

are easy to have a sense of frustration and show depression and depression. At this time, the teacher's encouraging evaluation can help students free themselves from anxiety. Through patient counseling and encouragement, students can reduce their psychological burden and re-establish their confidence in dance learning.

Information feedback is an important link in dance teaching. Timely information feedback can help students correctly understand themselves and constantly improve themselves based on feedback, so that they can have a more objective evaluation of their quality and ability and enhance their psychological adjustment ability. In the psychological feedback, the main methods are advance feedback method and synchronous feedback method. The so-called early feedback is that teachers give feedback on the possible problems in the training according to the basic requirements and task objectives of movement training before the beginning of dance teaching, so as to enable students to have a targeted goal in the training process and strengthen their students' confidence. The other is synchronous feedback method. In the process of dance training, for a past movement link, teachers can make the simplest feedback with some simple language, actions and gestures according to the completion of students' movements, so that students can timely remember and correct technical blind spots and enhance their psychological quality.

Psychologist Petrovsky said: "the implication is that a person is easily influenced by others. His behavioral motivation is not the result of his own ideas and beliefs, but the result of the influence of others". In a nutshell, suggestion is an ambiguous expression, which is a process of making a rapid impact on people's state by implicit and indirect methods. Psychological suggestion focuses on the influence of unconscious mental activity on a person's behavior and thoughts, which can be seen everywhere in real life. Therefore, in teaching, teachers can use implicit and indirect ways to give psychological hints to students' training behavior according to students' psychological characteristics, which will have an impact on students' training mentality.

Experienced dance teachers will find that after a long time and hundreds of movement training, although the movement technology and overall beauty will be greatly improved, the students' psychological burden will gradually increase, and they are always afraid that they will make mistakes when completing the movement or cooperation. To solve this problem, teachers can use the "catfish" stimulation method to help students eliminate psychological pressure and tension. According to the basic requirements of "catfish" stimulation method, teachers break the routine in dance training, find the right training, change the original formation environment, increase the difficulty and requirements of training, so as to stimulate students' emotions, so as to strengthen their psychological quality and reduce their psychological burden. The "catfish" stimulation method can not only activate the classroom atmosphere, but also help to form a benign competitive environment among students, let students adapt to various pressures in the performance process, and prevent the emergence of adverse psychological problems such as complacency and depression.

Results: The implementation of dance teaching in colleges and universities can effectively help students alleviate or even eliminate psychological problems and maintain students' mental health. We should stick to the value function of cultivating morality, mind and body in dance teaching. We should treat objectively the problems in subject setting and teaching methods. Rationally analyze the potential impact of dance teaching on college students' mental health, develop strengths and avoid weaknesses, combine dance teaching with mental health education, effectively improve students' personality and improve students' positive learning attitude. Dance teaching plays a unique role in cultivating students' healthy psychology and personality. Teachers should carry out psychological counseling education in dance teaching, help students solve various psychological problems encountered in dance learning and life, and use various psychological counseling methods to help students establish self-confidence in learning, so that students can form a healthy psychology and sound personality.

Conclusion: Dance teaching plays an important role in college education. It can help students maintain healthy psychology, stimulate their own potential, enable students to achieve independent development, and enable students to form a sound personality.

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HUMAN -COMPUTER INTERACTION INTERFACE DESIGN BASED ON USER'S PSYCHOLOGICAL NEEDS

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Background: With the continuous development and maturity of computer science, digital multimedia and network technology, the quality of human life has undergone a revolutionary change. The advance development of science and technology not only provides humans with highly developed material production, but also the most advanced the realization of the full liberation of human nature provides a guarantee. The interactive experience born in the 1980s is the best proof that science and technology serve the liberation of human nature. With the popularization of computers, mobile phones, iPads and mobile networks, the “human-centered” human-computer interaction technology has gradually dominated people’s lives and has become an indispensable part of people’s daily lives.

Objective: Human-computer interaction interface design focuses on the study of human cognition and behavioral psychology and promotes the further development of technology in demand research, so that technology can better serve the liberation of human nature.

Subjects and methods: User-oriented information system interface design method, the core content is to design a user-oriented visual interface development environment and the entire user-oriented interface design basic principles will be introduced below.

(1) The basic interface template (Base Form) is not a good example. It is a form that contains the basic architecture of the interface and implements the most basic functions of the interface, and also blocks some professional software development techniques, such as connecting databases and database basic tables.

(2) Visual interface controls (Controls) and Control Palettes. Provide some commonly used visual interface controls based on the user’s interface usage needs. You typically need to provide three basic visualization controls: form controls, graphic controls, and data access controls. The control panel is a collection of all visual controls.

