Research on the Application of VR Technology in the Cultivation of Double Innovation Talents

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Abstract: Shuangchuang talents refer to talents with innovative thinking and entrepreneurial abilities. This is also the main goal of training talents for education and teaching in my country's higher education institutions. In the process of training and teaching innovative and entrepreneurial talents, there are problems such as imperfect training facilities and insufficient teachers, which have seriously affected the training of innovative talents in universities. The rise of VR technology has provided a new way for the training of entrepreneurs and entrepreneurs, which not only greatly eases the resource input of talent education in colleges and universities, but also effectively improves the efficiency of talent training. This article conducts detailed research on the application of VR technology in talent education and training from multiple perspectives.

Keywords: VR Technology; Training of Entrepreneurs and Entrepreneurs; Applied Research

VR technology is a kind of virtual reality technology based on powerful computing software and advanced hardware equipment. It can help people simulate various realistic real environments in a limited space. It is very important for education, experiment, industrial design and other fields. Application potential. The focus of colleges and universities for the cultivation of innovative talents is the practical application ability of students. For this purpose, schools need to invest a lot of resources to build a training base for innovative and innovative students. This is undoubtedly a huge challenge to the development of the school, and it is also a great challenge for many colleges and universities. The reason for the low efficiency of talent cultivation. Based on this, VR technology and the education and training of entrepreneurs and entrepreneurs have cross-industry possibilities. Combining years of education and teaching experience, the author conducts research on the application of VR technology in the training of entrepreneurs and entrepreneurs, hoping to further improve the training methods of entrepreneurs and entrepreneurs in my country , To improve the efficiency of training talents for innovation and innovation in universities.

1. VR technology overview

VR technology is a virtual reality environment created based on advanced computer systems through the combination of software and hardware. This technology integrates a number of high and new technologies such as human-computer interaction technology, sensor technology, artificial intelligence technology, and computer graphics technology, effectively simulating the virtual environment people need, and its specific characteristics mainly include the following: , With multi-sensitivity. That is, VR technology can virtualize the human senses of sight, hearing, smell, touch, etc., so as to make people feel as if they are on the scene. Second, it has very good interactivity. That is, in virtual reality, people can interact with virtual scenes with limited wearable devices to realize the interaction between people and the virtual world. Third, it can cultivate people's innovative thinking. The use of VR technology allows people to experience scenes that are difficult or impossible to achieve in reality, which greatly broadens people's thinking and innovation capabilities.

2. Difficulties in training talents for entrepreneurship and entrepreneurship

2.1 Insufficient implementation of the dual innovation talent training system in universities

In recent years, with the continuous development of society, the state has paid more and more attention to the cultivation of college students' innovative and entrepreneurial capabilities. However, in the specific implementation process, many colleges and universities have not stepped out of the comfort zone of traditional college talent training. The specific training model is still It is the same, serious formalism, and the specific training system for innovative talents is not standardized enough, which does not play a good role in the training of innovative talents.

2.2 Insufficient facilities of double innovation training base inside and outside the school

The core of cultivating innovative talents is to improve students' practical ability. This requires colleges and universities to set up a complete internal and external training base, and set up targeted training projects based on students' majors. However, in the actual operation process, the state's investment in the school is limited, and other construction of the school itself also needs financial support, so the actual training base construction is not ideal, and the investment of off-campus enterprises needs to see benefits in a short time. This makes the construction of the overall training base easy to deviate, which is not conducive to the overall development of college students.

2.3 The teaching of double innovation talents lacks excellent teachers

In addition to the necessary infrastructure, excellent teachers are also a major factor restricting the cultivation of innovative talents in universities. For the training of innovative talents, traditional teachers are obviously unable to meet the actual talent training requirements. Schools need to organize teachers with excellent professional knowledge and vocational skills to continuously optimize teaching resources and content. However, in the actual teaching situation, such teacher resources are limited, and it is difficult to satisfy a large group of students. Therefore, schools need to use all means to improve the quality of teaching.

3. The specific application of VR technology in the training of innovative talents

3.1 Effectively solve high-cost training and teaching

The training of double innovation talents requires the school to invest a lot of resources in the early stage to build a training base, and the training base should be compatible with the school's major, but the training environment required by different majors is different, and there are many majors in the training process The requirements for equipment in China are huge, so the capital investment is very huge. Using VR technology and remote cloud data terminal database, these expensive training projects can be virtualized without affecting actual operations. , Effectively improve the efficiency of college talent training and training, and greatly reduce the resource input of colleges and universities in the training base, providing more possibilities for the subsequent cultivation of talents for entrepreneurship and innovation.

3.2 Effectively solve the practical training teaching of complex courses

Cultivating students' practical operation ability and enhancing students' innovative thinking is not accomplished overnight. This requires schools and teachers to carry out long-term and lasting training for students. In the training process, although many projects do not invest much in resources, the things and content involved are very complicated. Therefore, in order to better complete the education and teaching training, VR virtual technology can be used to assist the training and teaching. Improve the effectiveness of practical teaching. For example, for some experiments in biology, if physical training is carried out, not only the number of equipment cannot be effectively guaranteed, but the specific practical operations are difficult to be effectively improved in a short time. The use of VR technology can make students feel confident and boldly carry out practical training. Improve students' practical operation proficiency.

3.3 Effectively solve the lack of excellent teaching resources

The combination of VR technology and Internet information technology has great advantages in the integration of education and teaching resources. First of all, VR technology can be combined with online courses to integrate the advantages of online teaching and actual classroom teaching to improve teaching effects. Secondly, VR technology allows teachers to use more innovative teaching methods in actual teaching, which greatly enhances the diversity of teachers'

teaching. Finally, various schools can use the VR technology teaching platform to integrate outstanding teachers, effectively alleviate the problem of lack of teacher resources, and have a huge impact on the cultivation of future entrepreneurial talents.

4. Concluding remarks

With the development of information technology, VR technology has a very large auxiliary role in the process of training talents for entrepreneurship and entrepreneurship. In actual teaching applications, VR technology can effectively solve the high-cost, high-complexity training teaching, and effectively solve the problem of lack of excellent teaching resources. Relevant educators should continue to explore and innovate in the process of training and application of innovative talents.

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