students' aesthetic emotion by using educational psychology from the perspective of students' psychology has become a problem gradually broken through by colleges and universities.

At the same time, in order to cultivate students' aesthetic and psychological values in art courses, teachers in colleges and universities need to carry out aesthetic education in order to cultivate students' aesthetic and psychological values. The proposal of educational psychology provides a reference path for the reform of fine arts in colleges and universities. In educational psychology, it is considered that the formulation of curriculum scheme is based on the three humanistic foundations of school, teachers and students. Schools need to fully support teachers' teaching reform and provide teachers with the necessary environment and conditions for teaching reform. In the process of teachers' teaching curriculum formulation, teachers also need to be student-centered, start with students' learning psychology, and establish a teaching plan in line with students' learning enthusiasm. In art education, students have different views on different things, so there are significant differences in the final art embodiment. Therefore, how to apply the relevant contents of educational psychology in art teaching and optimize the art education curriculum in colleges and universities with the help of the educational viewpoint of educational psychology, this paper attempts to analyze the innovative path of art teaching in colleges and universities, so as to provide theoretical reference for the comprehensive development of college students.

Objective: This paper discusses the value of educational psychology in the teaching application of colleges and universities, analyzes the aesthetic psychology of students in art education courses in colleges and universities, applies educational psychology to the reform of art courses, and discusses the impact of teaching reform on students' aesthetic psychology under educational psychology.

Study design: Based on the analysis of the factors affecting the development of art education curriculum in colleges and universities, this paper determines the influencing factors of art education. 200 students were selected from three schools. Each school was divided into an experimental group and control group, with 100 students in each group. The experimental group used the new strategy for art education, and the control group used the traditional scheme for art education. All students were tested for art professional achievement and aesthetic psychological evaluation.

Results: See Table 1 for the performance test and aesthetic psychological evaluation results of middle school students in the three schools after teaching. Table 1 shows that after teaching, the number of excellent students and the number of students with good aesthetic psychology in the experimental group is more than those in the control group, and the difference is statistically significant (P < 0.05).

Index		School A	School B	School C
Excellent professional performance	Experience group (n=100)	86	77	95
	Control group (n=100)	64	61	69
Р		<0.05	<0.05	<0.05
Good aesthetic psychology	Experience group (n=100)	97	95	97
	Control group (n=100)	74	72	81
Р		<0.05	<0.05	<0.05

Table 1. Changes of students after innovative teaching of art curriculum

Conclusions: The comprehensive quality development of college students refers to that students need to develop their other abilities while developing their professional level. The establishment of art curriculum in colleges and universities is to cultivate students' aesthetic values in the way of professional teaching. In the research, educational psychology is used to reform art teaching in colleges and universities, and explore the path of art teaching reform. The results show that in the perspective of educational psychology, students' aesthetic psychology is the main influencing factor of teaching reform, and the teaching scheme constructed on this basis can effectively improve students' aesthetic psychology level. Therefore, in art teaching in colleges and universities, paying attention to students' aesthetic psychology to formulate perfect teaching plans is the main way to help students improve their professional knowledge. At the same time, it can also improve students' aesthetic emotion and promote students' all-round development.

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THE APPLICATION OF BIG DATA AND CLOUD COMPUTING IN THE INTERNET OF THINGS UNDER THE BACKGROUND OF THINKING DISORDER

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Background: Thinking disorder is a common mental problem. There are many reasons for thinking disorder, among which personality, gender and education level are the more obvious factors. At the same time, it is also proposed in some studies that the knowledge environment of individuals in learning is also an important influencing factor. Thinking disorder can be summarized in psychology and psychiatry at the same time. In psychiatry, thinking disorder is not only a kind of cognitive disorder, but also a mental disorder after brain damage. Psychiatry believes that the treatment of thinking disorders requires more thorough surgical treatment or long-term drug relief. In psychology, it is believed that the generation of individual thinking disorder is largely affected by the outside world. In the teaching process, the generation of middle school students' thinking obstacles is the confusion or deviation of students' thinking in the learning process, including symbolic thinking, new words, logical inversion and sophistication thinking. The above four thinking logic obstacles will affect individual cognition for a long time. Therefore, general psychology believes that in order to alleviate students' cognitive impairment, the treatment of students' thinking impairment in curriculum can depend on teachers' teaching mode.

China has a large land area, and the education methods in different regions are very different, which leads to the non-correlation between the education systems in various regions. In this environment, China's educational resources will be seriously wasted, because the repeated construction of the teaching system leads to the repeated utilization of various teaching resources. In addition, under the background of the teaching system running its own affairs, a large number of teaching resources cannot be fully utilized due to the difficulty of sharing, and the generation of massive data increases the burden of the school. The teaching resources that cannot meet the shared applications also limit the teaching development of the school to a certain extent. Therefore, with the support of information technology, research began to integrate educational resources by using advanced cloud computing technology, and push various teaching resources to teachers and students in different colleges and universities through big data technology. However, it is undeniable that the thinking obstacles of college students hinder the expansion and application of big data and cloud computing, as well as the application of big data and cloud computing in IOT Internet cafes. Therefore, in order to promote the development of science and technology in China, we should start with the application of big data in colleges and universities, alleviate the thinking obstacles of college students, so as to realize the wide application of big data and cloud computing technology, in order to provide technical and theoretical support for the development of science and technology in China and provide solutions for the treatment of thinking obstacles of college students.

