

MicroStrategy Architect: Project Design Essentials

Overview:

This two-day course provides students with an overview of the project design process from designing the logical data model and physical schema for the data warehouse to creating a project in MicroStrategy Architect. Students will first learn about the role of MicroStrategy Architect in supporting various project functions. Then, students will learn how to design a logical data model and physical schema in preparation for creating a MicroStrategy project. Finally, students will learn about the project creation process, including how to work with tables, facts, attributes, and user hierarchies to create a fully-functioning MicroStrategy project. Throughout this course, students will get hands-on practice in designing and creating MicroStrategy projects through a series of exercises.

MicroStrategy Products Covered:

- MicroStrategy Architect

Number of Days:

- 2 days

Who Should Attend:

- Project architects
- Anyone who has an interest in designing and creating projects with MicroStrategy Architect

Prerequisites:

- MicroStrategy Desktop: Reporting Essentials

Topics:

- Introduction to MicroStrategy Architect
 - Overview of MicroStrategy Architect
 - Roles of MicroStrategy Architect
 - Overview of the Project Design Process
- Designing the Logical Data Model
 - Introduction to Logical Data Modeling
 - Logical Data Model Components
 - Creating a Logical Data Model
- Designing the Data Warehouse Schema
 - Introduction to Physical Schemas
 - Physical Schema Components
 - Schema Types
 - Creating a Data Warehouse Schema
- Creating a Project in MicroStrategy Architect
 - Overview of Project Creation
 - Project Creation Interfaces
- Working with Tables
 - What Is a Project Table?
 - Using the Warehouse Catalog
 - Using the Logical Table Editor
- Working with Facts
 - What Is a Fact?
 - Types of Facts
 - Using the Fact Creation Wizard
 - Using the Fact Editor
- Working with Attributes
 - What Is an Attribute?
 - What Is an Attribute Form?
 - Types of Attributes
 - Using the Attribute Creation Wizard
 - Using the Attribute Editor
 - What Is the System Hierarchy?
- Working with User Hierarchies
 - What Is a User Hierarchy?
 - Using the Hierarchy Editor
- Introduction to the Architect Graphical Interface
 - Introduction to Architect
 - Overview of Architect Components
 - Saving Project Work in Architect
 - Undo and Redo Actions in Architect
 - Overview of Architect Settings
 - Demonstration of Architect