

## DWH and Microsoft BI in an Online Games Company

Building a scalable Architecture with SQL Server, Azure und Hadoop

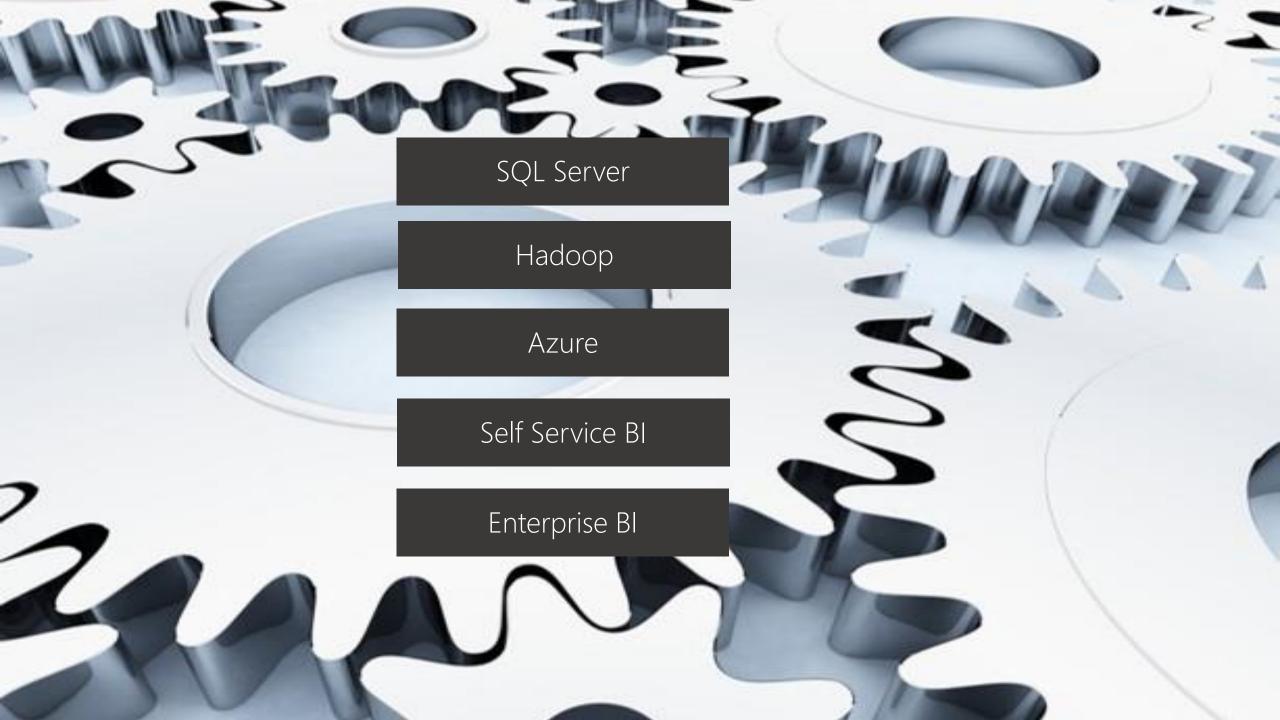


Raúl Jiménez Aguilera Expert Business Intelligence Developer



2 Head of Business Intelligence

1 InnoGames





# Some figures about InnoGames

... number #1 games developer in Germany.

... locations Hamburg and Düsseldorf.