Objective: This paper discusses the current situation of thinking obstacles of college students, analyzes the application status of big data and cloud computing in the Internet of things in colleges and universities, and evaluates the blocking effect of college students' thinking logic on the application of big data and cloud computing in the Internet of things.

Study design: Make statistics on the application of big data and cloud computing in the Internet of things in a university from 2017 to 2021, count the thinking obstacles of students exposed to big data and cloud computing technology during this period, and evaluate the correlation between the level of thinking obstacles of college students and the application of big data and cloud computing in the Internet of things. Build a treatment plan based on the treatment of thinking disorders, and evaluate the changes in the application of big data and cloud computing after the implementation of the treatment plan.

Results: After the implementation of the scheme, the number of students with thinking disabilities and the application rate of big data and cloud computing in the Internet of things are shown in Table 1. Table 1 shows that within 6 months after the implementation of the treatment scheme, the number of students with thinking disorders shows a decreasing trend, and the application rate of big data and cloud computing in the Internet of things shows an increasing trend.

Project	0 month	3 months	6 months
Number of people with thinking disorders	64	52	21
Application rate (%)	11.7	33.6	52.7

Conclusions: The thinking obstacle of college students is a problem that cannot be ignored in college teaching. The existence of thinking obstacle seriously hinders the development of students and the utilization of school teaching resources. The research starts with students' thinking obstacles, and analyzes the impact of students' thinking obstacles on the application of big data and cloud computing in the Internet of things in the development of colleges and universities. The results show that college students' thinking

obstacles seriously affect the application rate of big data and cloud computing in the Internet of things, seriously hinder the normal development of colleges and universities, and in the application of thinking obstacle treatment scheme. The number of students with thinking disabilities in colleges and universities is decreasing, and the application rate of big data and cloud computing in the Internet of things is increasing. In daily education, colleges and universities need to always pay attention to the problem of students' thinking obstacles, and put forward treatment plans to alleviate students' thinking obstacles, which will not only help colleges and universities solve students' negative emotional problems, but also help colleges and universities develop at a high speed in the torrent of the times.

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THE DEVELOPMENT AND INNOVATION OF LEISURE SPORTS INDUSTRY IN HAINAN FREE TRADE PORT FROM THE PERSPECTIVE OF SOCIAL PSYCHOLOGY

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Background: Social psychology is a psychological science that studies the communication psychology among social individuals, groups and organizations. In social development, coastal areas have adopted leisure sports and cultural tourism, emphasizing the use of social communication to promote cultural communication and achieve the purpose of regional development. In social psychology, social representation is the guarantee that determines the development of social communication. According to the research content of social psychology, social representation can help individuals have a clearer understanding ability in social communication. In addition, social psychology shows that social representation can help the specific analysis of a specific phenomenon in social communication and increase the ability of communication and interaction between societies. On the other hand, social psychology believes that the discourse sharing of social representation provides a development background for regional development and enables all sectors of society to communicate effectively. For leisure sports and cultural tourism in coastal areas, tourists are eager to participate in leisure sports, and the tourism industry is eager for tourists to participate in the consumption of leisure sports. There is a certain social relationship between them, that is, tourists, get corresponding services with social consumption psychology, while tourism obtains corresponding consumption with social service psychology. According to social psychology, tourism and tourists complement each other and reach a certain agreement in social communication.

The proposal of Hainan free trade port has greatly improved the economic development of Hainan. At the same time, with the support of policies, Hainan free trade port continues to carry out various tourism projects, among which leisure sports, as an important development industry, has gradually attracted the attention of the broad masses of the people. Hainan has gathered people from all directions. Different cultures have become unique and distinctive urban logo in China. On this basis, it has gradually become a tourist destination for Chinese people. With the support of economic development and tourism development, leisure sports have brought new opportunities and challenges to the local area. There are significant differences between leisure sports and conventional sports. Conventional sports emphasize helping people improve their physical quality and enhance their personal physical performance. The main purpose of leisure sports is to help people understand the local cultural customs and achieve the purpose of leisure and entertainment through sports. In the development of tourism, the social effect brought by social psychology cannot be ignored. Therefore, from the perspective of social psychology, this paper analyzes the development ways of leisure sports industry in Hainan free trade port, so as to provide theoretical support for China's economic development.

Objective: Explore the development status of leisure sports industry in Hainan free trade port, analyze the role of leisure sports culture tourism industry in Hainan's economic development, analyze the impact of social psychology on the development of leisure sports industry in Hainan free trade port, and explore the future development direction of leisure sports industry in Hainan free trade port.

Study design: Using the method of literature, this paper collects the development status of the leisure sports industry in Hainan free trade port, analyzes the changes of social and psychological activities in the