Construction of Animation Education System Based on Interactive Teaching Pattern

Jiaojiao Chen

Abstract

This paper is on the construction of animation education system based on the interactive teaching pattern. In brief, the animation industry is a sunrise industry, for promotes our country animation industry fast healthy development, the university should further consummate the education directive, the attention enhances the student to synthesize the quality, takes student's innovation ability and the practice ability raise, the enhancement and the enterprise cooperation. In the process of positioning the cartoon talent should be based on the basic needs of the animation industry employment, the establishment of the basic skills of talent training objectives, in order to make talent positioning and industry needs closer. In the future, we will apply the proposed method in the general teaching activities to enhance the overall performance.

Keywords: Animation Education, System, Interactive Teaching, Pattern

Introduction

Anime is a multidisciplinary integration of the comprehensive disciplines, it needs is the creation and technology of both complex talents. First of all, animation and design requires a strong technical, such as the computer's skilled operation, the use of animation software, etc., so we must pay attention to the technical ability of students to develop students to improve the technical operation and practical ability. To this end, the college's animation education needs to modern education technology as the environment, construct a variety of teaching environment, such as multimedia classroom, multimedia computer network classroom, electronic reading room, campus network. In the animation classroom teaching, the application of the multimedia technology, network technology and the virtual reality technology to create and display a variety of animation learning situation, to stimulate the students thinking and exploration. With the deepening of the education, many colleges and universities also realize the importance of animation production, education, to strengthen this work, but to little effect that generally exist the following problems.

1Nanchang City, Jiangxi Province, Jiangxi Science and Technology Normal University, 330013, China
• Many universities in foreign countries have corporate cooperation institutions, which train students' practical abilities on the regular basis, so that students can accumulate working experience while they study. And the lack of such collaboration, production-study-research cooperation with more animation companies one-on-one entrust projects to the school, colleges and universities to form a temporary form the project team.

• Because many animation project production cycle is long, investment is large, short-term is difficult to see the economic benefits, so the distribution of cooperative interests, school and enterprise standards held by the parties that often cause contradictions, resulting in follow-up project stranded or abortion, production and research cooperation To bring harm to both sides.

• Very many school businesses produces study grinds the cooperation, the enterprise mainly settles on the university huge training market and the good software and the hardware environment that mainly by some of software training primarily, existence short-term profit psychology. This kind is eager for the quick success and immediate gain behavior as also instigated and aggravates had not cared about talented person located the raise atmosphere.

In the process of positioning the cartoon talent should be based on the basic needs of the animation industry employment, the establishment of the basic skills of talent training objectives, in order to make talent positioning and industry needs closer, you can invite the industry to participate in the development or evaluation of teaching training objectives, try to remove the training the irrational elements of the target, and completely eliminate the current institutions in accordance with the teacher set the training objectives and the relevant curriculum weight phenomenon. In the accurate positioning of talent, in order to achieve the requirements of the training objectives set up the relevant class, this is the animation professional teaching the most basic task. In addition, because the animation industry is a high-speed development of the industry, with the technological progress, work style and content changes, the original set of training goals will gradually deviate from the track of the industry development. Therefore, it is recommended that animation teaching objectives and curriculum design must be regularly adjusted to modify.
The Proposed Methodology

Interactive Teaching Principles. Interaction is the basic method of the modern teaching. Teaching consists of two processes of teaching and learning, involving teachers and students of two subjects, but the two subjects and two processes are unified in the classroom teaching design. The key to teaching is to interact. Cognitivism pay attention to the application of new teaching technology, emphasizes to the learner in the form of intuitive subject content, learning material display should be adapted to the development level of the students and form a new teaching model and strategies. This greatly enriches the theoretical system of instructional design, so that the connotation and theory of instructional design are continuously improved and expanded compared with the behaviorism.

The construction principle study theory position take the student as the center, emphasized the student is the information processing, the knowledge significance initiative construction as the knowledge is not instills into by the teacher, but is by the student under the teaching situation which the teacher designs through the cooperation, the discussion, the exchange that helps mutually, and draws support from the essential information resource initiative construction. The difference between it and behaviorism and cognitive teaching design is mainly manifested in five aspects: first it emphasizes the design of learning situation; the second is to emphasize the design of the learning resources; three is to emphasize the design of the cognitive tools; four is to emphasize cooperative learning; five is to emphasize the student's knowledge system of self-construction.
Interactive teaching can be simply understood as between teachers and students among you come to me, you made me a lively piece, and its connotation is mutually inspired by such communication, guide, encourage students to think actively, so as to solve the problems and grasp the knowledge and improve the ability to which can be summarized as follows. (1) The teacher wants to analyze the students' learning foundation and related courses, definite target in the ability of the class, around the important and difficult problem or situation, introduced design of interactive teaching, give students create suspense and let the students have to continue to explore the curiosity. Students should be encouraged to explore and inspire students to analyze themselves. (2) Teachers through the careful design of the "problem" or "task", based on the focus of teaching and difficult breakthroughs around the hot or doubt-related issues, students exist common problems, to seize the students' points of the interest that effectively create teacher-student exchanges, and of the atmosphere, so that each student cannot help actively participate in them.

