Exploration and practice in the informationization of instruction and teaching of virtual reality competition

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Abstract: Information-based teaching is the general trend of modern education, and it is a way to strengthen the educational fairness in our country and improve the teaching quality of virtual reality competition. Traditional teaching is mainly based on the personal abilities of the competition instructors, and tends to organize the teaching contents of the virtual reality competition instructors in class. The information-based teaching of virtual reality competition is a set of problem-solving plans created to strengthen the self-study of college students under the guidance of modern higher vocational education theories. Virtual reality competition informationization teaching is a modern educational way opposite to the traditional virtual reality competition instruction teaching. The most prominent feature of virtual reality competition informationization teaching is the use of information technology.

1. Application of information technology in competition teaching at home and abroad

Since 1990, the educational circles of all countries have realized that applying the informationization method to the field of competitive teaching can promote the sharing of high-quality educational resources. The United States has been leading the world in the information-based competition teaching, especially the application of information-based competition teaching as an important way to promote the educational information-based reform in the 21st century. This approach of American education circles has aroused strong repercussion of the world's education circles, and the governments of many countries have launched teaching programs to promote the informatization of their own countries.

In recent years, under the general trend of the positive development of information construction, China's education information construction has made good achievements. The network teaching environment of colleges and universities has been greatly improved. The Internet access rate of colleges and universities in China has exceeded 87%. There are more and more educational resources of high quality competition guidance, and information-based teaching has been fully rolled out. A large number of teachers and students use the information teaching resources to explore the new teaching guidance and learning mode under the network condition; The function of the public service platform of competition education resources is increasingly powerful, with more and more resources.

2. Problems existing in the guidance of virtual reality education competition in China

But compared with the developed countries, China's education information virtual reality competition guidance started late. In the past 20 years, China's education competition guidance informatization construction has achieved excellent results, but there are still many problems in the process of promoting competition education informatization. Domestic colleges and universities, especially higher vocational colleges, lack of professional talents in VR, and relatively few talents with strong practical ability in VR competition. At present, the contents of many virtual reality competitions are relatively comprehensive, and most students are ready to participate before they have access to relevant professional knowledge.[1] At present, many higher vocational colleges have plans to participate in virtual reality competitions, but there is no competition-related content in the curriculum

of the school. The current guidance for virtual reality competitions is mainly manifested in classroom teaching, that is, teachers convey the ideas and methods of virtual reality competitions to students, and students receive them mechanically. Traditional competition guidance is usually carried out in a fixed space, and students cannot study independently after they leave. Nowadays, most students learn passively. Teachers cannot give students the autonomy to acquire competition knowledge and let students learn selectively according to their actual situation.

Since most of the students have never learned the content involved in the competition, the competition instructors should first teach the students the basic theoretical knowledge, which is difficult to achieve the ideal effect in a short time. Teachers are not familiar with the process of some competitions, so it is difficult for them to give effective guidance to students participating in virtual reality major. The traditional virtual reality competition guidance method is one of the biggest problems is the student to the knowledge memory ability is not strong, hard to digest all the teacher taught a lesson, this will make the virtual reality contest to guide the teaching efficiency greatly reduced, students' interest in acquiring knowledge is low, can't fully arouse the enthusiasm of the students.

3. Virtual reality competition information teaching is compared with the traditional virtual reality competition instruction teaching advantage

Today, information technology has entered the classroom, competition guidance curriculum and technologies are integrated, is applied to the teaching and learning of information technology in virtual reality competition behind the average level of the society, the information technology application form are very few, auxiliary virtual reality in information technology teachers' competition to guide the teaching content more, but less auxiliary help competition students self-study, It is not able to fundamentally change the relationship between teaching and learning, which is inconsistent with the way that contemporary students are accustomed to use and acquire knowledge.[2]

Informationization teaching is the general trend of modern education, and it is a way to strengthen educational fairness in China and improve the teaching quality of virtual reality competition. Traditional teaching is mainly based on the personal abilities of the competition instructors, and tends to organize the teaching contents of the virtual reality competition instructors in class. The information-based teaching of virtual reality competition is a set of problem-solving plans created to strengthen the self-study of college students under the guidance of modern higher vocational education theories. Virtual reality competition informationization teaching is a modern educational way opposite to the traditional virtual reality competition instruction teaching. The most prominent feature of virtual reality competition informationization teaching is the use of information technology. [3]Virtual reality competition information teaching is a kind of modern teaching concept, which completes academic communication and common learning between teachers and students through virtual reality competition guidance resources and virtual reality competition information teaching methods in modern education theory, so as to shape students' innovative spirit and practical ability. This concept is the most effective way to eliminate the spatial distance and communication barriers between students and virtual reality competition instructors. It provides a strong support for the guidance of virtual reality competition.

In the informationized teaching of virtual reality competition, virtual reality competition instructors promote the improvement of learning efficiency by helping students absorb, understand, organize and translate a large amount of information so as to change the interdisciplinary homework problems in practical learning. In this kind of virtual reality competition information teaching, learners shoulder the task of self-absorption of knowledge, through collaborative work with students of different majors and active exploration and other methods to build self-subject information.

Virtual reality competition teachers undertake study of classroom teaching and the teaching resources from dependence on teaching materials, teaching reference, workbook to give priority to with teaching material, also with a large number of the virtual reality of competition information integration of teaching resources, teachers from the masters of classroom teaching and management

of knowledge disseminator, become the sponsor of the classroom teaching, strengthen the cultivation of students' good quality. The learner becomes the active acquirer of the subject of theoretical processing from the passive receiver of theory. Information software is no longer just an assistant teaching software. It is not only a software to assist teachers in teaching, but also a software to strengthen students' learning, assist academic exchanges, and digest knowledge. So that virtual reality competition instructors can better create more different learning methods and approaches for students on the road of information education.

Acknowledgments

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