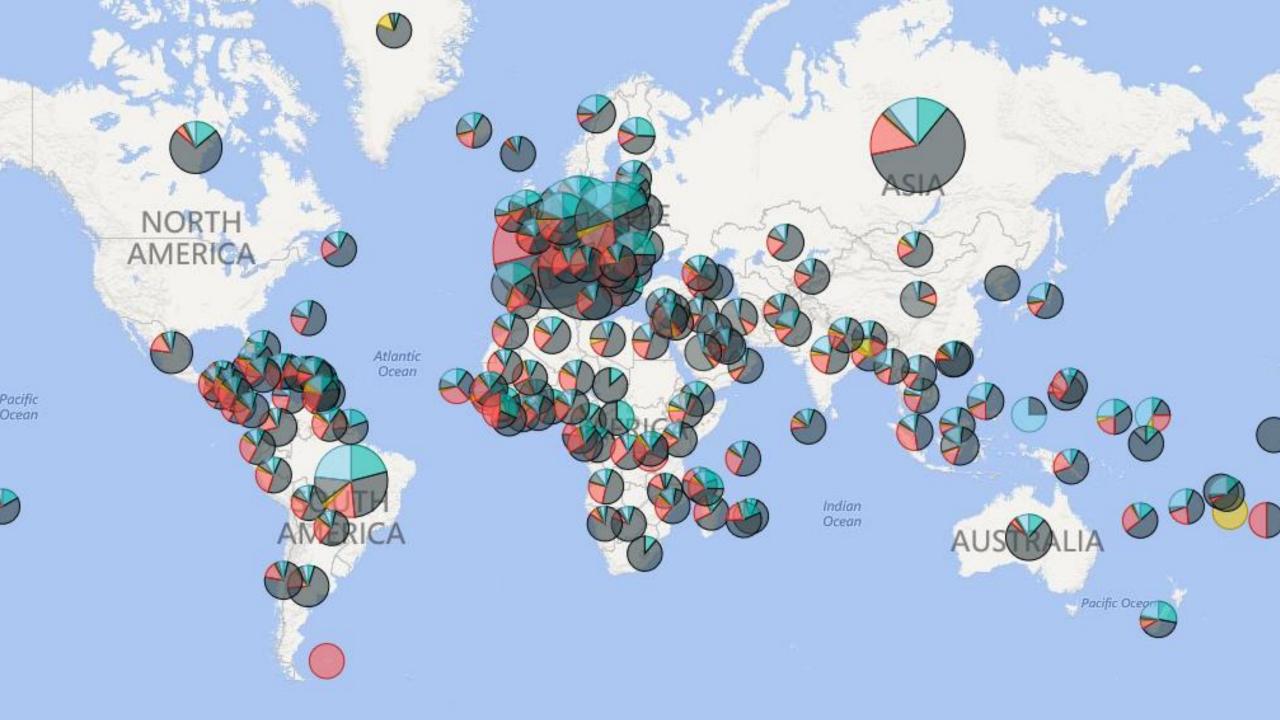












... employees from 30 countries.

### 200.000.000

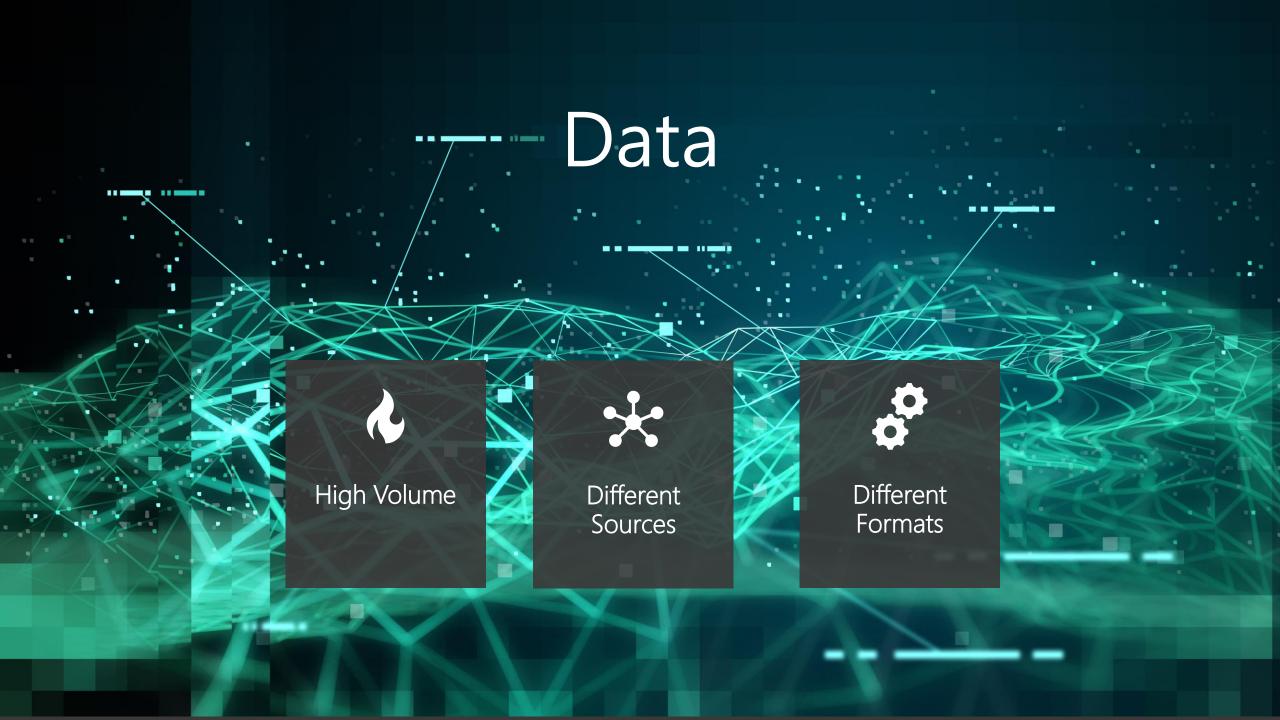
### 1.500.000.000

### 15.000

1,5

... seconds per query (average).

