

universities cannot meet the normal teaching objectives and the supply of corresponding equipment. Second, the teaching mode is simple. Third, there are few teaching hours and the rationality of curriculum is poor. The learning content of surveying and mapping algorithm course is complex, and the technical and operational skills are high. When there are few class hours, teachers cannot complete teaching tasks with quality and quantity. In terms of time arrangement, the formulation of teaching objectives of road and Bridge surveying and mapping algorithm education in colleges and universities only considers the outline requirements, while ignoring the ideological expression effect and visual effect of the final image presentation. The following measures should be taken to improve students' thinking and learning ability with the help of network technology; With the help of multimedia technology, diversify the form and content of teaching materials for surveying and mapping education. Attach importance to the guiding role of the national higher surveying and mapping teaching steering committee to improve the general level of surveying education.

Objective: To explore the role of the educational optimization scheme of road and bridge surveying and mapping algorithm in colleges and universities on students' behavioral will and cognitive differences, in order to improve college students' cognitive ability.

Subjects and methods: The students from two schools are selected to analyze the impact of the education optimization scheme of university road and bridge surveying and mapping algorithm on students' behavioral will and cognitive differences through the grey comprehensive evaluation method and the latest statistical analysis of CHISS. The number of students is 100 and the cycle is 6 months. The evaluation indexes include social cognition, complex attention, language, perceptual motor function, learning and memory, and executive function. The evaluation results quantify the degree of improvement through the five score ranges of 0-20, 21-40, 41-60, 61-80 and 81-100, indicating no improvement, slight improvement, improvement, obvious improvement and serious improvement respectively. In order to avoid the interference of personal subjective influence on the results in the evaluation process, the average value of the research object is selected and the data after rounding is taken as the final result.

Results: Table 1 refers to the improvement of psychological cognitive impairment before and after the optimization of road and Bridge mapping algorithm education scheme in colleges and universities. It can be seen from the table that the cognitive function and learning function of college students can be effectively improved after mapping and learning.

Table 1. Improvement of psychological cognitive impairment before and after optimization of road and bridge surveying and mapping algorithm education scheme in colleges and universities

Category	Before	After 4 weeks	After 8 weeks	After 16 weeks	After 24 weeks
Social cognition	18	26	35	48	68
Complex attention	12	34	48	68	89
Language	25	36	46	72	86
Perceived motor function	16	26	35	46	68
Learning and memory	32	46	58	63	71
Performing function	28	52	65	71	78

Conclusions: The important place for most colleges and universities to carry out surveying and mapping learning is the classroom. There are too many theoretical explanations of traditional surveying and mapping technology, and the practical operation courses are mainly technical exercises. Students' awareness of the importance of Surveying and mapping algorithm learning and their enthusiasm for learning are not high, the teaching mode is conservative and outdated, and the knowledge points taught in the course are not practical, cutting-edge and forward-looking. The optimization scheme of road and Bridge mapping algorithm education scheme in colleges and universities can alleviate students' behavior will and cognitive impairment, especially in complex attention and language. This scheme can be applied to the intervention treatment scheme of students with mental disorders.

* * * * *

INFLUENCE OF CAMPUS CULTURAL AND CREATIVE PRODUCT DESIGN ON STUDENTS WITH EMOTIONAL DISORDER

Fengqi Yang & Xin Wu

Huaihua University, Huaihua 418000, China

Background: Affective disorder is called children's neurosis. It refers to a group of psychological diseases with the main clinical symptoms of depression, terror and anxiety in children and adolescents. It is obviously different from adult neurosis. Affective disorder can also be called mild depression. According to the fourth edition of the manual of diagnostic criteria for mental diseases of the American National Psychiatric Association, depression is divided into mild depression and severe depression. Patients with mild depression are characterized by depression for at least two years, and during this period, the time of depression is more than that of non depression, accompanied by many ancillary symptoms of depression. From the biological point of view, the influencing factors of patients with depression are serotonin and norepinephrine. At present, the treatment methods of emotional disorders are social skill training, behavior training and cognitive psychological counseling. Social skills training includes children's basic communication, conflict handling, problem solving, cooperation, stress handling, emotion control, etc. Behavior training refers to learning emotional expression and relaxation skills. Cognitive psychological counseling refers to changing the view of problems through expert guidance. With the advent of the era of artificial intelligence, the combination of campus cultural and creative product design and genetic engineering has become a hot topic, and some scholars believe that the combination of campus cultural and creative product design and genetic engineering can alleviate students' emotional barriers.

Product genetic engineering is a core technology to obtain new product genes. Its goal is to produce qualified product genomes according to product design requirements. This technology first obtains product genes from the product gene bank, and then forms a new product genome through gene recombination. Biological individuals and populations are single cultural and creative products and serial products respectively. Protein refers to product parts. Biological RNA is regarded as product design scheme (RNA), and biological deoxyribonucleic acid (DNA) is regarded as product DNA. Product gene includes the genetic value information in the whole product life stage. The expression forms of product gene can be divided into recycling gene, maintenance gene, sales gene, production gene, design gene and demand gene. The design process is to show the internal knowledge through external expression. Product design knowledge includes domain knowledge, product design process knowledge, design object, user and designer. The design process of cultural and creative products is divided into the following stages. The first step is to clarify the design requirements and intentions. The second step is to refer to the conceptual prototype of cultural and creative products, and systematically select the combination mode, perceptual vocabulary, behavioral characteristics, functional characteristics and cultural characteristics. In the third step, the preliminary design scheme is obtained according to reasoning and retrieval, and the adjustment and optimization are completed. In the fourth step, the final product is obtained through rendering and modeling operations.

