

1. Record Nr.	UNINA9910790721203321
Autore	Dewald Baya
Titolo	SQL Server Analysis Services 2012 Cube Development Cookbook [[electronic resource]]
Pubbl/distr/stampa	Birmingham, : Packt Publishing, 2013
ISBN	1-84968-981-4
Edizione	[1st edition]
Descrizione fisica	1 online resource (340 p.)
Collana	Quick answers to common problems
Altri autori (Persone)	TurleyPaul HughesSteve
Disciplina	005.75 005.7585
Soggetti	Client/server computing Computer networks -- Security measures SQL server Web servers Engineering & Applied Sciences Computer Science
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Cover; Copyright; Credits; About the Authors; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Introduction to Multidimensional Data Model Design; Introduction; The business value of Business Intelligence; Challenges and barriers of effective BI; Overcoming BI challenges and barriers; Choosing multidimensional or Tabular models; Star- or Snowflake-relational schema; A sample scenario for choosing the Snowflake schema; Chapter 2: Defining Analysis Services Dimensions; Introduction; Defining data sources; Defining data source views Defining entity relationships in DSV Extending data source views; Creating named calculations and queries; Creating simple dimensions; Building dimension hierarchies; Setting essential attribute properties; Browsing dimension data; Sorting the attributes; Customizing advanced attribute properties; Creating parent-child dimensions; Creating the date and time dimensions; Chapter 3: Creating Analysis Services Cubes; Introduction; Defining measure groups and measures; Setting measure

properties; Browsing the cube data; Dimension usage with measure group; Examining cube file structures
Partitioning strategies
Defining partition slice; Merging partitions;
Defining aggregation designs; Distinct count measure groups; Enabling write-back feature; Deployment options; Chapter 4: Extending and Customizing Cubes; Introduction; Defining calculated measures; Defining named sets; Defining drillthrough actions; Defining URL actions; Defining reporting actions; Defining key performance indicators; Defining perspectives; Defining translations; Defining measure expressions; Chapter 5: Optimizing Dimension and Cube Processing; Introduction; Understanding dimension processing options
Learning about basic dimension processing
Learning advanced dimension processing options; Using out-of-line bindings for dimension processing; Dealing with partition processing options; Using SQL Server Integration Services to process Analysis Services objects; Monitoring and tuning processing performance; Chapter 6: MDX; Introduction; Returning data on the query axes; Limiting the query output; Sorting the query output; Defining query level calculations and named sets; Navigating dimension hierarchies; Working with the Time dimensions; MDX script's functionality
Monitoring and tuning MDX queries
Chapter 7: Analysis Services Security; Introduction; Managing instance-level administrative security; Managing database-level security; Managing cube-level security; Managing dimension hierarchy-level security; Implementing dynamic dimension security; Implementing cell-level security; Chapter 8: Administering and Monitoring Analysis Services; Introduction; SSAS instance configuration options; Creating and dropping databases; Monitoring SSAS instance using Activity Viewer; Monitoring SSAS instance using DMVs; Cancelling a session
Checking whether cubes are accessible

Sommario/riassunto

A practical cookbook packed with recipes to help developers produce data cubes as quickly as possible by following step by step instructions, rather than explaining data mining concepts with SSAS. If you are a BI or ETL developer using SQL Server Analysis services to build OLAP cubes, this book is ideal for you. Prior knowledge of relational databases and experience with Excel as well as SQL development is required.

2. Record Nr.	UNISA996582056003316
Autore	Hillmayer Moritz
Titolo	Zwischen Spiel und Story : Mimetische Strukturen im Computerspiel // Moritz Hillmayer
Pubbl/distr/stampa	Bielefeld : , : transcript Verlag, , [2022] ©2022
ISBN	3-8394-6203-7
Edizione	[1st ed.]
Descrizione fisica	1 online resource (320 p.)
Collana	Literatur in der digitalen Gesellschaft ; ; 1
Classificazione	AP 15963
Soggetti	LITERARY CRITICISM / European / German
Lingua di pubblicazione	Tedesco
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Frontmatter -- Inhalt -- Danksagung -- Vorbemerkungen -- Hinführung -- 1. Hitman und die ludonarrative Grätsche -- 2. Metal Gear Solid und die sinnliche Ästhetik -- 3. Skyrim und die lebendige Interaktivität der Welt -- 4. Assassin's Creed und die Identität des Avatars -- 5. Grand Theft Auto und die Glaubwürdigkeit -- 6. Red Dead Redemption und die Involvierung -- 7. Hellblade und die innere Mimesis -- Schlussbetrachtungen -- Anhang A: Dialog aus Grand Theft Auto V -- Anhang B: Inhaltszusammenfassung Hellblade: Senua's Sacrifice -- Anhang C: Hellblade: Senua's Sacrifice – Ereignisgrafik -- Quellenverzeichnis
Sommario/riassunto	Die Frage nach dem Zusammenhang von Erzählung und agency der Spielenden im modernen Computerspiel gehört zu den Gründungsherausforderungen der Game Studies, an dem selbst hybride Ansätze oft scheitern. Moritz Hillmayer versucht nicht, die Trennung der beiden Pole Spiel und Story aufzuheben, sondern nutzt gerade ihre Unterschiedlichkeit als Basis für seine Analysen. Auf der Grundlage des seit der Antike diskutierten Konzepts der Mimesis stellt er eine Perspektive auf das Computerspiel vor, die sowohl die Unterschiedlichkeit der beiden Aspekte als auch ihr Zusammenwirken in den Fokus nimmt.