

perspective of population aging

Factor	Consumption motivation	Commodity price	Commodity practicability	Expected impact
Elderly population	4	4	4	4

Conclusions: Aging is a population development problem of aging age structure in the process of natural population change, and it is also an inevitable product of economic and social development to a certain stage. The impact of the increase of the elderly population on social economy is a more complex process, affecting capital accumulation and economic growth, which cannot be underestimated. According to relevant statistics, so far, all economically developed countries or regions in the world have entered an aging society. China entered the ranks of aging countries in 2000 and is one of the developing countries that entered the aging society earlier. Affected by political economy, crazy society culture, population inertia, population multiplier and other factors, China's aging not only has similarities with other countries, but also has distinct characteristics in development characteristics and change trends. Compared with other groups, the elderly group itself has heterogeneity, which is mainly reflected in the great differences in the quality of the elderly, including physical quality, education level, personal experience, family environment, etc. Therefore, the consumption characteristics and effects of the elderly can be analyzed in the form of family compensatory consumption, so as to alleviate the cognitive barriers of the elderly consumers.

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APPLICATION OF VIRTUAL REALITY TECHNOLOGY IN MENTAL REHABILITATION OF COLLEGE STUDENTS

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Background: Autism, also known as autism, is the most typical disorder in the autism spectrum disorder (ASD). Autism, different from autism spectrum disorder, refers to a series of characteristics similar to autistic patients widely existing in the normal population. Autism will bring a series of hazards, including affecting the enthusiasm of learning, hindering the growth of college students, destroying the physical and mental health of college students, hindering social development, etc., the causes of college students' autism include personal, family, school and society. In recent years, the incidence rate of autism has increased year by year. However, the pathogenesis of autism has not been confirmed and there is no effective treatment to cure the core symptoms of autism. In contrast, behavioral therapy is currently mainly used to make autistic patients better adapt to the survival of modern society. Based on the relatively limited medical resources, educational resources and social investment, for lifelong diseases such as autism, the traditional intervention and treatment methods cannot well meet the needs of patients, their families and society. For example, psychotherapy is restricted by time, place and other factors. Because the etiology of autism has not been clearly studied, drug therapy cannot change the core symptoms of autism. Autism is called "mental cancer". The disease of autism has caused huge economic burden to thousands of families and our society. Therefore, it is urgent to find a safe, scientific, efficient, convenient and economic intervention and treatment method for autistic patients. Virtual reality technology is a technology developed rapidly in recent years. With the development of virtual reality technology, there are many experts in recent years. Scholars use virtual reality technology to assist in the treatment of mental diseases.

Objective: Autism is known as "mental cancer" because of its uncertain pathogenic factors, unsustainable lifelong diseases, limited treatment and increasing incidence rate. It is deeply troubled by many patients and their families all over the world. However, the cost of autism treatment and intervention is very large. Most families can't afford to find professionals for one-to-one teaching, and most special education schools can't well meet the group autism intervention treatment. There is only simple and targeted teaching, especially in the medical and education systems of developing countries. Even for families that can provide one-to-one intervention treatment for patients, due to the limitations of parents' own professional knowledge, and there are few ways to help autistic patients learn practical skills on the market, most intervention teaching still takes "normal life" as the main purpose. Combined with the characteristics of virtual reality technology and the thinking mechanism of autistic patients, aiming at the autistic phenomenon of college students and making up for the limitations of traditional treatment methods,

this paper focuses on the feasibility and necessity of the application of virtual reality in autistic treatment and the design of virtual reality system model for intervention treatment of autistic patients.

Subjects and methods: The safety of virtual reality autism intervention system is reflected in the following aspects. Social disorder is one of the main clinical manifestations of autistic patients. Patients also have obvious obstacles in establishing intimate relationships with others, even ordinary eye contact. One advantage of virtual reality technology is that it can reduce or highly control autistic individuals' need for human interaction in the real world, so as to reduce the source of anxiety of autistic patients. Select 20 college students with autism. When designing the hardware equipment in the intervention system, try to use portable facilities to reduce uncomfortable body feeling, so that patients can better focus on the virtual century and reduce anxiety. Therefore, use virtual reality equipment, including helmet stereo display, tracking equipment, headset, data gloves and eye tracker, closely combined with the characteristics of virtual reality technology and relying on the theoretical model of traditional autism teaching and intervention, the experimental group of college students with autism were treated with mental rehabilitation four times a week, each treatment time was 30 minutes, and the treatment cycle was 3 months. The interview method was used to conduct a separate interview with college students after treatment for 30-90 minutes to understand the psychological state of college students. The obtained data were analyzed by SPSS 13.0 statistical software, and the difference was statistically significant ($P < 0.05$).

Results: After the intervention, the emotion, behavior and total score of college students were significantly better than those before the intervention treatment. There was significant difference in emotion and behavior between the experimental group and those before the treatment ($P < 0.05$). However, there was no significant difference in social and sensory perception before and after treatment ($P > 0.05$).

Table 1. Statistical results of autism before and after intervention

	Emotion	Social contact	Behavior	Sensory perception
Before treatment	8.17	25.68	15.77	24.94
After treatment	3.58	18.56	10.25	21.62

Conclusions: Emotional and behavioral disorders are the prominent clinical characteristics of autistic college students, mainly manifested in abnormal emotional irritability, excitement or impulse, emotional indifference or over dependence, stereotyped behavior, etc., these behaviors are not only the main obstacles to the social development of autistic college students, but also reduce the social acceptance of them. In the treatment process of this study, the reduction of middle school students' bad emotions can contribute to their social development, indicating that the use of virtual reality technology intervention therapy has a more significant effect in improving the emotional regulation and behavior expression of autistic college students, and has clinical significance in the intervention of autism.

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THE INFLUENCE OF IDEOLOGICAL AND POLITICAL EDUCATION ON RELIEVING THE MENTAL AND EMOTIONAL PRESSURE OF COLLEGE STUDENTS

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Background: Psychological stress can also be called mental stress, refers to the individual response to stress in the face of stressors and a kind of physical and mental tension. The common stressors of college students are academic pressure, employment pressure, interpersonal pressure, love pressure, economic pressure, independent life pressure, family pressure, competition pressure and social pressure. As we all know, psychological stress has both positive and negative effects. On the one hand, moderate psychological stress can play a positive role in maintaining physical and mental health, improving study and work efficiency, and can also stimulate students' potential to the utmost, so as to make them reach the best state in all aspects. On the other hand, insufficient or excessive pressure has a negative impact on students' physical and mental health, study and work efficiency, and even leads to slackness of will or lack of motivation. There is a great difference between college students and high school students. Many college students have stepped into the society during their college years. Many of them have been influenced by the society when they are out of the protection of school. Higher vocational education, as a type of higher education, is