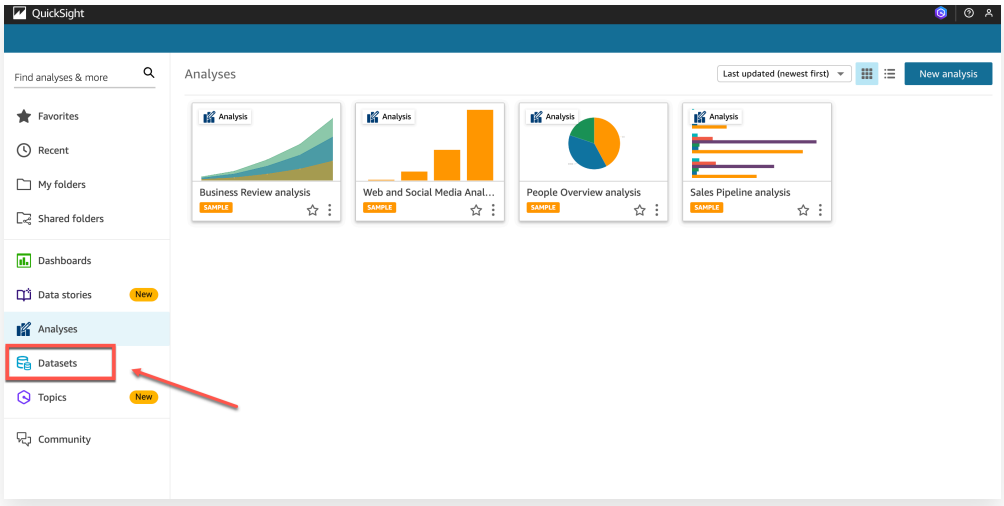
Build Dashboard

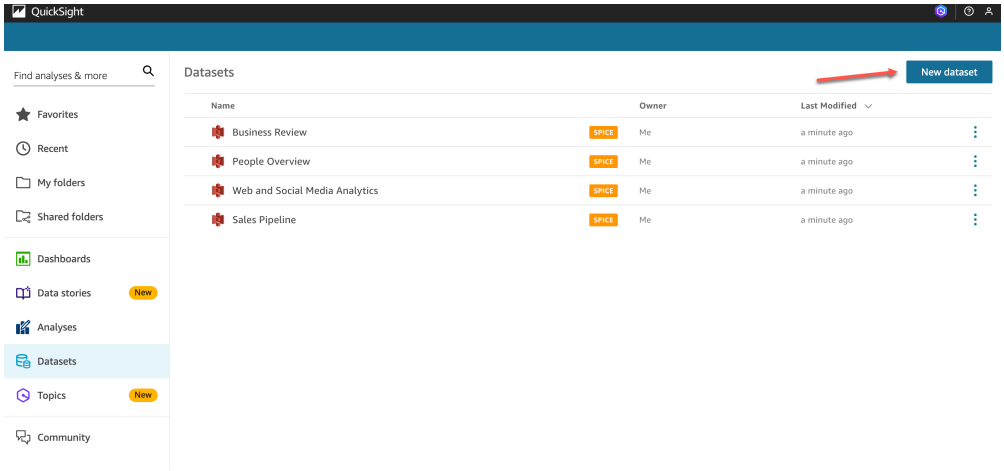
Now that we have access to Amazon QuickSight, let's go ahead and create the required datasource and dataset to build dashboard.