(3) Runtime Form Designer. The interface editor is designed as an unreal component with interface editing function that meets the basic principles of user-oriented interface design. The design of the interface editor component is mainly to implement and integrate the three important functions of the basic principles of user interface-oriented design described later:

Design and implement the Windows message processing mechanism in design mode. Design the management function of inserting, deleting, modifying and so on of visual interface controls. Realize the function of storage and call of the system interface.

(4) Property Editor. The main properties that the property editor uses to get, display, set, and modify visual interface controls can be edited forms that contain object inspector, as well as specific edit forms such as text, fields, and so on, as needed.

(5) Code Edit Module. The code editing module is used to implement the ability to edit and modify events of visual interface control objects. The main designs of the code editing module include user-oriented programming language (User-Oriented Language), code editing form (Code Form), code editor (Script Editor), and code runner (Script Runner). Scripting language is a relatively simple and feasible programming language for the user at present, so the script language is used in this method. Due to space constraints, the code editing module is no longer discussed in detail in this article. This research method is based on the knowledge organization and knowledge technology of the 11th issue of 2007 in modern book and intelligence technology and simulates its scientific research method.

Research on the Design of Interactive Interface Based on the Psychological Needs of Users.

The development of science and technology ultimately serves human beings and the development of technology is to create a more convenient human life. Therefore, the need for a clear target is the driving force behind the development of technology.

Research the meaning of user behavior psychology in human-computer interaction interface.

The groups that use these terminals are no longer limited to those professional computer technicians. More and more ordinary groups and even middle-aged and elderly people have to learn to use these technological products due to the needs of their lives and the changes in the social environment. Human, machine, and environment are interactive and interdependent, and they jointly determine the overall performance of the system. Therefore, for many ordinary groups, the simplicity and convenience of interface operations are very important. Concise and easy-to-operate human-computer interaction can naturally increase people’s success rate and interest in operating these terminals, and at the same time make more people, especially middle-aged and elderly people, more confident to use these terminals: the complex and messy interface will immediately make people produce Bored mentally.

Psychological needs of user behavior in human-computer interaction interface.

Humans understand objective things mainly through feeling, perception, memory, thinking and imagination. When people use various multimedia and mobile terminals, most of their knowledge of a certain product depends on the visual sense of the interface, followed by the sense of hearing and touch.

(1) Psychological needs of users’ senses. When the user interacts with the interface, he first hopes to have a cognitive approach to the product to be understood through Cai Ti’s observation of the interface.

Hope to see that the layout of the entire interface appears clear and harmonious, and the operations have a certain logical sequence. And this feeling will increase the user's confidence in interacting with the interface. While interacting with the interface, in addition to a clear visual experience, along with the touch experience of the interface, if the interface can give it an auditory response, it can help users to confirm the cognition acquired through vision.

(2) Psychological needs for expected consistency in the process of user interaction. When human beings understand objective things, they must not only rely on their own feelings, but also their past experience and experience as an important way of cognition. In this way, when interacting with the interface, users always expect that the exploration of their cognitive process can meet their expectations. When the user touches a certain setting area of the interface, there is a certain expected value in the user's mind.

(3) Psychological needs of users. Human habit is an automated reaction tendency or mode of activity. "The Dictionary of Psychology" believes that "habit is a person's need or tendency to automatically perform a certain action in a certain situation." In the operation of the interface, the touch with the interface shows the automation of a certain behavior of people. The vast majority of people are more accustomed to using the right hand when operating the interface. And this habit, whether it is thinking, emotional or physical, is extremely difficult to change. In the human-computer interface interaction, the user's habitual psychological needs naturally also exist.

The popularization of computer multimedia and various mobile terminals has caused fundamental changes in the user groups. The design and research of products should naturally be carried out around the psychological needs of ordinary groups. Only by designing products that can meet the needs of ordinary users can we win a larger market.

Interactive interface design based on users' psychological needs. The value of any product is inseparable from its users, and only when the product meets the needs of users, it is possible to realize its ultimate value. Donald Arthur Norman, a well-known design expert in the American IT industry, once said in his book "Design Psychology" that "a mature product should bring joy to the soul in use." Regarding the increasingly complex advanced product design, he mentioned in his "The Design of Everyday things" published in recent years, "Our lives are complicated, and our tools must meet the tasks we do. We need to understand and master the situation, once mastered, even seemingly complicated things will become simple." Therefore, only by grasping the psychological needs of the user's human-computer interaction interface interaction and following the user's psychological and behavioral activities, can we design an interactive interface product that satisfies the user.

(1) Interface display design. The design of the interface display mainly covers the overall layout of the interface, the matching of colors, the accuracy of the words and the clarity of the display.

In the layout, the combination of all display elements on the interface should have a sense of balance, and there should be no crowded listing of information and data. In the case of abundant information, it must be sorted logically and arranged in an orderly manner. The entire picture should be symmetrical and standardized, and try not to make people feel fatigued, disrupt their psychological expectations, and lead to errors in information reception.

