

# Final Case Project

## The Goal

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This final “exam” is designed to give you a chance to create a solution to a real-world problem using the tools from this class. The intent of the case is to allow you to demonstrate your ability to choose appropriate visuals from your Tableau toolkit, and present your solution. The data and the problem will be provided by the instructor, although you are also free to incorporate other data if you so choose (you won’t be penalized if you choose not to do this!).

## Research Question

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What can I do as a game maker to try to make a game with bestseller potential? (Remember to stick to the data!)

## What to Prepare

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You are expected to prepare the following items:

1. An executive summary detailing your results
  - (a) Should be clear and concise
  - (b) About one page long (may be 2 pages if needed)
2. A Tableau workbook containing dashboards that answers the research question.
3. A five to ten minute presentation explaining your findings
  - (a) What can I do as a game maker to try to make a game with bestseller potential? (Remember to stick to the data!)

## The Rubric

Category	Full Points	Half Credit	No Credit	Points Possible
Question 1	Dashboard clearly addresses the relationship between price and purity of drugs	Dashboard indirectly or partially addresses the relationship between price and purity of drugs	Question 1 not addressed by dashboard	35 points
Question 2	Dashboard clearly addresses the relationship between price and treatment rates	Dashboard indirectly or partially addresses the relationship between price and treatment rates	Question 2 not addressed by dashboard	35 points
Write-up	The write-up addresses both how the visuals were chosen and the conclusions that should be drawn from those visuals	The write-up addresses either how the visuals were chosen or the conclusions that should be drawn from those visuals	Write-up is unclear or does not address the prompt	20 points
Overall				100 points