Create Athena Datasource

1. From QuickSight main page click on **Datasets**.

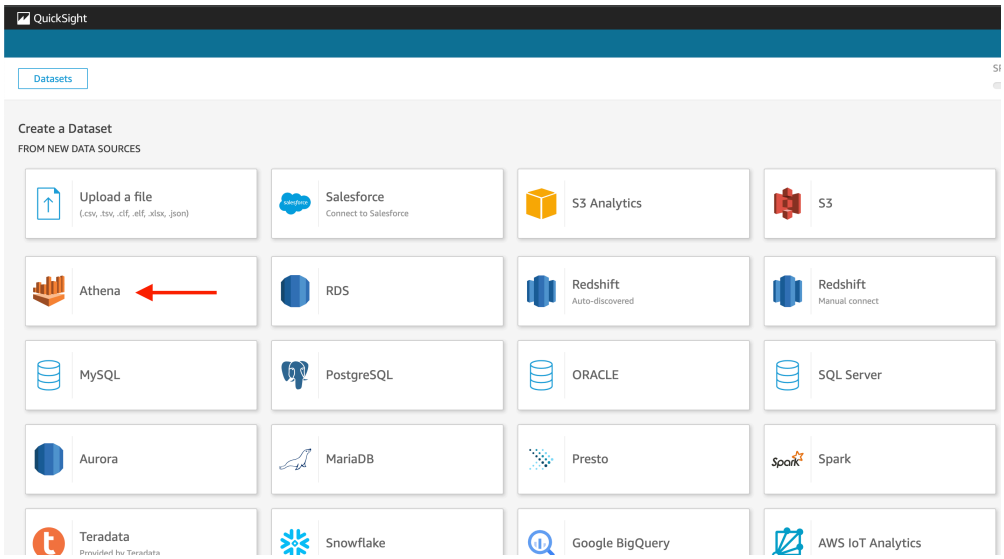


2. From the Datasets screen, click on **New Dataset**:

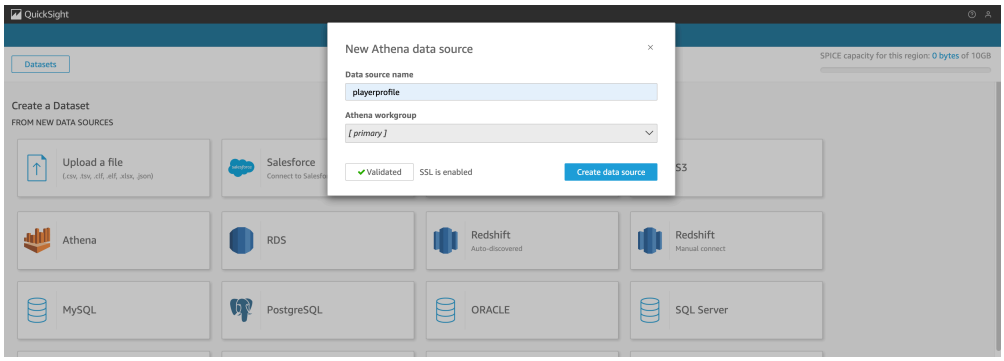


Create Athena Datasource as shown below:

