

Strategies for the Use of Action-Oriented Teaching Methods in the Teaching of Animation Design

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Abstract: During the development of information technology, computers and other devices are gradually applied to all aspects of life. In the design of animation, in the process of computer development, the design of animation has transformed from manual to computer work. "Animation Design" Course cover a more comprehensive knowledge and plays an important role in the teaching of design. However, in relevant classrooms, there are still some shortcomings in the teaching of animation design, which restrict the development of teaching in the design industry. In term of the practical and technical nature of animation design, adopting action-oriented pedagogy with relevant teaching way, will enable students to practice their knowledge and promote the development of teaching and learning. Therefore, it is necessary for the relevant teaching staff to understand the strategy of using action-oriented teaching method. and action-oriented teaching method apply to the teaching activities of animation design to promote the development of teaching career. This paper discusses the strategies of action-oriented teaching method in animation design, the teaching of Action-oriented Teaching Method in Animation Design.

1. Introduction

Animation is made of a series of images played continuously to create a continuous change in visuals. Animation design is based on storyboarding, to determine the form of background, foreground, props and items of shape, completing the design production of scene environment and background map. The key is to master the basic techniques of key frame animation, constraint animation, spatial dynamics animation, character animation, particle animation and rendering special effects animation, and be familiar with 3D animation from model creation to material editing to animation, special effects processing, and post-editing. process. This poses a great challenge to the teaching activities of animation design, teachers should not only have high professionalism, but also master the appropriate teaching mode to promote the improvement of teaching. In the action-oriented teaching method, this model focuses on the cultivation of students' ability of analysis and problem solving ability, also guides students to complete the "task" to achieve the teaching goal. This mode of teaching is very suitable for the practical animation design, and it largely can promote the progress of animation design. This require teachers in relevant teaching activities to focus on the teaching method of action-oriented to achieve the teaching objectives of animation design.

2. Overview of Action-Oriented Teaching Method

2.1 Meaning of Action-Oriented Teaching Method

In the traditional teaching of animation design, due to the complexity and technicality of the teaching content, it is difficult for teachers to transmit the knowledge to students completely when teaching, and students cannot be interested in the face of the boring teaching method, which makes it difficult to improve the teaching level. Action-oriented teaching is mainly in the form of action-oriented driving, giving full play to the main role of students and the leading role of teachers in the teaching process, focusing on the cultivation of students' ability to analyze and solve problems, starting from the completion of a certain aspect of the task, by guiding students to complete the task, so as to achieve the teaching objectives^[1].

2.2 Teaching Methods of Action-Oriented Teaching Method

In terms of the course characteristics of animation design, as a professional subject of making animation, designing animation and processing video, its practicality is strong. Therefore, in the teaching process, attention should be paid to cultivate students' practical ability and enhance their practice. Action-oriented teaching requires teachers to decompose large tasks into small tasks and give action-oriented to students in a hierarchical way. Through the teaching method of assigning relevant tasks to students, students through the opportunity of practice to completing the tasks, thus enhancing their practical skills. In this way, students can gain understanding in practice and rise to further understanding of theoretical knowledge in the process of repeated practice to support their own next practice.

2.3 The Significance of Action-Oriented Teaching Method

In the action-oriented teaching method, teachers teach students through preparing before class, giving tasks, completing tasks, and presenting works. And with the practical action-oriented approach, the teacher teaches students according to their abilities, stimulates and cultivates their interest in learning, making sure that they successfully construct a knowledge structure in the process of discussing tasks, analyzing tasks, and operating to complete tasks, also help training their practical and creative abilities. In the action-oriented teaching method, free communication and practical operation replace the traditional rote of learning teaching method, emphasizing student-centeredness and giving full attention to students' autonomy, which has a great promotion effect on animation design teaching.

3. The Current Situation of Animation Design Teaching in Colleges and Universities

At the present stage of animation design teaching in colleges and universities, the school treats animation design as a separate subject, and purchasing advanced teaching equipment such as multimedia, and hired professional staff to carry out teaching work, there is no problem in equipment, environment and talents. However, in terms of teaching mode, it still adopts the traditional teaching mode, which greatly restricts the teaching level. In the teaching mode of animation design, the teacher occupies the dominant position, and in the teaching process, the teacher still uses the language to transmit information and fill in the content to the students, and the students, as listeners, hardly raising their interest in learning and improving their level. In terms of the use of equipment, the teaching process has been able to introduce the Internet, multimedia and other advanced equipment into the classroom, and combined with the function of equipment for

