

Original Research Article

Research on Virtual Teaching Mode of Chinese Traditional Virtue

Yuxian Bai, Junjie Fan

College of Art and Design, Geely University Chengdu Sichuan Province 641423 China

Abstract: Virtue education is very important in youth education in various countries, and the accepted people of virtue education is mainly teenagers. However, with the influence of social rhythm and various external factors, many adults' virtue education is missing. The current virtue education is suitable for all citizens. **Keywords:** Virtue Education; Virtual Reality; Education model

Preface

Chinese traditional virtue is a treasure precipitated by Chinese people for thousands of years and is indispensable in Contemporary Chinese education. The traditional form of education is through books, words, images and other contents. Abstract, single and passive acceptance are not conducive to people's learning in the new era. With the development of science and technology, such a model can no longer meet the needs of most people. What they need is a more intuitive, more operable and more acceptable education model. Virtual reality technology can meet such needs.

1. The current teaching mode of Chinese traditional virtue

1. Teaching type: mainly based on Teachers' explanation, demonstration and analysis, teachers play a leading role and students accept passively. This method is easily influenced by teachers' teaching style, life experience and other factors.

2. Heuristics type: According to the learning characteristics of students, teachers make students grasp the relevant content of virtue education through questions and answers, talks and other forms.

3. Discussion type: under the guidance of teachers, students automatically explore the way of knowledge through discussion and debate on the problems and theories in virtue education.

4. Practical type: virtue needs practice, which is well known. Feedback to teachers through their own practice of virtue.

2. What is the virtual teaching of virtue education

The virtual teaching of virtue education refers to a new teaching mode that uses virtual reality software as a platform to restore Chinese traditional virtues into a visual interactive work with interactive and multiple story lines, and establish a reward and punishment system according to the quality of behavior, so as to promote the effect of virtue education. This new teaching mode breaks the traditional teaching method of virtue education. Compared with the lack of practice of current virtue education, it can promote students to treat Sinochem traditional virtues dialectically.

3. Advantages of virtualization

1. Improve interest in learning . Most of the manifestations of virtue exist in the form of stories and human behavior. Research shows that compared with the traditional teaching mode, the use of virtual reality technology (VR) technology can effectively improve students' interest in learning, attract their attention and improve learning efficiency.

2. Immersive visualization . Because the production techniques and technologies of next-generation games are used in the production process, there is no doubt that virtual reality technology (VR) can provide immersive visualization.

3. Solutions for special groups . According to the needs of special groups, using appropriate software can make more special groups easily learn and feel the charm of Chinese traditional virtues.

4. It provides a virtual space for virtue to practice. In the traditional cognition, virtue education is a mode that the school is the main position and other ways are auxiliary. Now is the era of comprehensive virtue education, and with the popularity of the Internet, the "residence " culture is particularly popular among teenagers, and even the middle-aged and the elderly are greatly affected, from greeting face to face to greeting on the Internet, which makes virtue lack the conditions for practice. We often hear people around us say, what will happen if I don't return the money I just found? What will happen if I don't scold him? This is that virtue education has no room for practice. Virtual reality technology (VR) can provide the practice space for virtue education.

4. Audience group of virtue education

Virtue education is very important in youth education in various countries, and the accepted people of virtue education is mainly teenagers. However, with the influence of social rhythm and various external factors, many adults' virtue education is missing. The

Copyright © 2021 Yuxian Bai et al.

doi: 10.18282/l-e.v10i7.3005

This is an open-access article distributed under the terms of the Creative Commons Attribution Non-Commercial License

⁽http://creativecommons.org/licenses/by-nc/4.0/), which permits unrestricted non-commercial use, distribution, and reproduction in any medium, provided the original work is properly cited.

current virtue education is suitable for all citizens.

Comparison of virtue teaching modes

		teaching efficiency	Teaching methods	Memorability	Acceptance	Sense of experience	practicality
	Traditional mode	low	Centralized	difficulty	low	low	low
	Virtual mode	high	unlimited	easily	high	high	high

The advantages and disadvantages of traditional teaching mode and virtual teaching mode can be seen through various comparisons in the above table. Virtue education has always been based on the principle of setting an example, seeing the big from the small and preventing the small from getting worse. This is also a form generally accepted by everyone at present, but the current virtue education is universal, and adults don't have much time to focus on learning in this regard. However, through the virtualization and digitization of virtue, you can imperceptibly receive virtue education through games at any time.