3. **Click on Athena**

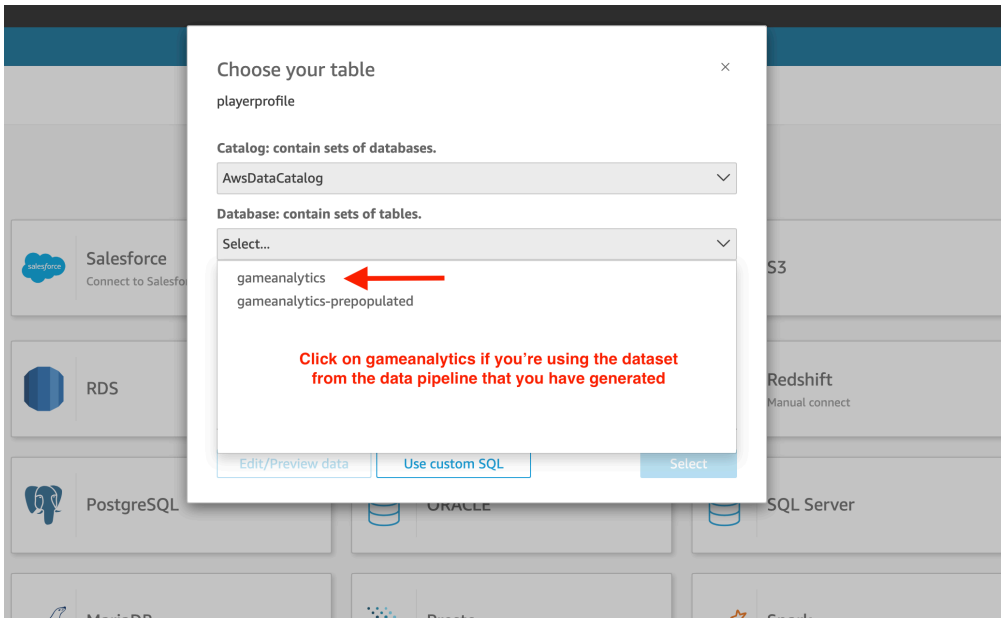


3a. Type in **playerprofile** and click on **Validate Connection** --> **Validated**



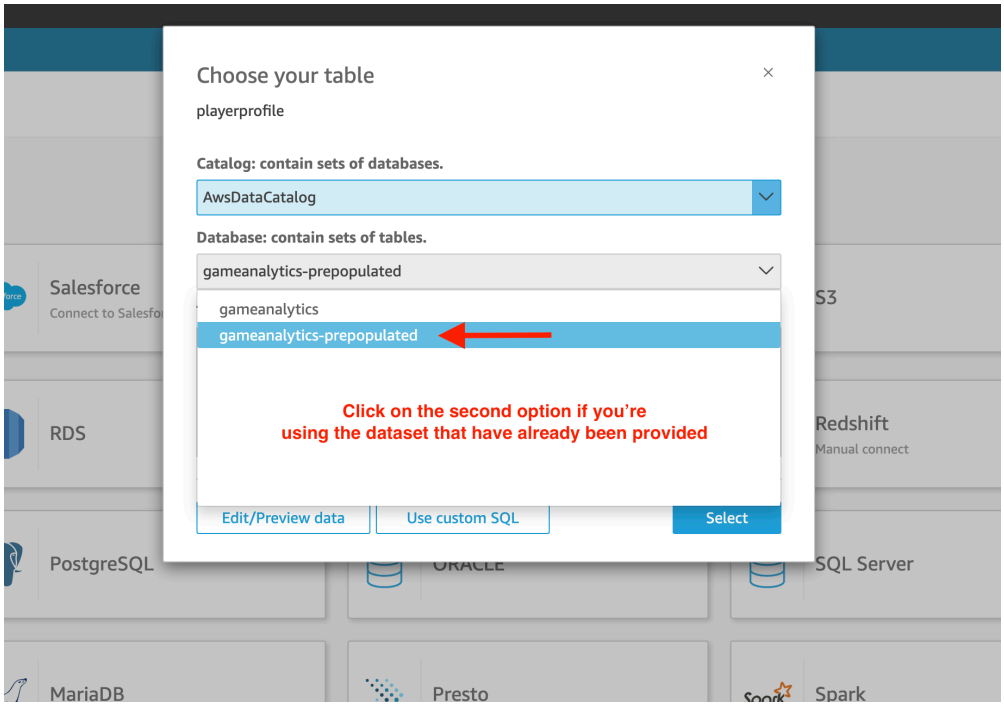
OPTION 1

3b. Click on **gamesanalytics** - if you're using the data from the data pipeline that you have generated.



OPTION 2

3c. Click on **gamesanalytics-prepopulated** - if you're using prepopulated data.