# Why do we need Business Intelligence?



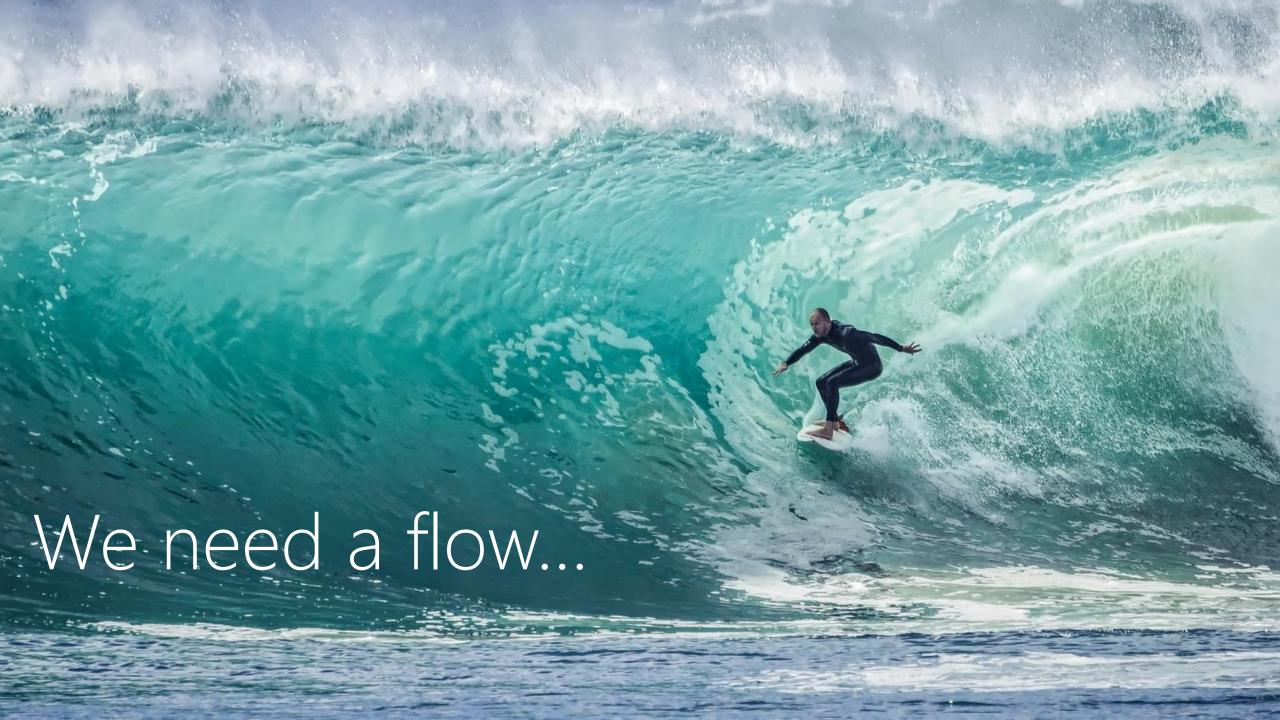


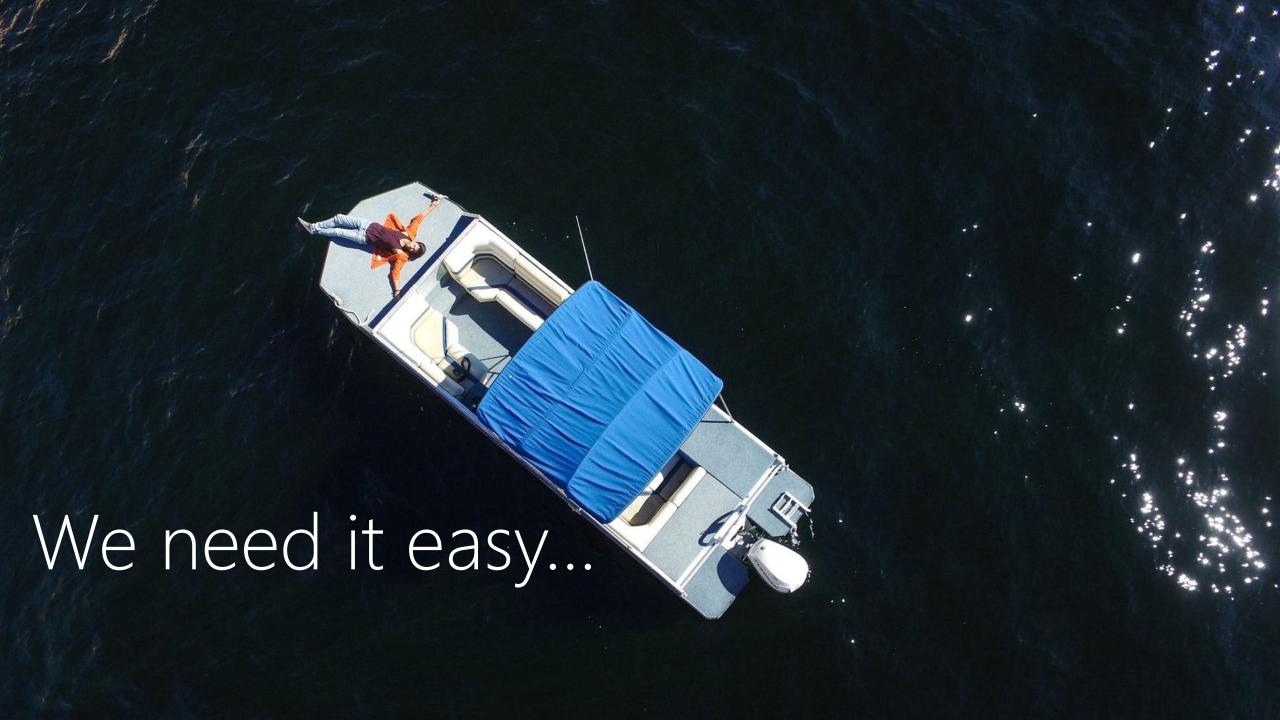
#### This will be a Mess!



