

Research on the Design and Application of Open Service-Oriented Leisure Sports Platform

Shi Wei

Taiyuan Normal University, Jinzhong, 030619, China

Keywords: Open service-oriented leisure sports platform, Leisure sports, The sports industry

Abstract: In order to correctly design the open service-oriented leisure sports platform and understand the application mode of the platform, this paper will carry out relevant research. This paper mainly discusses the importance of platform construction, and then puts forward the design scheme, discusses the construction method simultaneously, and finally analyzes the application mode of the platform. The design and construction of the platform and the use of the platform can effectively solve many problems in the leisure sports industry, which is conducive to the development of the industry.

1. Introduction

Recreational sports is a major industry emerging in China in recent years. It plays a good role in promoting economic development from a macro perspective, and the development space of internal economic capacity is huge, so a large number of practitioners devote themselves to it, which also makes the national government and other institutions and organizations pay more attention to this industry. However, the development of the industry is in a bottleneck period, many obstacles have led to the development of the industry is difficult, the industry has been for a long time no progress, so to continue to maintain this situation may lead to the industry backwards, which is a blow to the industry, society, and the country. In this case, researchers in related fields point out that the leisure sports industry should establish an open service platform, which can break through the current bottleneck and promote the development of the industry. Therefore, it is necessary to carry out relevant research.

2. Importance of the Construction of Open Service-Oriented Leisure Sports Platform

2.1 Strengthen Talent Training in the Industry and Enrich Training Resources

The development of any industry needs the support of talents, so talents have a direct impact on the development of the industry, which is no exception in the leisure sports industry, so the industry needs a large number of high-quality talents. The industry counterparts, insufficient strength of professional personnel training, the reason is that education organizations to adopt relative to the traditional educational mode, that is, the model is mainly composed of transition theory of education, education, practice education of three parts, including the theory of education as the

foundation, to let students understand the basic theory of leisure sports, and master some application methods, and immediately organized students to visit companies, Or use the resources of the school to carry out practical activities, so that students can accumulate certain practical experience, and finally let students participate in the internship. If the students perform well in the internship, they can graduate successfully. The model, there are many problems in practice stage, for example, require enterprises to provide jobs, and the number of jobs each enterprise co., LTD., is far less than the number of internships, which causes the difficulty of the students to participate in the internship, many schools have also been forced to let students looking for virtual enterprises, makes the teacher lack of practice guidance, student behavior management is hard to be obtained, so the practice teaching effect. From here you can see the current industry personnel training is weaker, at the same time not rich resources, such as insufficient resources), and open in the face of such situation construction service-oriented leisure sports platform can solve the problem, the reason is that the platform has changed the structure of talents cultivation, especially in excessive, practice two stages, with the help of platform, students can with the business enterprise inside the staff work together, The platform integrates a wide range of resources, which makes the difficulty of students' internship reasonable. Besides, it is convenient for teachers to manage and guide all students' internship through the platform, and guarantees the quality of internship.

2.2 Strengthen the Core Concept of Leisure Sports and Fully Reflect the Competitiveness of Talents

In theory, there is a big difference between leisure sports and traditional sports, the two can not be confused, that is, leisure sports not only involves sports activities, but also involves leisure sports industry management, leisure sports service project development and other work, these contents are traditional sports do not have. In this case, both educational institutions and social institutions should distinguish between the two, otherwise it will lead to unnecessary competition between students of the two majors. But in reality, these two concepts have not been fully distinguish, and because of the traditional sports is deeply rooted in the hearts of the people, so most people will leisure sports as a branch of traditional sports, weakens the core concept of “leisure” of leisure sports, indirect makes leisure sports professionals weak competitiveness of traditional sports talents, that is because the concept is unclear, So leisure sports talent might be forced to work into the traditional sports industry, the traditional sports industry on the talent requirements do not tally with the leisure sports education content, such as leisure sports talent may stand out on industry management ability, but more important to traditional sports talents of physical quality, sports training theory, etc., so the leisure sports less competitive. In this context, the employment of leisure sports talents has become a big problem. To solve this problem, we must strengthen the core concept of leisure sports and distinguish them from each other. Focusing on this point, the construction of open service-oriented leisure sports platform can achieve the purpose, because the project in the platform and leisure sports completely fit, so leisure sports talents do not need to compete with the traditional sports talents, can seek development in the industry environment suitable for their own, so talent competitiveness can be fully reflected.

3. Design Scheme of Open Service-Oriented Leisure Sports Platform

3.1 Basic Framework

Centering on the two main points of leisure sports and open services, the basic framework of the open service-oriented leisure sports platform in this paper is shown in Figure 1.

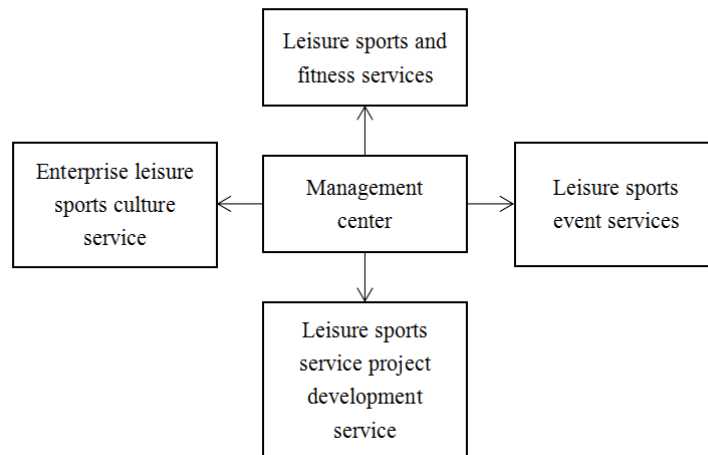


Fig.1 Basic Framework of Open Service-Oriented Leisure Sports Platform

3.2 Platform Design Scheme

Focusing on the basic framework, this platform can be composed of five parts, and the design implementation method and design content of each part will be analyzed in the following paragraphs.