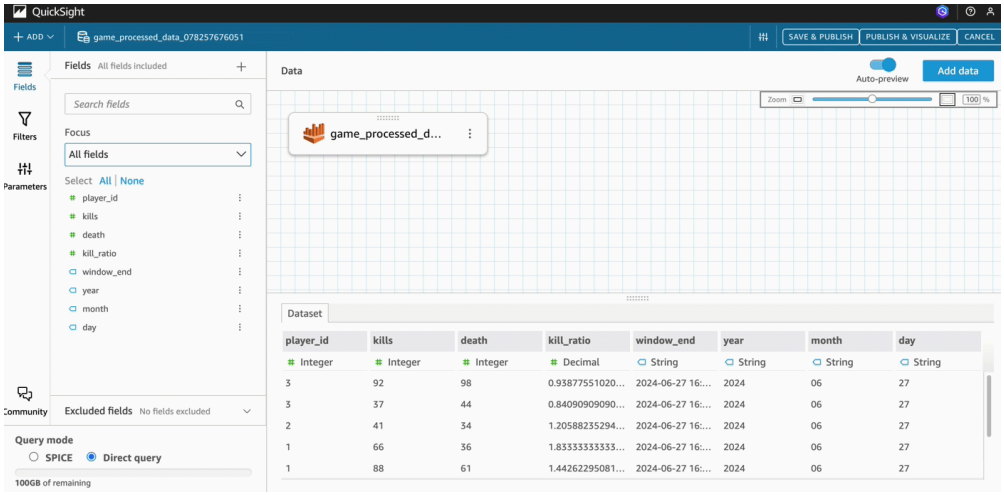


Click on the table called **prepopulateddata_XXXXXXXXXX**

OPTION 1 & 2

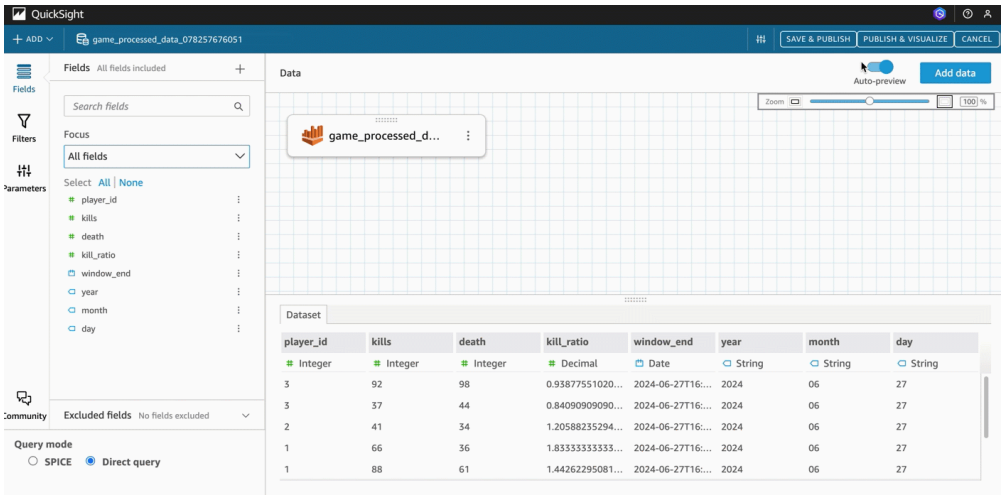
3d. Once you have selected your table, click on **Edit/Preview data**