How to do it Right?



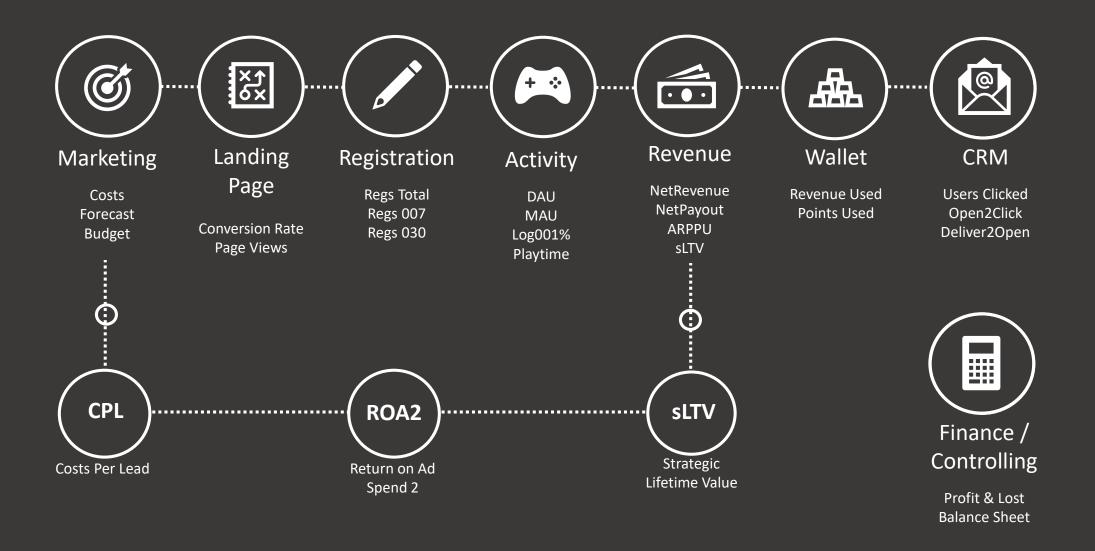


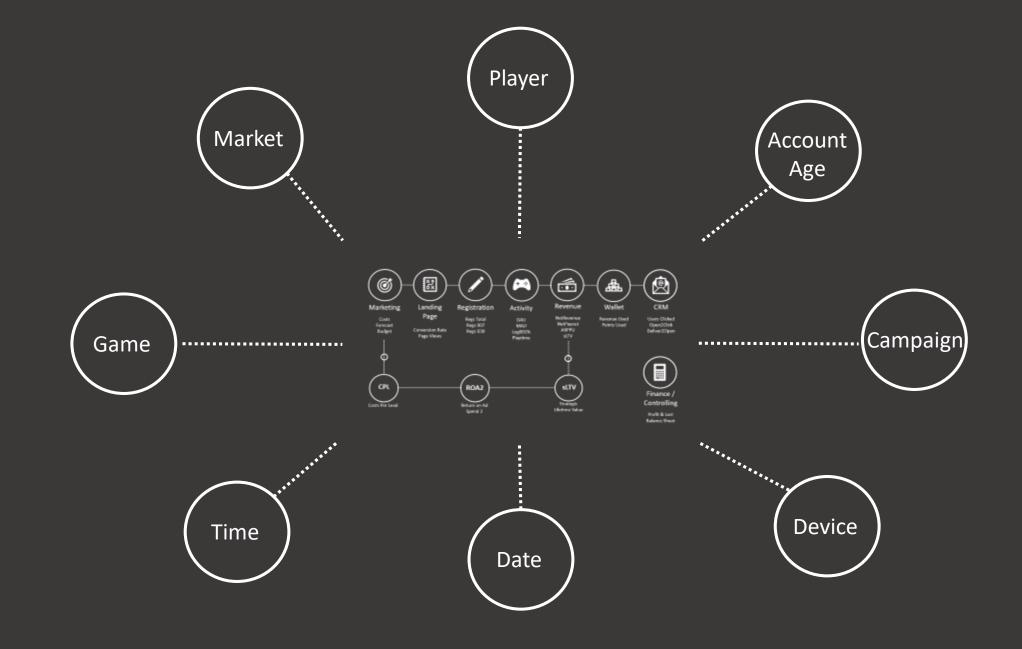