Only when the collocation of various elements in the interface reaches a balance, the user's understanding of the interface will be clear. The interface display is the user's first impression during human-computer interaction. Only a pleasant display effect can attract users' attention and stimulate their interest and enthusiasm for interaction.

(2) Interface control design. During human-computer interaction, to understand the use of the product, the interface conversion must be controlled by the user. However, when designing these control methods, the design concept of "people-oriented" should be followed. Whether it is the switching of the window screen, the display of the size, or the combined display of many windows, it should meet the needs of users to obtain more information conveniently. But according to people's daily behavior habits, it is best to scroll up and down. It is natural and convenient without affecting the display effect of other areas in the screen. The control area in the interface should be designed on the right side as much as possible, so that the user can use it easily.

A sense of accomplishment will only be generated when the user is in control of the interface, and will stimulate more enthusiasm for operation.

(3) Interface dialogue design. In order to facilitate the user to continue to explore in the interface that has been presented, in the design of the dialogue mechanism of the interface, it is necessary to pay attention to the information of what the user is doing to the user at any time. The design of the dialogue steps should be as simple as possible, and ellipsis or codes can be used to reduce the number of user keystrokes: set default values as much as possible for users to choose, saving users work. For user operation errors, restore operations can be designed to help users return to the previous the interface restarts, and allows the user to abort a mention, leave the selection, and avoid user deadlock. In order to cope with the user's unclear thinking and difficult operation problems in the dialogue process, a help dialog box can be designed,

and online help is provided as much as possible to enhance the user's confidence in use.

(4) Design of data input interface. The operation of the interface dialogue requires the user to input a certain amount of data, and this data input interface often takes up a lot of user time. In order to reduce the input error rate as much as possible, simplifying the user's operation is an important goal of the design. In this regard, the list selection method can be used to reduce the user's memory, and the system automatically filling in the content that the user has entered: confirm the entered information, and delete. The behavior must be reconfirmed, warning and exit for serious errors, suggestions for untrusted data input to prevent user operation errors: the user's previous input must be repeatedly checked, allowing the user to input. In order to adapt to the user's habits, the design of the interface should consider the user's control of the data input sequence, speed, etc., and adopt a data input interface consistent with the system environment, so that the user is fully capable of controlling the data input in the interface. User's willingness to regulate and control the product.

Results: (1) A method for designing a new computer interface, so as to optimize the design for the required attributes (such as learnability, discoverability, and use efficiency). (2) A method for implementing an interface through a software library, for example. (3) Methods used to evaluate and compare the usability of interfaces and other required attributes. (4) There are more extensive methods for studying the use of human computers and their social and cultural implications. (5) Views that can critically reflect the values of computing design, computer use and human-computer interaction research and practical foundation.

Conclusions: The human-computer interaction user interface is responsible for managing the interaction with the user, such as displaying data to the user, obtaining data from the user, explaining the events caused by the user's operation, and helping the user to view the progress of the task. Therefore, the research of human-machine interface must not only solve the problem of functional technical design. It will also involve human factors, human psychology and other aspects of activities. The psychological and behavioral needs of users will directly promote the research and development of the effectiveness of the human-computer interaction interface. It is precisely because of human factors and human needs that these high-tech terminal products have the momentum and potential for development.

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PROTECTION MEASURES OF INTANGIBLE CULTURAL HERITAGE FROM THE PERSPECTIVE OF PSYCHOLOGY

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Background: Intangible cultural heritage plays an important role in the treasure house of Chinese culture. With the strong promotion of the modernization process, the inheritance of many intangible cultural heritage has been seriously affected, and its inheritance and protection has become one of the topics of common concern in various fields. At the same time, for intangible cultural heritage, it is not only an important representative and concentration of a national memory, but also condenses a nation's wisdom and strength. In the process of globalization, many excellent intangible cultural heritages are seriously damaged, so it is very important to strengthen protection. Therefore, the protection and inheritance of intangible cultural heritage should be actively put on the agenda to fully show the charm of intangible cultural heritage. Analysis of the importance of intangible cultural heritage there are significant differences between material cultural heritage and intangible cultural heritage, which is fully reflected in different carriers. For intangible cultural heritage, it mainly includes intangible and spiritual levels. Its liveness and inheritability have been highly penetrated. Intangible cultural heritage is an important representative and symbol of the crystallization of people's wisdom, and it also condenses the national spirit and strength. At the same time, among nations, intangible cultural heritage is an important bridge and link for the transmission of national cultural values. National values have a great impact on the development of human culture and can clarify the development direction of human culture. Strengthening the protection of intangible cultural heritage can maintain national unity, cultivate the national cultural protection thought, enhance the national "cultural consciousness" thought, further enrich China's national culture, innovate and develop national civilization, so as to effectively inherit intangible cultural heritage. The protection of