.

A number in it? _____ Does it say who it is for? _____ Does it say what to do? _____

B2 Find the insight. In SQL Lab, run these **one at a time** (it only shows the result of the last statement) and read them slowly.

```sql
SELECT release_year, COUNT(*) AS games,
       ROUND(100.0 * COUNT(*) FILTER (WHERE owners_tier = 'Niche') / COUNT(*), 1) AS niche_pct,
       PERCENTILE_CONT(0.5) WITHIN GROUP (ORDER BY price) AS median_price
FROM games_clean WHERE release_year >= 2013
GROUP BY release_year ORDER BY release_year;

SELECT price_band, COUNT(*) AS games,
       ROUND(100.0 * COUNT(*) FILTER (WHERE owners_tier = 'Hit') / COUNT(*), 1) AS hit_pct
FROM games_clean GROUP BY price_band ORDER BY hit_pct DESC;
```

One sentence with at least two numbers that would worry or encourage the studio:

_____

_____

B3 Write the story: three sentences, one per part, and one limit. Then read them to your partner in any order: can they say which is which?

Context _____

Insight, with its numbers _____

_____

Action, starting with a verb _____

_____

Limit: one thing the data cannot tell you _____

B4 Annotate the dashboard (11 min).

Step	Do this	You should see / write
1	Open the dashboard, **Edit dashboard**. In the panel on the right, open the **Layout elements** tab.	Edit mode.
2	Rewrite the **Header** at the top (or drag a new one): the insight as a headline with a verb, not “Steam market 2004–2018”.	Your headline: _____
3	Drag a **Text / Markdown** block next to the chart that proves it. Double-click it and replace the sample text: the insight with its numbers and, in italics, one limit of the data.	The chart that proves it: _____
4	Rename that chart: click its title and write the takeaway. “Releases per year” becomes a sentence that says what happened.	Old title: _____ New title: _____
5	Move the proving chart to the top row. Add a last **Text / Markdown** block at the bottom with the action. **Save**.	View mode: header, two text blocks, the renamed chart.

B5 Open the **Charts** list and look for the chart you renamed in step 4. Which title does it have there?

_____

B6 Show the dashboard to another pair. They read only the header and the two text blocks. Do they know what the studio should do? If not, what is missing: the number, the reader or the verb?

_____

Stuck?

- **`niche_pct` always ends in .0**: the `100.0` lost its decimal point, so PostgreSQL divided whole numbers.
- **SQL Lab shows only one result**: it shows the last statement. Run one query at a time.
- **No “Steam market” dashboard, or it is broken**: annotate any dashboard with a chart of games per year. Build that chart from `games_clean` in two minutes: bar chart, `release_year`, `COUNT(*)`.
- **An insight that is only a label**: “Releases per year” is a label. An insight has a number and a consequence.

Done when Someone who reads only the header and the two text blocks knows what the studio should do. **Fast pair?** Write the same three sentences for your own dataset.

At home Project pairs: bring the three sentences (context, insight, action) for your own dataset, written. Wednesday is the last working session before the presentations on Monday 22/02.