online lectures and online answers. However, such equipment is still teacher-oriented, and it is difficult to give full attention to students' autonomy, so it is difficult to cultivate students' practical and creative abilities. Therefore, as relevant educators, it is still necessary to change the existing teaching mode and promote the promotion of action-oriented teaching method in animation design teaching. In the process of development in the new period, education has also made great strides. The problems of animation design teaching are mainly at the following levels: first of all, the main position of students is neglected, animation design as a practical discipline, in teaching activities should give full play to the autonomy of students, teachers play a guiding role. However, at this stage, teachers are still in the dominant position, which restricts students' autonomy role; then there are less practical courses, which is not conducive to the cultivation of students' practical ability, and is not conducive to the workplace; finally, it is the training of innovation, animation design needs innovation to enhance the attractiveness of the work, but some teachers only read from the book, which restricts students' innovation ability.

4. The Advantages of Action-Oriented Teaching Method in Teaching Animation Design

4.1 Stimulate Students' Interest and Develop Their Initiative

In the traditional teaching of animation design in colleges and universities, usually the teacher is the main part of the classroom and uses routine learning way to teach, and content is complicated. As college students, they have just been released from their busy high school life, and it is difficult to stimulate students' interest in learning by rote teaching. Action-oriented teaching can play the main function of students through the development of tasks and the creation of situations in project teaching, making students themselves as the main part of the classroom. In this way, students' interest in learning can be stimulated and they learn about animation design in a more comfortable teaching environment, which promotes the improvement of teaching and learning. Students as the main part of the classroom can also cultivate students' creativity and allow them to develop good study habits, which in turn will improve their performance.

4.2 Develop Students' Practical Skills

In the teaching of animation design in colleges and universities, animation design requires practical operation, which requires students having a considerable level of practice in order to complete their future work. However, in the current animation design teaching mode, although the relevant equipment has been introduced to facilitate students' practical operation, the practice in the classroom accounts for a relatively small proportion, and students usually operate freely only after the teacher has finished explaining, which largely restricts the cultivation of students' practical ability. The action-oriented teaching method attaches great importance to the cultivation of students' practical skills by giving them tasks and letting them practice by completing them. This approach gives students a lot of room for practice, so that students can train their own practical skills in classroom teaching, and then improve their practical level.

4.3 Grading Teaching Standards

The fundamental purpose of teaching methods is to enhance students' learning and promote their better development. The natural purpose of teaching animation design is to improve students' mastery of animation design, to equip them with relevant degree of theoretical knowledge and practical level, so that promote students' overall improvement. However, in the traditional teaching method of animation design, it is difficult to improve students' learning level because of the lack of

attraction of fill-in-the-blank education to students. The action-oriented teaching method takes students as the main part of the classroom, and through the reasonable way of various teaching modes such as context creation, practical exercise and case study teaching, it can stimulate students' enthusiasm for learning and create a good learning atmosphere for students, those who can learn independently in the classroom, thus improve their own learning level [2]. Teachers can also learn new teaching methods through various ways of matching, so as to improve their own teaching level and promote the development of animation design teaching.

5. Promote the Overall Development of Students

In the traditional teaching of animation design, teachers conduct teaching activities under the guidance of exam-oriented education, focusing only on the education of students' knowledge but neglecting the teaching of students' thinking, which largely restricts the cultivation of students' comprehensive ability and is not conducive to the dispersal of students' thinking. Behavior-oriented teaching can teach students' knowledge and skills while developing students' thinking, giving them the ability and awareness to learn on their own, and thus cultivating them at the ideological level. In this way, students' communication, time, learning, and thinking skills are enhanced and their overall development is promoted.

6. Strategies for the Application of Action-Oriented Pedagogy in Teaching Animation Design

6.1 Hierarchical Teaching Objectives and Project-Based Teaching

To carry out action-oriented teaching in animation design teaching, the first thing is to set a teaching goal, and then to hierarchically divide that goal according to students' level and the actual teaching situation, i.e., to divide a whole big project into a separate small project, so that the final goal can be achieved through stage-based teaching. In the actual operation process, it is to split the main content of animation design, according to the teaching sequence, a topic with a variety of research and learning projects will be decomposed, and then release the tasks of related small topics for students to complete, so that students can master the specific operation techniques of animation design by completing the tasks, from the table to the inside, when students have completed all the tasks set by the teacher, they will be able to learn the subject. In this way, it is possible to stimulate students' enthusiasm for learning while reducing the difficulty of operation, and rise to the main vein through the learning of details, thus improving the level of students' performance.