The Anime Employment Background. In recent years, China's animation professional student employment pressure gradually increased, the employment situation is unfavorable. According to statistics, as of 2011 has more than 550 institutions set up animation professional, more than 760,000 animation professional school students, and the school is still continuing enrollment. If this situation persists, the outlook is not particularly optimistic. Animation company on the professional level of students demanding, many students do not meet the requirements of the employer, in the school of knowledge scattered, the knowledge of the software floating on the surface, the lack of the actual shape of the work, what are not fine to learn anything as the school cannot meet the needs of the curriculum to meet the needs of the community, most students have to go through the company's targeted training to posts. Before analyzing, we firstly review the potential aspects as follows.
• Advertisement business such as production industry, after the introduction of foreign capital giant advertising competition from resource contention eventually rise to the creation ability and the level of the quality of the production, advertising creative design in animation talent demand and wages, from the well-known recruitment website such as the 51-job performance stability for many years, has always been the general gap.

• Games, interactive entertainment field, as a recreation and the existence of the game has been popular since 2000, NetEase, grand, Jinshan, Tencent and other leading companies are all in the field of online games large-scale gold, the income is quite abundant, large and small domestic network as the game company is hundreds, the demand for animation talent is also larger, pay treatment is also more rational.

Animation industry, as one of the important creative cultural industries in China in the new century, covers the fields of literary writers, lens language, art design, performance, music, light and shadow effects, computer graphics, architecture, network, new media, advertising and packaging with media and other different forms of art. With the continuous innovation and upgrading of new technologies, today's animation has not only refers to a two-dimensional hand-drawn animation, three-dimensional computer animation or art images, but to penetrate into a broader industry areas, such as construction, landscape planning field, product demonstration, simulation animation, advertising communication, column packaging and the virtual reality

**Construction of Animation Education System.** Anime talent is a need to have all the quality of the talent, involving a very wide range of the knowledge, including art, music, lighting, sound, photography, literature and other aspects of knowledge. China's animation education is constantly evolving as the animation industry will also be to promote China's social productive forces of a major industry. To promote the cause of China's animation education, promote the development of China's animation education, as we can take the following measures to change the status quo.

• Scientific research units of different teaching environment and teaching resources and in the personnel training of their respective advantages, the classroom to teach knowledge-based school education and direct access to practical experience, practical ability-based production, scientific research and practice combine to solve school education disagreement with social needs.

• Animation industry advanced countries in the world, such as Japan, the United States, Canada and so on as has the perfect education system in animation education, set up special college of animation, animation training system of the system. It is helpful for the development of the education in our country to plan to send the on-the-job teachers to foreign cartoon education institutions or cartoon enterprises.

Therefore, we should consider the following aspects. (1) The animation industry is same with other cultural industry, also must maintain the reasonable structure of talent. The
Animation industry large-scale development brings the post and the technical thin differentiation, the animation is inevitably from an artistic form transformation is a digital content industry that takes the knowledge intensity, the labor-intensive form, the high tech intensity cultural industry, both needs to excel at the artistic creation outstanding person, and needs quantity huge, has the high skill skilled manufacture talented person. (2) Students according to the anime project development team organized, divided into a number of project team, each group of designated development subject, according to the requirements of the anime project scheme of the enterprise management, with the actual project development process as the main line, from being involved in the development process of the professional skills of the introduction of the teaching content and key, developed by complete works under the guidance of teachers, the whole process strictly to enterprise's development process and requirements. (3) Colleges and training institutions, should be based on their own conditions, set up a variety of professional or professional direction, multi-level school, training characteristics of talent, so that students according to their actual situation, hobbies and career planning and other professional education. Schools should be based on market demand, employment information, timely guidance to adjust the direction of professional development of students, animation teaching more in line with the development of the industry and personnel training are more suitable for market demand.

Conclusion

Animation industry is a high-speed development of the general industry, its development with the development of computer and digital information technology and flourishing, to cultivate the needs of society to adapt to the high-quality animation professionals will first be market-oriented, through market research, and of the animation talent supply and demand through careful scientific analysis, in-depth understanding of industry standards, business mode of operation, to develop the anime professional training methods and objectives. In brief, the animation industry is a sunrise industry, for promotes our country animation industry fast healthy development, the university should further consummate the education directive, the attention enhances the student to synthesize the quality, takes student's innovation ability and the practice ability raise, the enhancement and the enterprise cooperation that is clear about the animation industry the trend of the development, formulates the animation education raise plan, but for raise society demand high grade animation talented person unceasingly diligently.

Reference


