

# Visualization for Learning Management System

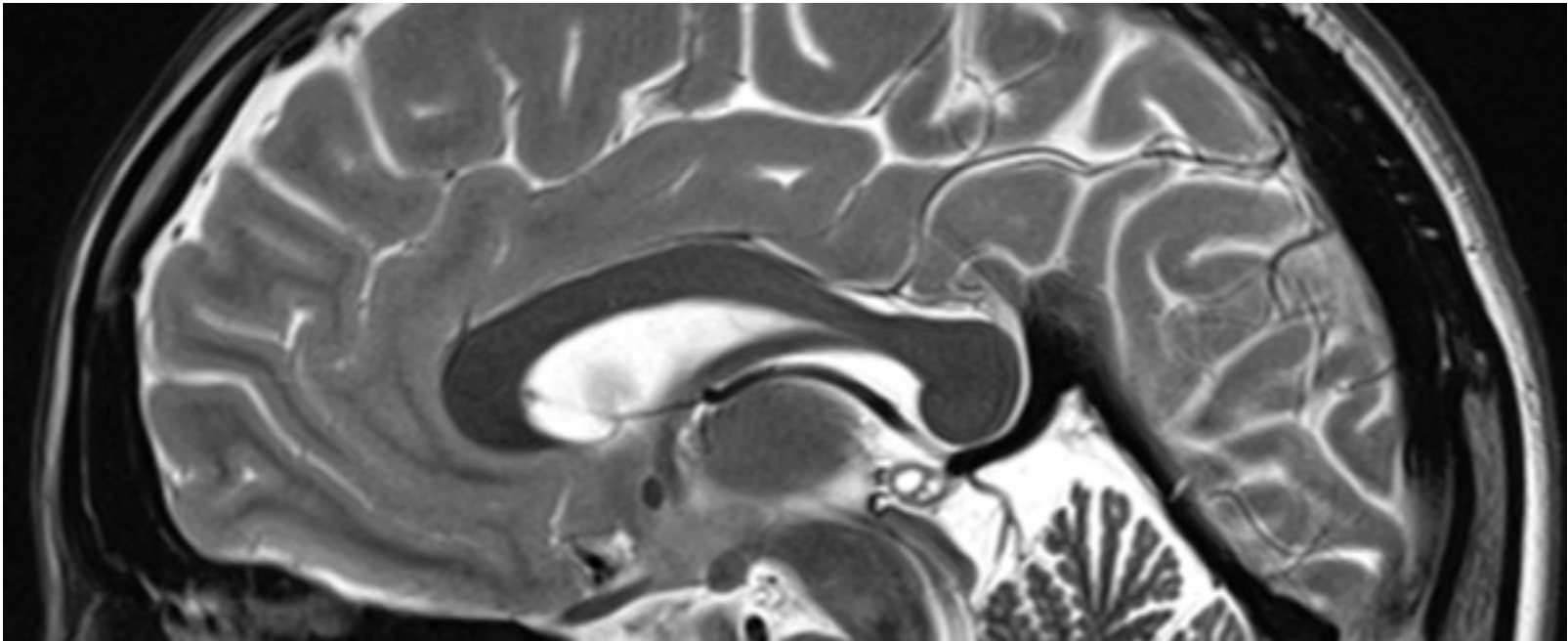
# Visualization

- **What is visualization?**
- **How does it relate to (e-)learning?**
- **How can we use it in (e-)learning?**
- **When and how to use it?**

# Definition

**To visualize:** form a mental vision, image, or picture of (something not visible or present to sight, or of an abstraction); to make visible to the mind or imagination.

– (The Oxford English Dictionary; 1989)



# Definition

**„The purpose of computing is insight, not numbers.“**

– (Richard Wesley Hamming)



# Visualization

**Visualization is not about the picture on the paper.**

**Visualization is about the picture that forms in the brain.**

**But: A picture on a paper can transport a lot of information!**

**Visualizations may use other media as well (audio, tactile, ...)**

# Visualization

## **Aspects of visualization:**

- **External Cognition**
- **Communication**
- **Just to show off**
- **Explorations**