5. Virtual teaching of virtue education

5.1 Virtual platform selection

At present, the popular virtualization platforms are unity, UE4 etc. Unity is more suitable for the lightweight development of virtual reality, but the internal tools and plug-ins are not perfect, and the details such as picture effect and shadow processing are not enough, especially the spatial positioning function of interaction and VR equipment is not perfect. And the effect of UE4, no matter from the picture rendering level, plug-in support, interaction or the responsiveness of VR devices, is better than unity. At present, people pay more attention to visual experience and pictures, so UE4 is recommended for the platform. The overall experience will be better. With good compatibility and cross platform, it can support all terminal devices in the current market.

5.2 How to virtualize virtue

1、 3D modeling and restoration of story characters and scenes . By using common three-dimensional software such as 3DMAX, Maya and so on, the three-dimensional modeling of characters and scenes is completed according to the story description, and then the plug-in is imported into UE4 platform. In order to achieve immersive virtual effect, LOD technology is used as much as possible in model making, so as to ensure the fineness of the overall picture.

 $2 \sim$ Set a variety of story lines and complete their modeling. In order to improve the practicality of virtue education, selective interaction is carried out on the main roles (that is, the story lines developed are also different according to the selectivity with the roles), which can train students to treat virtue education with dialectical methods.

3、 Set the reward and punishment mechanism according to the correctness of the story line . Different story lines will produce different results. Set reward and punishment mechanisms. If your behavior and other actions are correct, reward them. If it is wrong, punish them, such as correct reward, role clothing, wrong without reward, etc.

6. How to realize virtue virtual teaching platform

1 Modeling and animation. Virtue education is a huge project. Even in the case of virtue education virtual system, it is impossible to show all virtue stories and behaviors. Therefore, more technicians are needed to participate, gradually improve and update in time, so that it can be dynamic.

2. Promotion and operation. It is undeniable that at present, the main position of virtue education is still schools. The virtual virtue education system should first be popularized in schools and need the cooperation of various education departments across the country. If we talk about each school in each province and city alone, it is not realistic for promotion, and it also needs time, manpower and capital cost to promote on various media platforms. This is obviously unrealistic for technicians.

7. How to solve the problems faced by the virtualization of virtue education

The research shows that as long as the details such as virtue story line and picture are well done, the playability is relatively high. With the help of the general platform, the final effect is more obvious. On the premise of the current national policy of strengthening virtue education and improving the thought of universal virtue education, the government organizes and promotes it, with the joint efforts of schools, enterprises and institutions and the people, and then promotes it to schools in the whole city, the whole province and even the whole country through the education department. Each school cultivates professional models and animation technical talents, improves the system according to the characteristics of each school, actively seeks social forces and promotes school enterprise cooperation, It can not only solve the problem of employment, but also accelerate the improvement of the industry. It plays a positive role in improving the virtue education of the whole people and carrying forward the traditional Chinese virtues.

References:

- [1] Bai Yuxian, Fan Junjie, Luo Xuan. Research on Virtual Reality 3D Exhibition Hall based on the Smart Campus of Geely University[J]. Bio-Byword Scientific Publishing, Pty. Ltd., (6): 11-13.
- [2] Bowen Wei, Letter Shu Li. Research on the Realization of the fundamental task of moral education in Universities with Excellent Traditional Chinese virtues [J]. Encyclopaedic Publishing Pte Ltd,(1):52-54.
- [3] Yan Zhang. takes the lesson of the War of Resistance against Japanese Aggression as an example [J]. Frontier Scientific Publishing Pte Ltd, (1).

Yuxian Bai, female, associate professor of Geely University, whose research interests include animation art, digital media, and multidisciplinary integration.

Junjie Fan, male, whose research interests include virtual reality, architecture, film and television animation and other multidisciplinary integration.