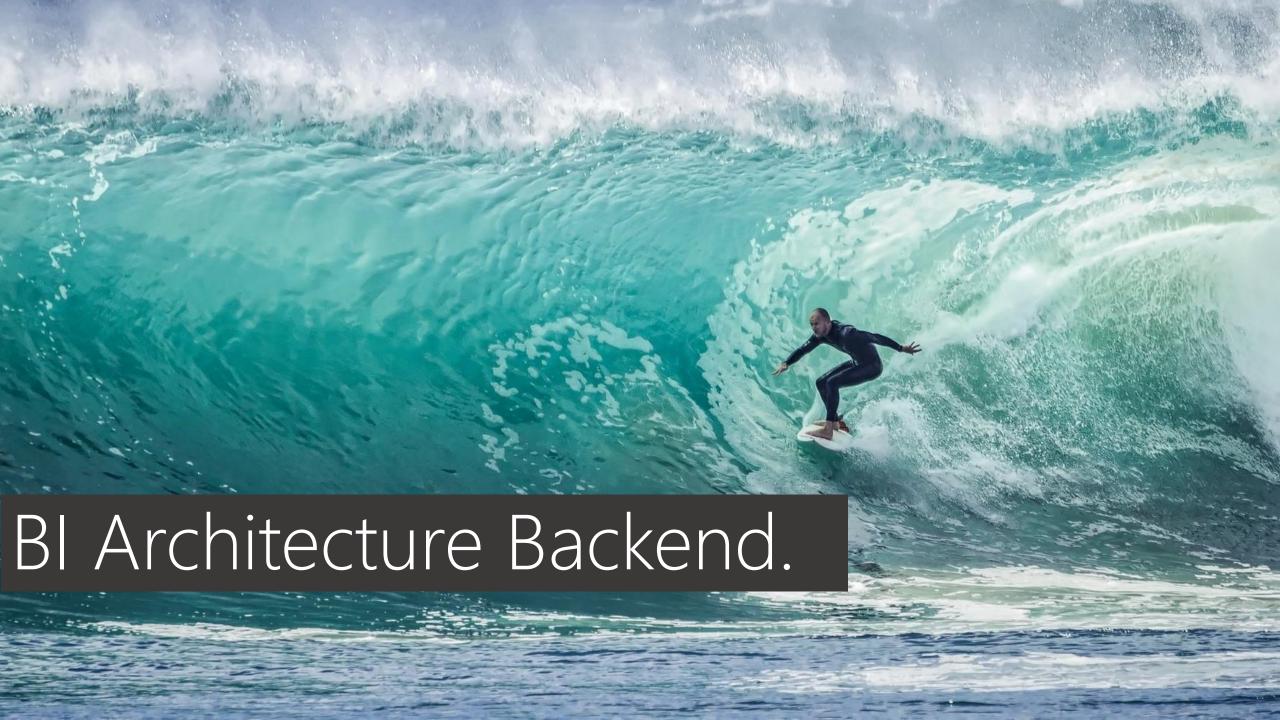
# Where do we need Business Intelligence?