4. Click on Update the date type for column **window_end** from String to Date.



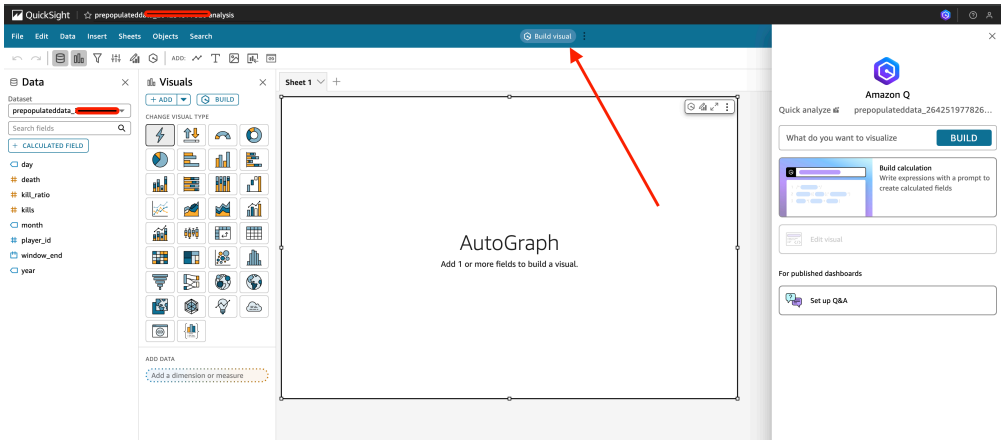
Create QuickSight Dashboard

1. Click on **PUBLISH & VISUALIZE** to create an Analysis to start building dashboard.



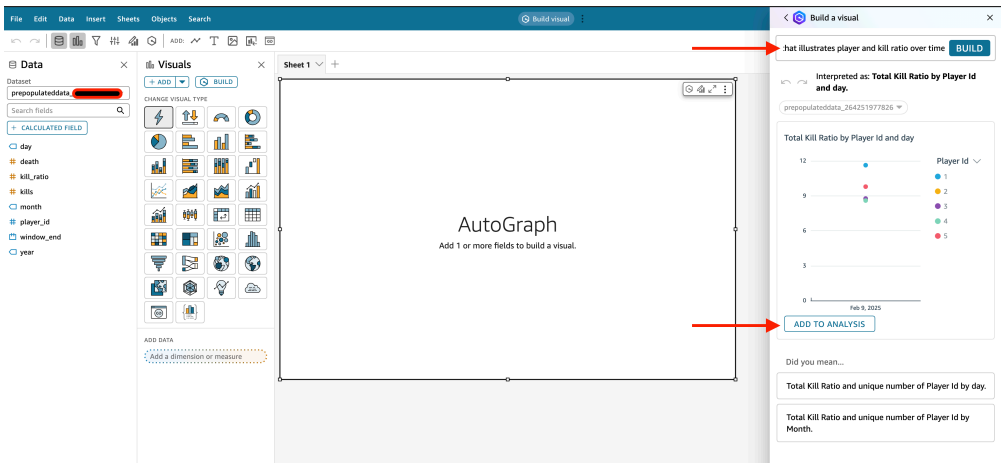
2. Let's build a quick line chart that shows the **Kill Ratio** for each player.