(1) Management Center

The management center is the core of the platform, which is interrelated with the other four parts, equivalent to the relationship between the system terminal and the subsystem. Under this level of relationship, the management center personnel can send requirements to other components according to the requirements, and other components will work according to the requirements and strive to achieve the goals. Industry personnel training, for example, suppose education institutions have 100 students need to participate in practice, it can put forward the requirements to the management center, management center can then for the other four parts request, to check the other four parts existing vacancies and job, then will arrange to professing students respectively a job positions, teachers can also go, At the same time, if there is a real need, the management center can also carry out statistics on the work of each student, which will be regularly transferred to teachers and educational institutions for the purpose of carrying out targeted education. As for the design and implementation method and design content of the management center, this paper mainly designs according to the concept of block chain. Related subjects in the block chain are mainly connected through the Internet and the Internet of Things.

(2) Leisure sports and fitness services

Leisure sports and fitness services are the core business items. There are a large number of external users who need fitness services, and a large number of internal leisure sports talents who are responsible for providing fitness guidance services. The main body includes gyms and other similar commercial subjects. For this service, first of all, we should design the service project, and then design the post structure according to the service project. At the same time, focusing on the commercial demand, we should also design a member center in the service to distinguish individual members or organization members, so as to do a good job in user classification. Finally, according to the same service items, the introduction of relevant resources to provide services, such as all kinds of fitness equipment. Table 1 shows service project design and post design.

Table 1 Service Project Design and Post Design

Service project	Job design
Fitness with/without equipment	Fitness trainer
Fitness for the middle-aged and elderly	The broadcasting operator leads the dance
Outdoor Fitness Instructor	Fitness trainer

(3) Enterprise leisure sports culture services

The project mainly in the service of all kinds of recreational sports enterprise, namely this kind of enterprise have the demand of the leisure sports culture construction itself, such as some companies want to around the theme “health” to build the enterprise culture, or you want to “entertainment” theme to build corporate culture, but the enterprise may not know how to build such a culture, or defects in the current cultural construction achievements, Professionals are needed to provide services. In this case, the open service leisure sports platform can accept the cultural construction needs of all enterprises in the blockchain, and provide professional talents to help enterprises to build leisure sports culture. In this way, on the one hand, it provides work or training opportunities for professionals, and on the other hand, it solves enterprise problems.

(4) Leisure sports service project development services

For leisure sports industry development, industry practitioners have different hopes to continuously develop new services, but to do this, workers will need to have rich practical experience, industry knowledge and expertise, and a lot of deficiency in the practitioners on the professional level, so the project development is difficult, also need professionals to provide services. Therefore management center can receive block chain within the relevant requirements, to the leisure sports service sector project development request, gathered a large number of professionals to provide service, such as professional groups and recreational sports enterprise docking, understand the enterprise users demand, analysis of the current project defects, then put forward the proposal, to verify its feasibility, if good feasibility was put into practice, Complete new service project development.

(5) Leisure sports event services

Leisure sports event service is essentially an information service, serving users who are interested in leisure sports events of a certain kind of sports, such as amateur basketball fans, etc. For these users, the management center is responsible for analyzing the actual needs of users, that is, under normal circumstances, there are two needs of this type of users: First, they hope to follow up in real time, or know the situation of leisure sports events at any time, such as the location of the event, the start time of the event, the list of contestants, the process of the game and other information. Users hope to access these information online, so as to understand the ins and outs of the game in this way. Second, they want to participate in leisure events, that is, some users not only want to know about the game, but also want to participate in it. In order to achieve this, users need to sign up. At this time, leisure sports event service is equivalent to a registration channel, users can sign up online and participate in the field until the game starts. Therefore, in terms of design, it is necessary for the platform management center to keep in touch with the major event organizers, and the two sides should communicate with each other about the event information and even cooperate to hold the event.

3.3 Platform Application Mode

The application methods of open service-oriented leisure sports platform can be broadly divided into two categories, as follows.

(1) Membership menu

Practitioners are mainly required to classify service items, select some excellent service items for members, produce member service menu, and then launch member service. All member users can

only select the service items in the menu, and then the relevant service subject can provide corresponding services.

(2) Completely open

The difference between this method and membership menu type is that: cancel the concept of membership, all users can enjoy all services, but in the process of service will recommend corresponding services according to the characteristics of users, such as middle-aged and elderly users will recommend Tai Chi sword, radio exercises and other services, but the user can make a choice to provide corresponding services.

4. Conclusion

To sum up, the construction of open service-oriented leisure sports platform is of great significance and cannot be ignored, so it is necessary to start the construction. In the construction, we should start from the design first, work around the design scheme, and then complete the design and then start the construction. After the completion of the construction, it is necessary to choose the application mode of the platform, which should be judged according to the actual demand, so as to give full play to the role of the platform. In general, the construction of an open service-oriented leisure sports platform is conducive to the development of the leisure sports industry, and can play a role in breaking through bottlenecks and integrating resources.

References

- [1] Kim,Hae,Eun,et al.The Suggestion on the Hybrid Network Service for Vitalization of Leisure Community-Focus on Methodology of Service Design[J].*Journal of Digital Design*,2015,15(1):361-370.
- [2] Luo K,Dong L.Research on the Application of Environmental Art Design Based on Digital Media Technology[J].*Journal of Physics:Conference Series*,2021,1915(2):022072(6pp).