

<b>BLOCK NAME</b>	VISUALIZATION TECHNIQUES
<b>BLOCK CODE</b>	CS-L2B3
<b>COURSE</b>	1
<b>LEVEL</b>	2
<b>CREDITS</b>	6
<b>CLASS HOURS</b>	60
<b>HOMEWORK</b>	90
<b>TOTAL HOURS</b>	150

#### DESCRIPTION

This block delves into the creation of basic graphical user interfaces. In this course we will learn how to correctly visualize different types of data using various systems for the generation of graphs.

#### PRE-REQUISITES

Basic programming skills are needed.  
**CS-L1B1**

#### OBJECTIVES

The goal is for students to style and add multimedia features to data applications.

#### SKILLS TO BE DEVELOPED

- 1 - Quantitative communication.**
  - 1.1 - Visualization fundamentals.
  - 1.2 - El valor de la visualización.
- 2 - Design of graphics, components and solutions.**
  - 2.1 - Data properties.
  - 2.2 - Scales, axes, coordinates, color.
- 3 - Visual coding design.**
  - 3.1 - Data representation.
  - 3.2 - Design principles.
- 4 - Visual analysis.**
  - 4.1 - Visualization tools.
  - 4.2 - Workflows.

#### SYLLABUS

- 1 - Quantitative Communication.
- 2 - Design of graphics, components and solutions.
- 3 - Visual coding design.
- 4 - Visual analysis.

#### METHODOLOGY

Resolution of practical activities supervised by the mentor. Compulsory attendance.

#### DEDICATION AND EVALUATION

The student must pass the mandatory activities (challenges/projects) that are covered in the block.  
Each challenge/project produces its own score and has been designed to cover certain block percentages.  
Such score is 80% objective (the program that solves the challenge/project works without errors and producing the expected results) and 20% subjective (solution elegance, how clean the code is, documentation).  
Block scores are finally calculated by prorating individual activities with respect to their block coverage percentages.