6.2 Exercise Students' Thinking Skills through Case Study Teaching Method

Most of the inspirations of animation design come from life, so when teaching action-oriented animation design, they can promote action-oriented teaching by using specific cases that are representative of life. After teacher explains the relevant knowledge points, in order to facilitate students' further understanding and learning, he or she can show the relevant production process and finished products for students, and then combine them with real-life situations and let students use relevant techniques to create. For example, when learning about color matching, teachers can extend it to life and let students pay attention to the phenomenon of color matching that exists in life, such as the colors of flowers, advertising signs, animals, etc., so that students can learn about colors and then incorporate their own understanding into their creations. In this way, students can strengthen their understanding of of teaching materials, better learn the relevant knowledge points, and learn to match colors in other aspects of animation design through the matching of colors in real scenes.

7. Enhance Student Engagement by Building Relevant Contexts

In order to improve the level of students' performance in teaching activities, students need to be more involved in the teaching mode of the teacher so as to stimulate their interest. College students in higher education are themselves highly qualified and can easily be integrated into relevant situations for learning. Therefore, the creation of relevant contexts in the action-oriented teaching mode can enhance students' interest in learning and thus increase their participation in the course. Teachers should select content that students have experienced and felt deeply and can easily bring in. For example, in animation design, students will be asked to design characters, and to design the relevant characters, they have to be expressed through the environment. At this point, the teacher can ask students to unify the creation of family images in their home life. In this way, the teacher can create a family context to arouse students' interest in learning, and then engage them in the task, which in turn will promote their learning achievement ^[3]. On the other hand, to promote efficient learning, students need to learn in relevant contexts. Teachers can create a relaxed and pleasant learning context for teaching activities by means of language or videos, students can reduce their anxiety about learning by integrating into the relevant context.

8. Hands-on Teaching

Animation design in colleges and universities requires practical operation in future development, however, in the traditional teaching method, teachers do not pay enough attention to the cultivation of practical ability, which results in insufficient practical ability of students and is very unfavorable to future development. In the action-oriented teaching method, the practical requirements for students are very strict, and it is believed that practice is the purpose of teaching, and theory will eventually return to practice. Therefore, using the action-oriented teaching method in college animation design teaching, it is necessary to strengthen the cultivation of practical ability. In the whole teaching activities, teachers have to let students practice exercise in the process of completing tasks all the time by giving tasks this way, combining action and cognition together, and taking practice as the guide for teaching activities of animation design. Students are allowed to deepen their knowledge and understanding of what they have learned in the process of practice and use it as a guide for practice after they have further understood the relevant learned knowledge. Promote the improvement of their own students' level in mutual promotion.

9. Teaching a Combination of Teaching Methods According to the Material, with Emphasis on Teaching Methods

Action-oriented teaching method can be used by teachers in a variety of ways when teaching animation design in colleges and universities, which requires teachers to choose suitable teaching methods according to students' situations. In the actual teaching of animation design in colleges and universities, teachers should choose the suitable teaching method as the mainstay according to students' learning situation and teaching progress, and then combine the advantages of other teaching methods to teach. When teaching animation design, teachers can take practical teaching as the main teaching method, and then combine it with layered teaching and brainstorming to make a perfect teaching method ^[4]. In practical teaching, the objectives of practice are divided into small objectives, and then through brainstorming discussions, students will make up for their shortcomings in the process of communication. In this way, a combination of teaching methods can be realized to promote the improvement of teaching and learning.

10. Conduct Teaching Evaluation and Assessment

In teaching activities, assessment and evaluation of students is an important factor in improving teaching and learning. By assessing students, it is possible to understand the students' learning level and clarify their shortcomings, and then it is possible to determine the progress and way of teaching the course in conjunction with the students' learning situation and to teach better. In the teaching of animation design in colleges and universities, using the action-oriented teaching method, it is necessary to set relevant assessments and then evaluate students according to their assessments. For the college student, the way of criticism should not be used, but to praise him now, so that he can enjoy the joy brought by the learning progress, it will stimulate his learning enthusiasm, and then in telling his shortcomings, the relevant students will be motivated by the learning enthusiasm to correct, so as to improve the learning level.

11. Conclusion

The action-oriented teaching method of Animation Design in colleges and universities has an important role in the improvement of students' learning level. Relevant personnel should recognize the advantages of action-oriented teaching to promote the development of action-oriented education and improve the teaching level of animation design in colleges and universities through teaching according to the material, practical teaching, contextual teaching, case teaching and project differentiation teaching.

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