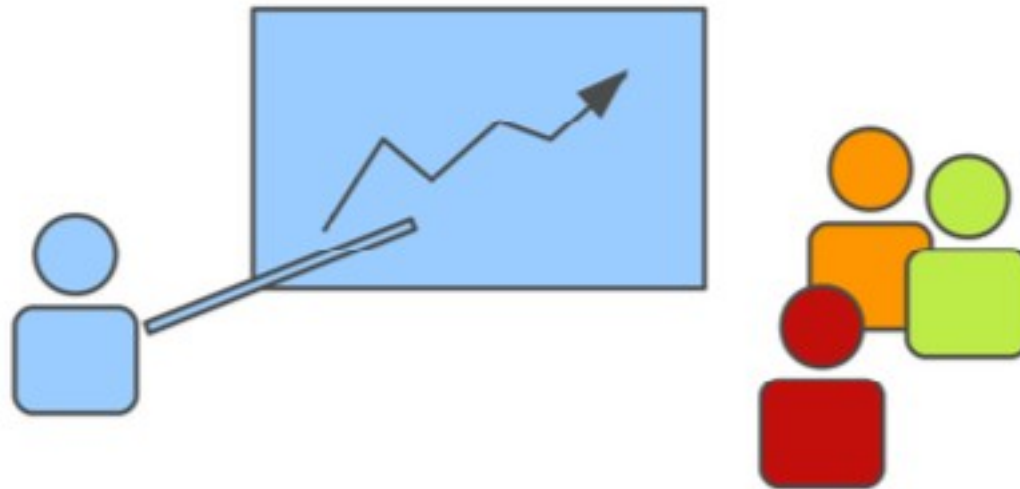
# External Cognition

**Visualization supports learning and extends the human memory. Complex things can be broken down easily.**

$$\begin{array}{r} 1024 * 12 = 12288 \\ \text{-----} \\ 1024 \quad | \quad *1 \\ 2048 \quad | \quad *2 \\ \text{-----} \quad + \\ 12288 \end{array}$$

# Communication

**Communication:** „Visualization“ (in the broader definition) is used to communicate things. The human visual system is capable of processing more data than our hearing.





# Complex systems/topics ...

**Presenting complex topics:** Representation of complex networks, sometimes of things that have no default visual representation.

# Exploration

**Exploration:** When the visualization is **interactive** it allows exploration of the data/the topic...

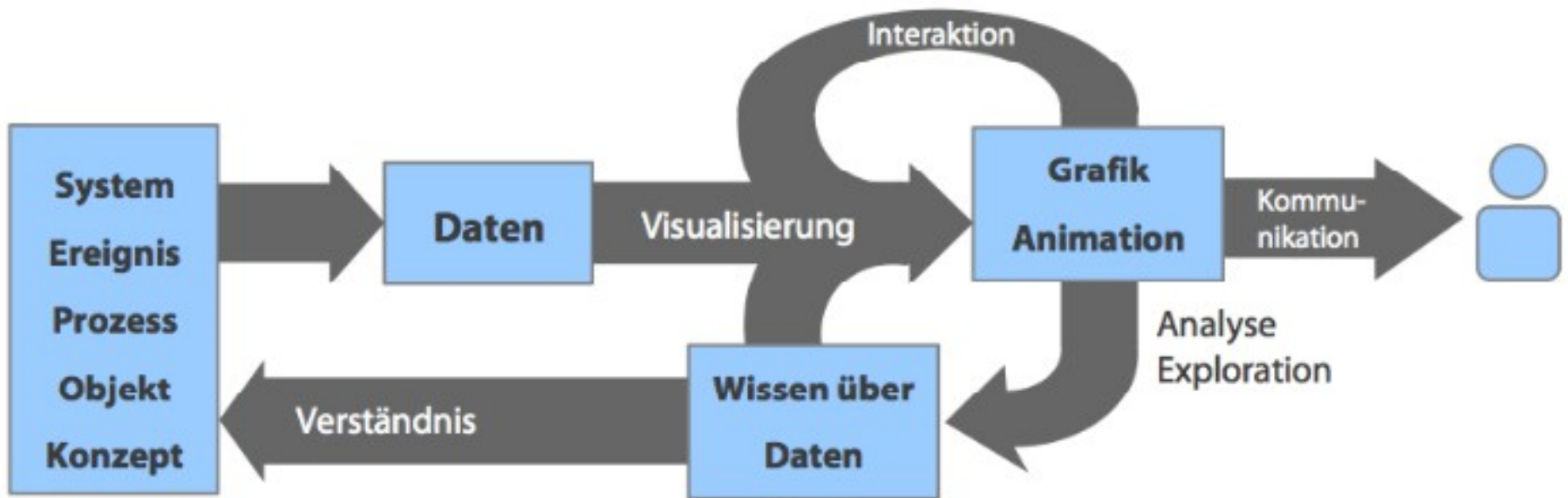
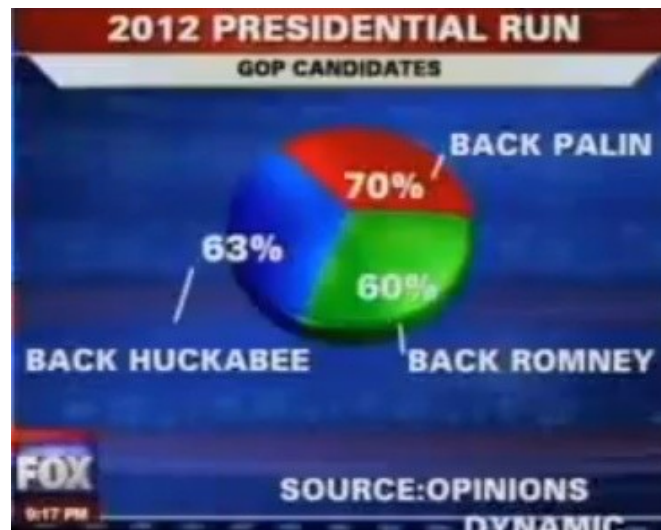


