

perspective, and then indirectly play the effect of supervising the international financial market.

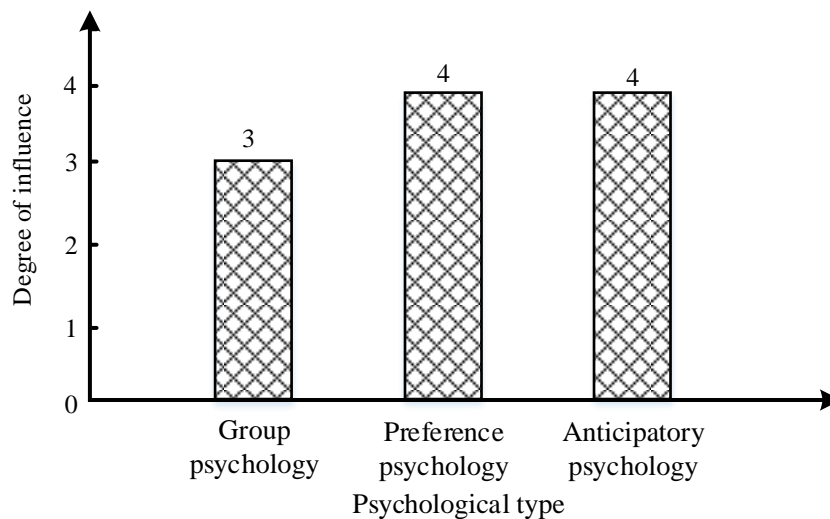


Figure 1. Analysis of investors' psychological impact

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THE INFLUENCE OF VIRTUAL REALITY COURSE OF DIGITAL MEDIA MAJOR ON STUDENTS' LEARNING PSYCHOLOGY IN COLLEGES AND UNIVERSITIES

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Background: Educational psychology is a science that accurately reflects the psychological changes of students and the psychological function relationship between teachers and students in the process of education. Under the function of educational psychology, teachers can adjust the teaching mode according to students' psychological state, and then help students form a positive cycle of learning psychology and more efficient learning habits. The constructivist psychological education method in educational psychology holds that with the development of students' intelligence and theoretical knowledge, there is a development range of learning achievements in the student union, which is a psychological behavioral feedback cycle of efficient learning and efficient return. The goal of psychological teaching is to mobilize students' internal learning ability and enthusiasm through teachers' psychological guidance, make them build their own framework, and maintain the positive cycle of learning psychology and learning behavior in an efficient area. In this process, students' learning ability and knowledge structure ability are regarded as developable constants, so students' learning results mainly depend on students' psychological enthusiasm and subjective initiative. The way of students' psychological enthusiasm is mainly the sense of pleasure and immersion brought to students by the learning process. The learning atmosphere and rhythm in the teaching process will have a strong impact on students' enthusiasm. On this basis, appropriate psychological incentive method is also helpful to students' positive psychology. In terms of students' subjective initiative, students' learning motivation depends on their deep recognition of learning content and learning behavior. From a psychological point of view, the satisfaction of students' psychological needs can skillfully improve students' motivation. In the teaching of digital media specialty in colleges and universities, virtual reality course, as a high-tech teaching means, can help students maintain a sense of immersion and freshness in the learning process, mobilize students' learning enthusiasm and subjective initiative, and use the characteristics of virtual reality to help students recognize and understand the knowledge system more three-dimensional in the teaching process. Promote students to shape a more comprehensive and

three-dimensional thinking ability, and provide students with a new learning experience different from traditional education.

Objective: This study analyzes the psychology of college students majoring in digital media from the perspective of educational psychology, applies the virtual reality course to the curriculum system reform, improves students' learning enthusiasm through the virtual and interactive characteristics of the virtual reality course, and provides students with a more immersive learning experience.

Subjects and methods: This study combines the factor analysis method with the grid subdivision algorithm, designs the virtual reality curriculum through the grid subdivision algorithm, and analyzes the relationship between students' learning psychology and the characteristics of virtual reality teaching of digital media specialty through the factor analysis method.

Study design: According to the characteristics of virtual media, the course is designed in the form of virtual reality. On this basis, the psychological state and learning effect of students in the process of curriculum learning is recorded in the form of pilot curriculum, and on this basis, the correlation characteristics between curriculum elements and students' psychological elements in the process of virtual reality teaching are analyzed by factor analysis.

Methods: This study uses Excel to count the psychological data of college students majoring in digital media.

Results: The analysis results of students' psychological impact at different levels are shown in Figure 1.

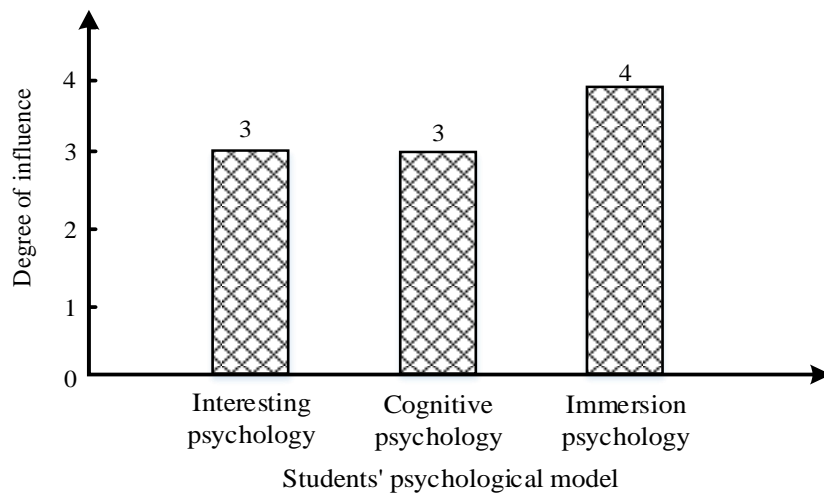


Figure 1. Analysis of students' psychological influence

Figure 1 among the three psychological modes of interest psychology, cognitive psychology and immersion psychology of middle school students, the influence degree of interest psychology and cognitive psychology is level 3, which constitutes a significant influence, while the influence degree of immersion psychology is level 4, which constitutes a significant influence. It can be seen that the virtual reality curriculum system can best affect college students majoring in digital media in terms of immersion psychology, so that students can obtain a sense of learning immersion, and then improve the learning experience and learning effect

Conclusions: Virtual reality, an emerging technology, is beneficial to improve students' learning experience from the psychological level, and then help students form a positive learning feedback cycle from the perspective of psychological incentive behavior. Digital media courses combined with virtual reality technology can be taught in a more three-dimensional and appropriate way, which is more conducive to students' cognitive understanding. At the same time, the establishment of a virtual reality curriculum system is also beneficial to the students majoring in digital media to improve their learning freshness and enthusiasm. In the learning process, it provides students with a more immersive learning experience beyond the traditional forms of education, so as to help students form their subjective initiative in learning and improve their learning effect from both direct and indirect perspectives.

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THE INTERVENTION EFFECT OF CULTURAL APPRECIATION OF TOMB MURALS ON GROUPS WITH COGNITIVE IMPAIRMENT IN THE HAN AND TANG DYNASTIES