# Module: Geovisualisation and Geocommunication

In the module of Geovisualisation and Geocomunication the structure and sections are well defined. Web maps, Symbolization, Interaction, 3D perspectives, Storymapping, Dashboarding and Creating applications are important directions for understanding online mapping. Besides each section covers main aspects of geovisiualisation such as symbolization and interaction with web maps and so on.

However, in my opinion it will be important to see some topics which related to programming. When we talking about creation of web application first You thinking about programming or writing some algorithm.

It is nice and easy to create some application without any part of code but for me the truly understanding of web map application is related to coding. In this module some issues related to creation of strong web map applications will be quite interesting and informative.

It will be nice to have some topic related to the programming and working with API’s. What programing or scripting languages exist for working with online web maps and how deeply the student should know about coding for using those skills? I suppose that for the students some amount of programming or scripting skills should be covered for interacting with online maps.

In addition, it would be nice to see in this module some topics related to use of API's. What API’s related to geovisualisation, geolocation and so on. How to gain data from different sources and combine it into one program.

For upcoming GIS specialists, it is necessary to understand and become familiar with programming languages related to GIS.

All in all, I would like to highlight above mentioned three points to add in this module for truly understanding the power and importance of web mapping and digital world.