3. Click on **Build visual**

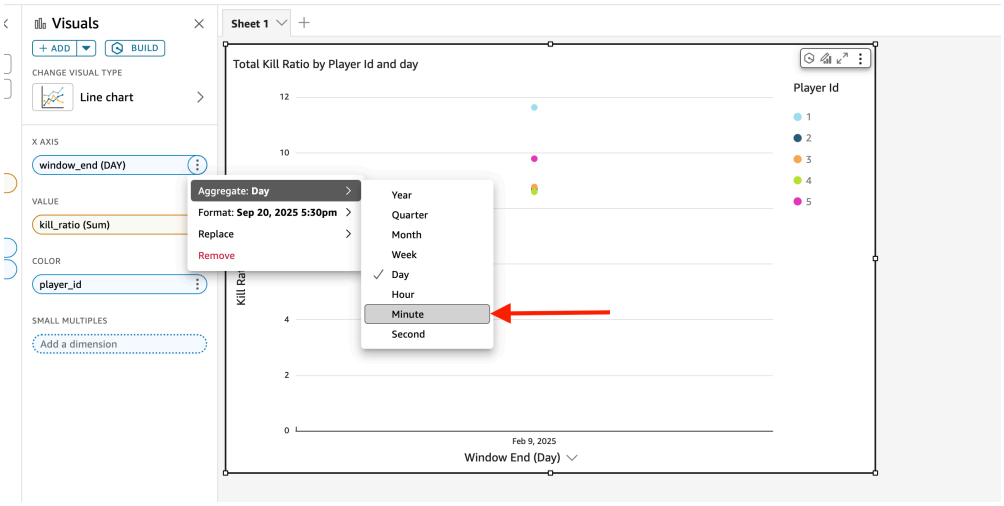


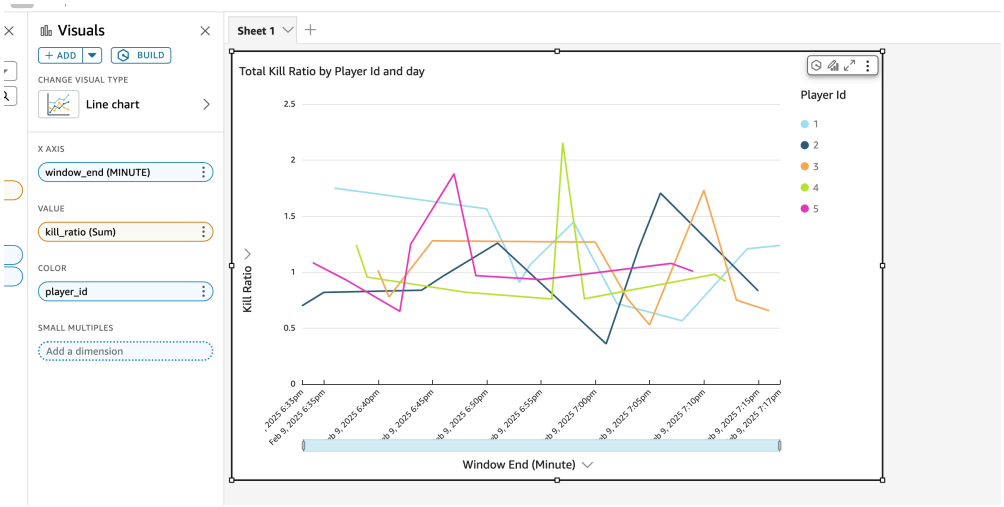
4. Type in: `Create a line graph that illustrates player and kill ratio over time` and click on **Build**

5. Click on **Add to Analysis**



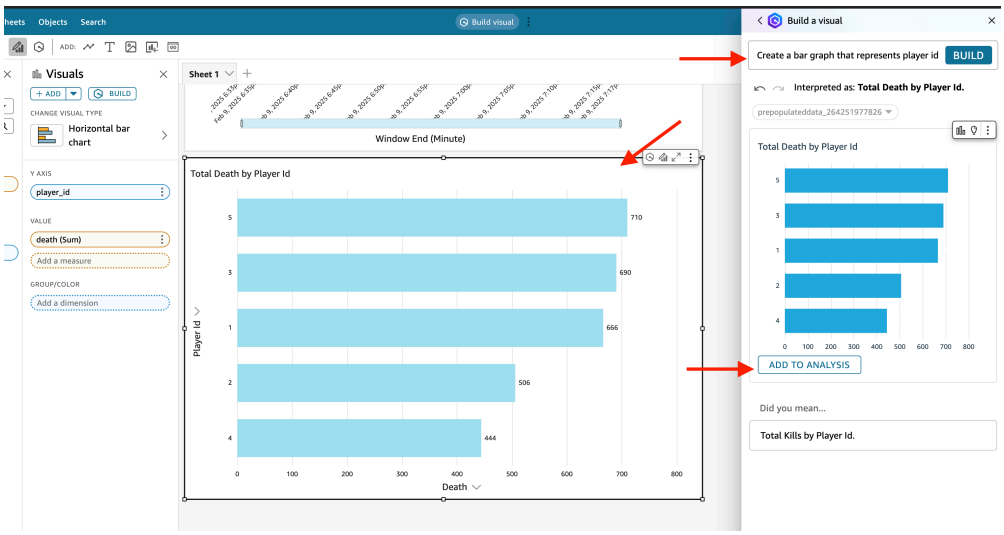
6. Change `window_end` on the x-axis to aggregate by **minute**





