Steam in Power BI

Same game, other console

Names _____

Pairs: one works the keyboard, the other reads and writes; swap at Task 3. Task 1 is in Superset → **SQL → SQL Lab**, database `Dades classe`, schema `public`, table `games_clean`. Tasks 2 to 4 are in Power BI Desktop with the `games_clean.csv` the teacher hands out. **No Windows PC?** Do Task 1, then dictate each step to the teacher's projector and check every visual against your prediction.

Reference · the button chart

Same game, other console: the rules are the same, the buttons have other names. Fill the middle column as you meet each button. Word bank: **Card · Field wells · Publish · Report · Semantic model · Slicer · Visual**.

In Superset	In Power BI	Careful
Dashboard		A Power BI "dashboard" is something else: a page of tiles, only online.
Chart		You pick it in the **Visualizations** pane.
Big Number		It rounds what it shows.
Dataset (columns, metrics)		Listed in the **Data** pane (older versions: **Fields**).
Metric / dimension boxes		Values, X-axis, Y-axis: you drag a field into one.
Native filter		It sits on the canvas, like a chart.
Draft → Published		Needs a work or school account.

Task 1 · Predict in SQL (7 min)

Run them **one at a time**: SQL Lab only shows the result of the last statement.

```sql
SELECT COUNT(*) AS games FROM games_clean;
SELECT release_year, COUNT(*) AS games FROM games_clean
GROUP BY release_year ORDER BY games DESC LIMIT 1;
SELECT price_band, COUNT(*) AS games FROM games_clean
GROUP BY price_band ORDER BY games DESC;
```

Then the same three with `WHERE owners_tier = 'Hit'` after `FROM games_clean` (before the `GROUP BY`): that is what the slicer will do in Task 4.

Your prediction	All games	Only `owners_tier = 'Hit'`
Number of games		
Year with most games, and how many		
Price band with most games, and how many		

Stuck?

- **The card shows a number in the millions**: the field is on **Sum**. Open the arrow next to the field in the well and choose **Count**.
- **The year axis shows 2,004 with a comma, or one single bar**: `release_year` is being added up. Put it in **X-axis** and choose **Don't summarize** for it.
- **The new visual replaced the old one**: click an empty part of the canvas before you choose a visual.
- **SQL Lab shows only one result**: it shows the last statement. Run one query at a time.

Task 2 · Load and build the card (8 min)

Step	Do this	You should see / write
1	**Home → Get data → Text/CSV**, choose `games_clean.csv`, check the preview, **Load**.	The columns in the **Data** pane.
2	In the **Visualizations** pane choose **Card**. Drag `number` from the **Data** pane into the **Values** well.	A big number on the canvas.
3	Open the small arrow next to the field in the well and choose **Count**. A sum of game numbers means nothing.	The card says _____
4	**Format visual → Visual → Callout values → Values → Display units: None**.	Now it says _____

Task 3 · Two charts (9 min)

Step	Do this	You should see / write
1	Click an empty part of the canvas first, or the new visual replaces the card. **Clustered column chart**: `release_year` in **X-axis**, `number` in **Y-axis**, set to **Count**.	Tallest column: _____ Same as predicted? _____
2	**Clustered bar chart**: `price_band` in **Y-axis**, `number` in **X-axis**, set to **Count**.	Longest bar: _____ Same as predicted? _____
3	Give each visual a title that says what it shows: **Format visual → General → Title**.	Two titles a reader understands.

Task 4 · The slicer (7 min)

Step	Do this	You should see / write
1	Click an empty part of the canvas. Choose **Slicer** in the **Visualizations** pane and drag `owners_tier` into its **Field** well.	A list of tiers on the canvas.
2	Click **Hit** and watch the three visuals.	Card _____ Column _____ Bar _____

4a Compare with your "hits only" column. Which line of your SQL does the slicer replace?

_____

The publish demo (teacher's screen)

P1 Before the teacher presses **Publish**: what travels to the cloud, the report, the data, or both?

Your guess _____ What happened _____

Done when The button chart is full · six predictions, and each visual checked against them. **Fast pair?** Select the slicer, then **Format → Edit interactions**, and set the card to **None**. Now the card ignores the slicer: when would you want that?

At home For Monday, one sentence, written: a small studio of three people wants to launch a game on Steam. Looking at your "Steam market" dashboard, what would you tell them to do?