

Tableau Training Content:

This Training offers in depth understanding of Tableau and its various products required for Tableau Developers and for Tableau Administrators.

1. Introduction to Tableau
 - a. Why Tableau? Why Visualization?
 - b. Level Setting – Terminology.
 - c. The Tableau product line – Gartner Magic Quadrant chart.
 - d. Things you should know about Tableau.
 - e. Tableau Products.
 - f. Tableau Versions – Release notes.
2. Getting Started with **Tableau Desktop Product.**
 - a. Install Tableau Desktop 10 Version
 - b. Understanding Tableau Workspace
 - c. Dimensions & Measures.
 - d. Data Connection Modes.
 - e. Native Data connectors.
3. Concepts and Options on Tableau Desktop Product
 - a. Using Show Me!
 - b. Tour of Shelves
 - c. Marks Section – handy section
 - d. Building Basic Views
 - e. Sheet Vs Dashboards Vs Storyboard
4. How to connect to Real time Data using Tableau
 - a. Joining multiple Tables
 - b. Data blending
 - c. Data Extracts
 - d. Custom SQL
 - e. Working with multiple connections
5. Analysis
 - a. Create views/reports
 - b. Create
 - Bar Charts
 - Maps
 - Pie Charts
 - Tableau Charts
 - Area Charts
 - Tree Maps – etc.

6. Live Actions
 - a. Sorting & Grouping
 - b. Filters
 - c. Totals & Subtotals
 - d. Drill downs
 - e. Working with Statistics

7. Getting Started with Calculated fields
 - a. String functions
 - b. Arithmetic Functions
 - c. Date functions
 - d. Working with totals
 - e. Custom Aggregations
 - f. Logic functions

8. Formatting
 - a. Options in Formatting
 - b. Working with Labels, Annotations

9. Dashboards
 - a. Combining multiple views.
 - b. Dashboard Options

10. Storyboards

11. Getting Started with **Tableau Reader Product**

12. Getting Started with **Tableau Server Product**

13. Getting Started with **Tableau Online Product**
 - a. Interface
 - b. Creating Sites
 - c. Creating Project folders
 - d. Permissions/Security Setup
 - e. Different Permission Roles
 - f. Extract Schedules
 - g. Subscriptions
 - h. Dashboard Deployment

14. Mini Project 1 – Real time