#### Everywhere!









#### Key components of our Bl Backend Architecture.













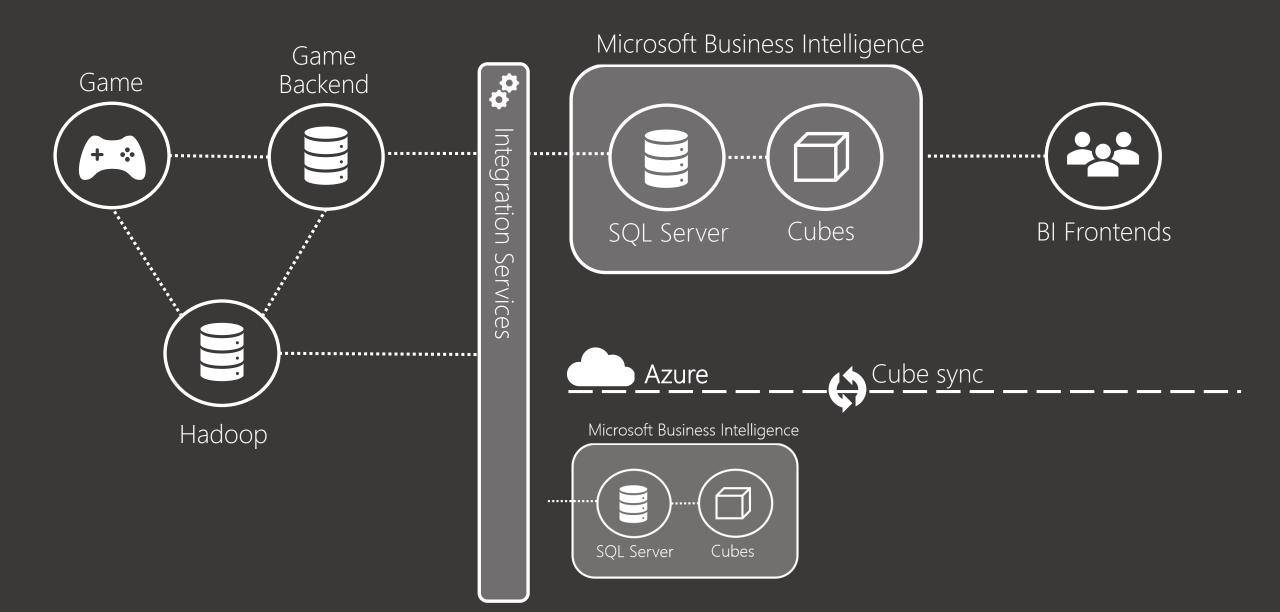
Microsoft Business Intelligence





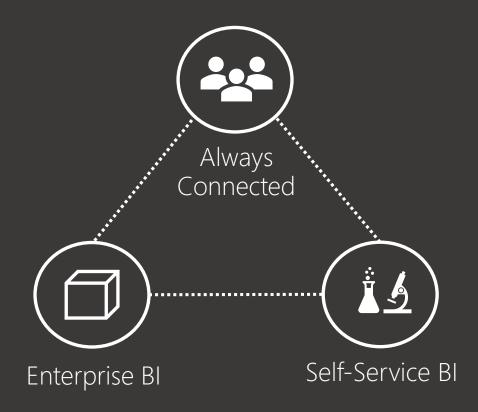


## ...and, how does it look like?





### Key concepts of our Bl Architecture Frontend.



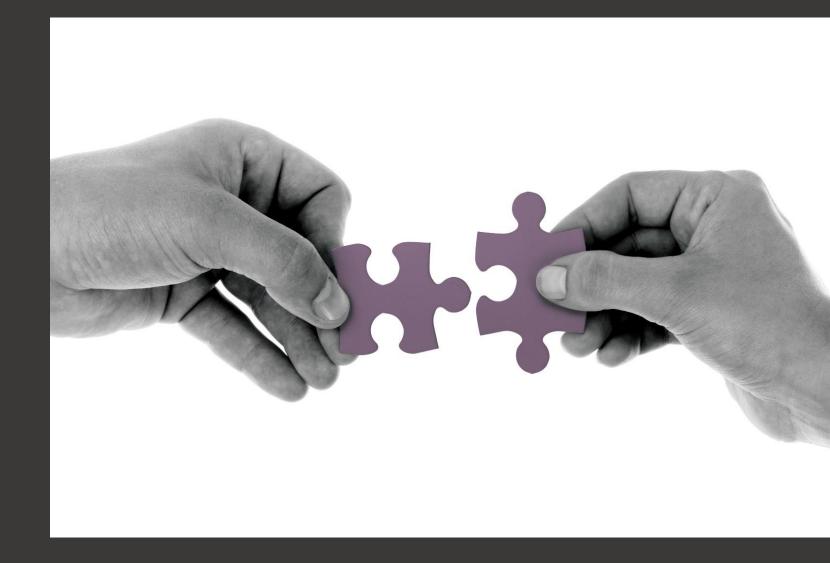




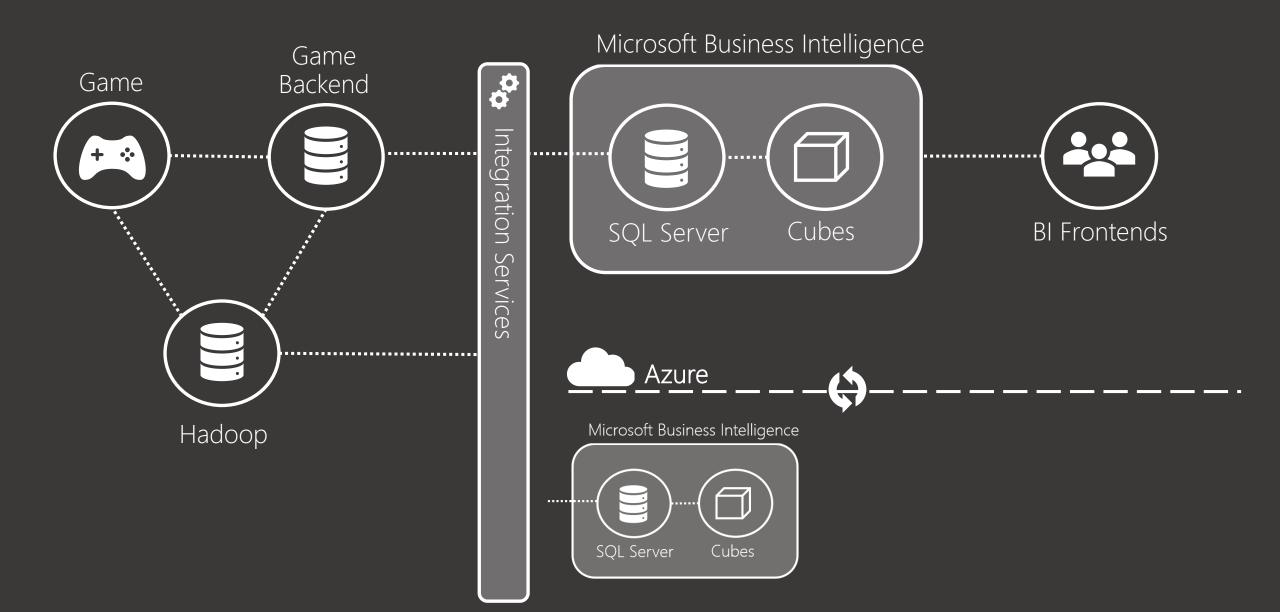




