

Visualization Technologies, Cognition and Learner

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Abstract: *COGNITION*, refers to the process of thinking, comprehension, judging the problem solving methodologies and various aspects of human mind and intelligence. Human intelligence is, not mere perception but inexplicable roles played by all the five senses. In rationalising the role of all these senses there is another important, rather most important of all sixth sense. The basic role is visualization which is the basis of all the hunches and inspiration within the realm of human being. Now, cognition has various effects on the education of humans. In fact, the visualization technology can be used for helping learners in understanding, implementation and prototyping of various algorithms using different data structure in Computer science and technology. This can be very helpful in real-time implementation in classrooms and in various web applications, including the implementation of various fun 2-D and 3-D characters. These methodologies not only helps in cognitive learning of various data structures and algorithms but also built a rapport for visualization technology and cognitive learning. Thus, visualization technology prototype can be innovation at a psychological level and be helpful in long run.

Keywords: Visualization, Cognitive Abilities, Learning, Thinking, Comprehension, Cognition

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