Image: The visualization process [Prof. Heike Hänicke, TU Kaiserslautern]

# But take care!

## Visualization has to be well-designed!

- It should communicate the things it has to communicate
- It should not distract
- It should only communicate the facts and remove emotions, feelings etc.



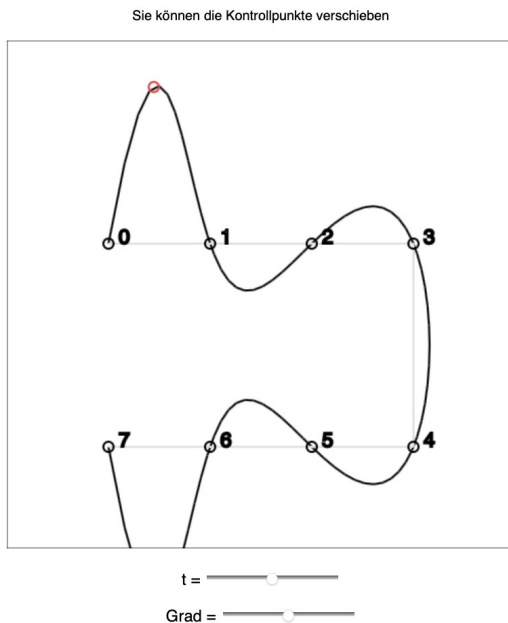
- Especially when using visualization for learning, be aware that it may distract or may be confusing!

# Software and systems

Adobe Real-Player and Java Applets are common.

HTML5/JavaScript provides a good, standardized, and free platform.

## Interpolierende Kurven



## Aufgabe:

Die Kurve durch die Kontrollpunkte ist interpoliert über die Formel

$$\begin{bmatrix} t_0^n & t_0^{n-1} & t_0^{n-2} & \dots & t_0 & 1 \\ t_1^n & t_1^{n-1} & t_1^{n-2} & \dots & t_1 & 1 \\ \vdots & \vdots & \vdots & & \vdots & \vdots \\ t_n^n & t_n^{n-1} & t_n^{n-2} & \dots & t_n & 1 \end{bmatrix} \begin{bmatrix} a_n \\ a_{n-1} \\ \vdots \\ a_0 \end{bmatrix} = \begin{bmatrix} p_0 \\ p_1 \\ \vdots \\ p_n \end{bmatrix} . \text{ wobei die}$$

Einträge von  $a$  Platzhalter für die Koordinaten der Gewichte der Gleichung sind,  $t$  der Zeitpunkt an denen die Kontrollpunkte durchschritten werden und  $p$  die Koordinaten für die Kontrollpunkte sind.

Durch Lösen des Gleichungssystems erhält man die  $a_i$  jeweils für  $x$  und  $y$ -Komponente und kann den Punkt bei dem Parameter  $t$  entlang der Kurve über  $p(t) = \sum_{i=0}^n a_i t^i$  auswerten.

Die Lösung des Gleichungssystems kann auch für jeden Kontrollpunkt mit Hilfe der Lagrange-Schreibweise erfolgen. Implementieren Sie die Funktion der Kurve über die Lagrange-Schreibweise mit der Formel:

$$p(t) = \sum_{i=0}^n \left( \prod_{\substack{j=0 \\ j \neq i}}^n \frac{t-t_j}{t_i-t_j} \right) p_i \text{ in der Funktion curve.}$$

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# Thank you