

## Learning Outcomes: VIST 270 – Computing for Visualization I

**Relevant Careers:**

- Programmer –  
Mobile  
Developer

**Level 1 – Knowledge**

- Define programming concepts and procedures.

**Level 2 - Comprehension**

- Describe mathematical and data organizations useful in computer graphics programming.
- Describe the history, theory and terminology relevant to computing, design and visualization.
- Outline the visualization computing environment, tools, practices and procedures.

**Level 3 - Application**

- Implement the basics of 2D graphics programming using a high level language and graphics library.

**Level 4 - Analysis**

- N/A

**Level 5 - Synthesis**

- N/A

**Level 6 - Evaluation**

- N/A