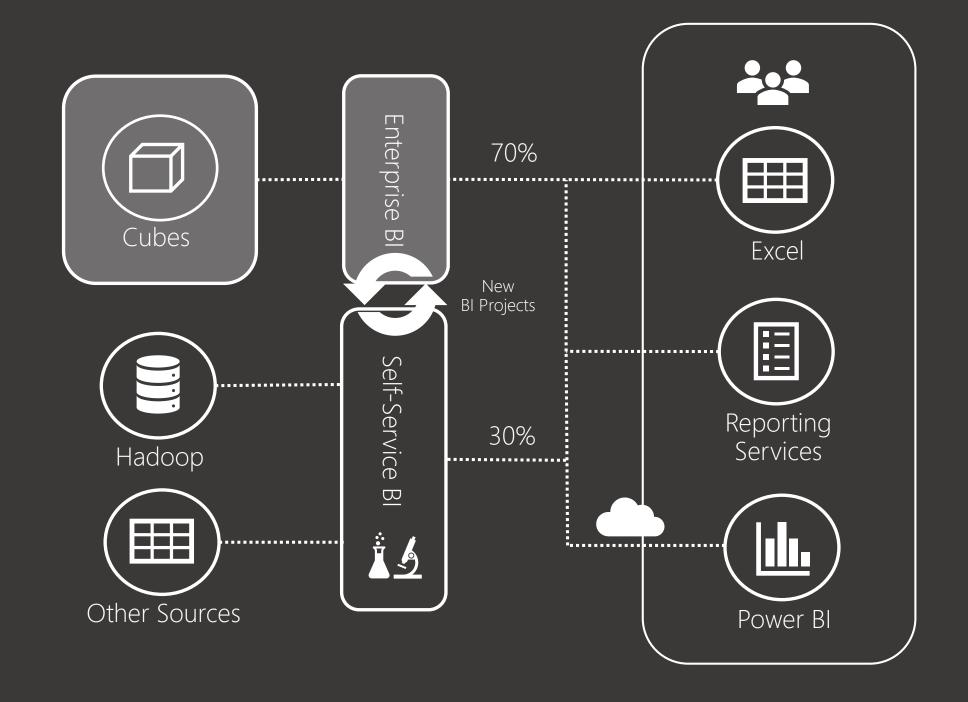


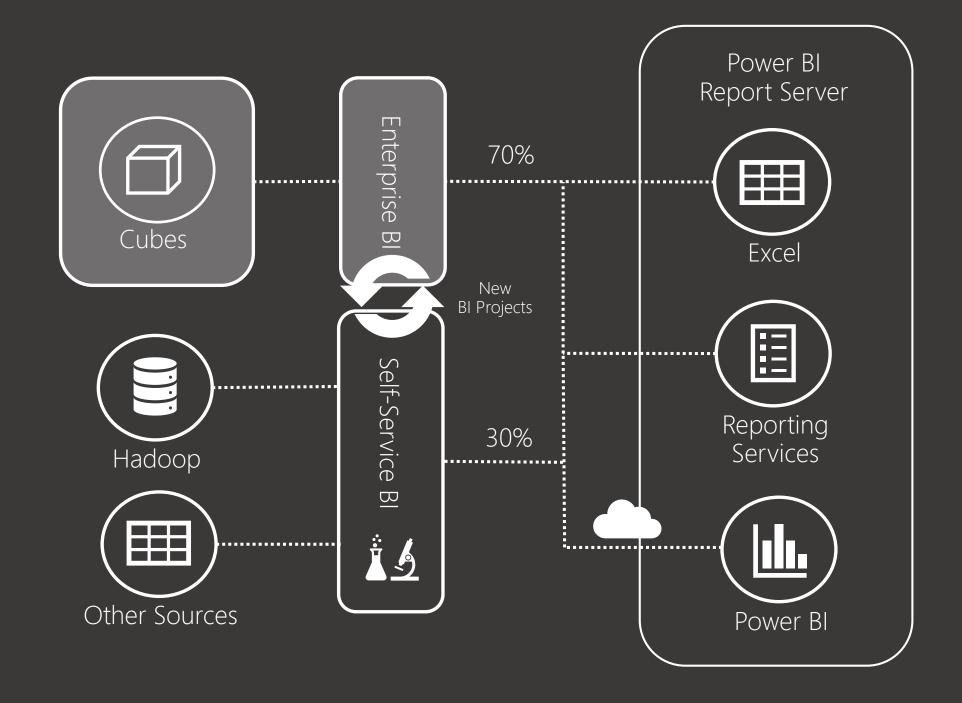


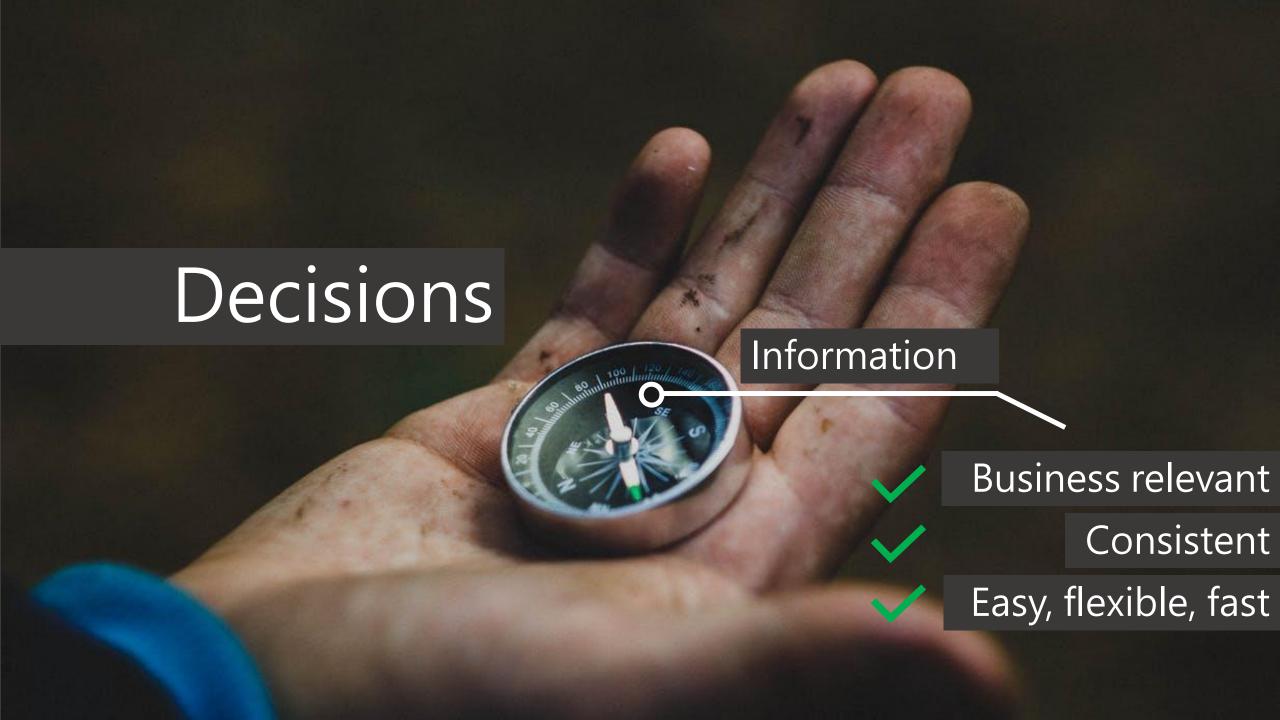
# ...and, how does this look like?











# Key learnings



Hadoop + SQL Server - Successful together



Azure laaS - ETL in the cloud ,sync cubes locally



Self-Service BI + Enterprise BI = Happy BI



Power BI + Power BI Report Server = Always connected

## ...one more thing.....



Ralph Kimball is BI Developers best friend!!!

Just like Jimi Hendrix ...

We love to get feedback

Please complete the session feedback forms

#### SQLBits - It's all about the community...

Please visit Community Corner, we are trying this year to get more people to learn about the SQL Community, equally if you would be happy to visit the community corner we'd really appreciate it.

#### Thank You!