Conclusion

The goal of this book is to examine and acknowledge the power existing beyond visual explanation and presentation of scientific and computational problems. An array of concepts, data, and information belonging to a number of disciplines has been discussed as possible resources useful for visual presentation, visualization, and finding visual solutions of science- and technology-related concepts. On the other hand, these resources may support our computational solutions for many cognition-, art-, and entertainment-related problems. Providing knowledge visualization early in the course of education may help to recognize and support the innate abilities of children and start a holistic training of minds. This book discusses projects involving the reader’s input. Text and images are of service to assist the readers in enhancing their solutions with explanatory visuals, and hopefully finding joy in these tasks.

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