

Getting started with the Genie space

When you enter the space there's a button that will analyze the datasets and provide you with some example questions you could answer with data included in this space. By default these are autogenerated by the Genie space based on the datasets included, but you can add your own examples when creating the space. These prompts help a new user understand the types of things this space may be able to answer to help them get started. Your user can also ask the space, as we do in the next diagram, to describe the data it has access to. It'll generate details about the tables, their columns and what it might all mean.

The screenshot shows the Genie space interface. At the top, there's a header with a profile icon and the word "Genie". Below the header, a section titled "Tables" provides a brief summary of the schema, stating that the tables are primarily focused on aggregating various aspects of player activity within the World of Warcraft (WoW) game. It lists nine tables with their descriptions:

- gld_wow_player_session_agg:** Aggregates session data for WoW players, including session length, gap between sessions, total playtime, average session length, number of zone changes, level changes, and the ending level after a session.
- slv_wow_zone_change_agg:** Focuses on the aggregation of zone changes by session, indicating how often players change zones within a session.
- slv_wow_session_agg:** Similar to gld_wow_player_session_agg, it aggregates session data but seems to be a different level or view of aggregation, possibly with less detail on level changes.
- slv_wow_level_change_agg:** Aggregates the number of level changes within sessions, providing insights into how players progress in terms of levels during their gaming sessions.
- slv_wow_latest_char_zone:** Tracks the latest zone for each character, showing where characters are currently located in the game world.
- slv_wow_latest_char_level:** Keeps track of the latest level for each character, indicating their current progress in the game.
- gld_wow_player_subscriptions_agg:** Aggregates subscription data for players, including the number of sessions, average session gap, average session time, and total subscription length.
- gld_wow_player_status:** Provides current status information for players, including level, race, class, and current zone.
- bz_wow_zones:** Lists WoW game zones, including details about the continent, area, zone, subzone, type, size, control, and level requirements.

Below the table descriptions, a "Connections:" section notes that the primary connection among these tables is through the char (character ID) and sessionid columns, which link session data, zone changes, level changes, and player status. It also mentions that the zone information in slv_wow_latest_char_zone and gld_wow_player_status can be related to the Zone_Name in bz_wow_zones to provide contextual information about the locations within the game.

At the bottom, a note states: "These tables collectively offer a comprehensive view of player activity, progression, and status within World of Warcraft, from session dynamics to geographical and progression metrics."

Interrogating and iterating on your data

For this Genie space we're using a Kaggle dataset of WoW horde character data across a period of three years. This dataset's tables are well connected and we imported all tables. We then experimented with the Genie space as if we were a game designer brand new to the capability who's looking to learn more about the character experience across our game world.

To start our effort, we ask the space to tell us a bit about the tables themselves. We see that the space has information about character levels, different map zones, session information and details about the characters in the game, including level, race, class and which zone they were in at a point in time. It also tells us that the sessionIDs and the char column, which represents characters in the game, are the two core primary keys across these tables. To get used to the interface, we start with a simple question: "What's the most commonly race first played by a player?" It returns an answer, but not quite the answer we're asking for. Why is that? Because these tables don't have playerIDs, just CharacterIDs. The space returns the closest thing that makes sense to it: the most commonly played race based on the number of characters.

The screenshot shows a query result from the Genie space. The query was initiated by Duncan Davis, asking: "What is the most common race first played by a player". The response was provided by the Genie, stating: "This query retrieves the count of players for each race in the game World of Warcraft, and then returns the race with the highest count." The result is displayed in a table:

race	count
Blood Elf	12888

Below the table, it says "1 row". At the bottom right, there are buttons for "Add as instruction" and "Show generated code".