Objective: This paper analyzes the effect of cultural and creative product design of school combined with genetic engineering park on students' emotional disorder, in order to put forward a new research direction for the improvement of students' mental health.

Subjects and methods: Students from schools with different degrees of emotional disorders in two cities were selected as the research object. Through the analysis of random forest algorithm and the effect of cultural and creative product design of genetic engineering park on students' emotional disorders, the number of students in each school was 100 and the experimental period was 12 months. The evaluation contents of students' emotional disorder improvement include cognitive ability, emotional level, memory function and memory ability. The research evaluates the results through the influence value, and sets the score range as 0-100 points. The higher the score, the higher the degree of influence. The data is processed by jmppro15 statistical analysis software. In order to ensure the reliability of the research results, the survey objects selected by the research institute are staff who have worked for more than three years.

Table 1. The improvement rate of English learning disabilities of students in city a in the whole experimental cycle (%)

Mental health indicators	After 1 month	After 6 months	After 12 months
Expression	72.0	81.0	86.0
Spell	72.0	82.0	87.0
Write	71.0	82.0	84.0
Read	74.0	82.0	89.0

Results: Table 1 shows the improvement ratio of emotional disorders of students in city a in the whole experimental cycle. The emotional disorder of students in schools in the city has been greatly improved, and with the increase of the implementation time of cultural and creative product design scheme combined with genetic engineering park, the improvement of students' emotional disorder is gradually obvious.

Therefore, the introduction of cultural and creative product design scheme combined with genetic engineering park has an obvious effect on the intervention of students' emotional disorder.

Conclusions: The introduction of cultural and creative product design scheme combined with genetic engineering park can greatly improve students' emotional disorder, and the improvement effect of emotional disorder is more obvious with the increase of implementation time. At present, cultural and creative products can be divided into material mapping type, pattern innovation type, three-dimensional cultural products, three-dimensional decoration type and cartoon cultural products according to different design objectives, types of cultural elements and expression methods.

* * * * *

A STUDY OF THE VISUAL CHARACTERISTICS OF CYBERPUNK STYLE ILLUSTRATIONS ON THE CURIOSITY OF UNIVERSITY STUDENTS

Weihan Lv & Qinling Dai*

Southwest Forestry University, Kunming 650224, China

Background: Curiosity seeking psychology refers to people's strong curiosity about new things they are not familiar with, and curiosity seeking psychology usually shows the desire to explore things urgently; Therefore, curiosity can also be called curiosity. Its roots can be traced back to the vigilance mechanism of human beings for external things. When they first come into contact with new things, human psychology will produce fear response. In order to ensure safety, human safety psychological mechanism will be opened to effectively promote the activity of the body, so as to generate excitement for the outside world and greatly stimulate human interest. Teenagers are in a hazy period of understanding things, and they have less contact with new things outside, which is very easy to trigger curiosity hunting psychology. Therefore, in one's life, the curiosity hunting psychology in adolescence is the strongest. In previous studies, curiosity hunting psychology can usually cause the so-called "Pandora effect". The psychological mechanism of "Pandora effect" is the combination of people's curiosity and rebellious psychology. In short, the less clear things are, the more they can arouse people's interest. "Pandora effect" often causes bad effects for teenagers, such as addiction to online games, but the rational use of "Pandora effect" can also bring strong commercial value and artistry.

Illustration design is different from image, VR and other media, and the amount of information it carries is limited, which makes it impossible to fully disseminate information. This characteristic is more likely to cause "Pandora effect" for teenagers than other media.

Cyberpunk originated from cyborg. The concept of "cybernetic" comes from "cybernetic" and "organism". Initially, it refers to the expansion of human physical performance through science and technology to adapt to outer space and its related environment. Therefore, cybernetic has the principle of technology supremacy and the hidden danger of extreme technicism, while the word "punk" has an obvious meaning of anti-mainstream culture and anti-social order. The rebellious and minority cyberpunk style has been consistent with the "Pandora effect" in the choice of theme. Under normal circumstances, the popularity of illustration, film and game in cyberpunk style is also caused by human curiosity seeking psychology and "Pandora effect", which have natural similarities. Therefore, we carry out correlation research between them, and carry out illustration design research on the basis of determining the performance of cyberpunk style. And compare the other style illustration with the undesigned cyberpunk style illustration and the designed cyberpunk illustration to determine the impact of design elements on the curiosity hunting psychology.

Objective: Based on people's understanding of cyberpunk style, this paper first explores the image spatial expression of illustration under this style, and determines the influence of visual features on curiosity hunting psychology. It provides design reference for commercial illustration, game development and many other fields. And use young people's curiosity seeking psychology to enhance the commercial value of illustration.

Subjects and methods: Under the guidance of perceptual engineering, widely collect cyberpunk style illustrations loved by modern young people, cluster the collected sample pictures by cluster analysis, and extract representative samples. As shown in Figure 1. Widely collect semantic words of cyberpunk style, screen the collected words by interview and questionnaire, and extract representative perceptual intention words. Using semantic difference method and factor analysis method, the quantitative relationship between perceptual image vocabulary and cyberpunk style illustration design elements is obtained, and the illustration design practice of cyberpunk theme is carried out according to the research results. According