7. We can also create a bar graph that represents player_id and their number of deaths

Type in: `Create a bar graph that represents player id and their deaths`

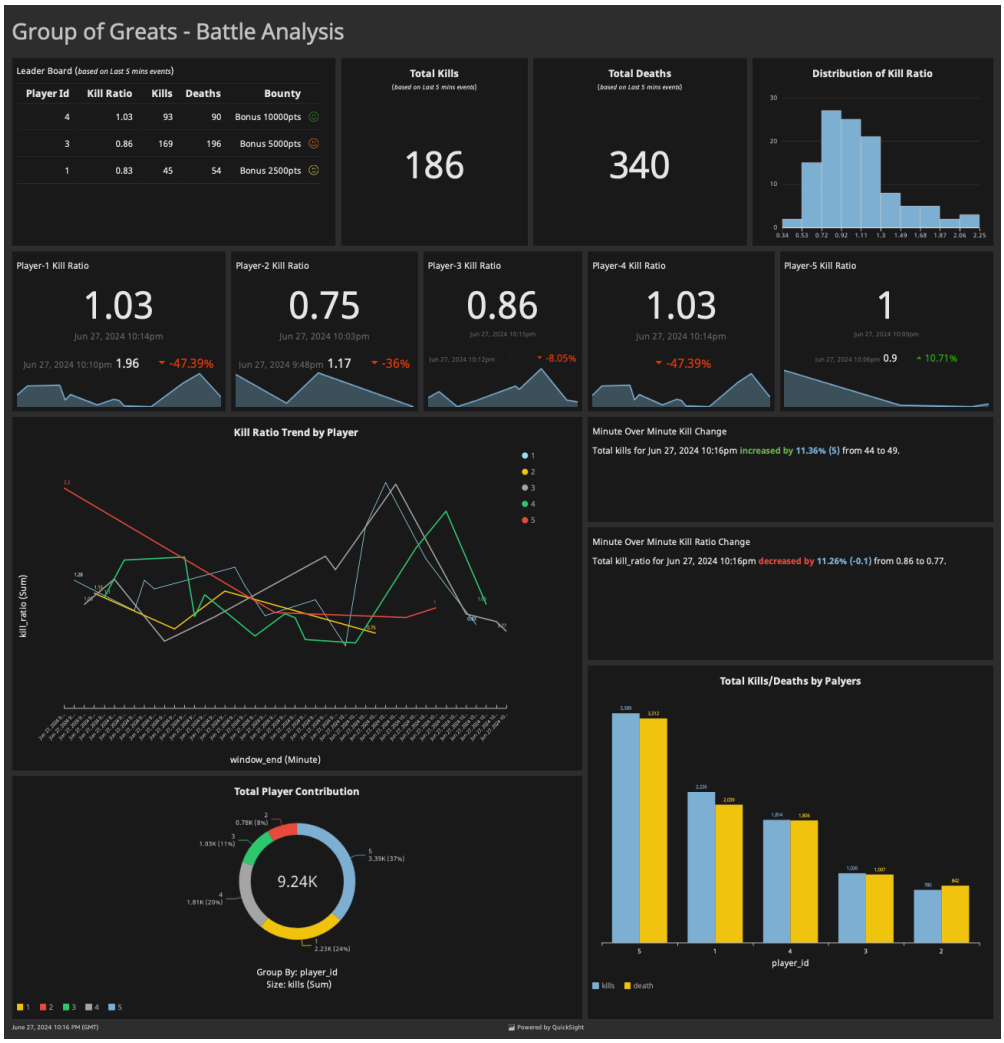


QuickSight Example Dashboard

Below is a **Sample QuickSight Dashabord** with key insights:

- **Player Leaderboard:** This chart updates near real-time to show palyer with highest kill ratio based on last 5mins game data.

- **Kill Ratio Distribution:** This chart provides the distribution of kill ratio for a team and based in this game admins can provide addtional power boosters or options to make the game engaging.
- We can also monitor **Player Performaance** and **Player Contribution**



Conclusion

In this module, you gained hands-on experience using Amazon QuickSight and building visuals and dashboards that can be leveraged for decision making.

Previous Next