

Exploration and Curriculum Practice of UI Interface Design Teaching in the Background of "Internet +"

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Abstract: The information age has given rise to many new professions, and UI interface designer is one of them. With the penetration of information technology in all walks of life, UI interface design has become a hot major in various higher education institutions. At present, "Internet+ education" has become a hot topic of education reform in colleges and universities, which has changed the traditional curriculum design and teaching methods. This paper focuses on the practical teaching strategy of UI interface design teaching and curriculum under the background of "Internet+".

Keywords: Internet+, UI interface design, Teaching innovation.

1. Introduction

The UI design course plays a crucial role in the education and teaching of art and design majors in higher education institutions. UI interface design includes the overall design of human-computer interaction, operation logic and beautiful interface of software. In order to optimize the teaching methods and strategies, teachers need to integrate teaching contents and resources with students' learning needs and enterprises' employment demands. With the advent of the Internet era, it is necessary to integrate the advantages of Internet technology and traditional teaching in teaching to improve the scientific, expandability and innovation of UI interface design teaching and promote the multi-faceted development of students.

2. Shortcomings in the Teaching of Current University UI Courses

2.1. Lack of Relevance of Course Content

At present, the teaching system of UI design courses in universities and colleges is set up in a single way, and the knowledge points taught mainly revolve around UI design, but rarely involve teaching contents such as computer software programming. In addition, the UI interface design courses in many colleges and universities are taught independently, and the probability of teachers expanding on the basis of teaching contents is low, which leads to the lack of complete teaching content system and students only learn theoretical knowledge and lack of applicability.

2.2. Course Design Lacks Practicality

UI interface design is a comprehensive course combining theory and practice, students need to implement the learned software operation techniques and design principles into the actual product design, and then realize the flexible use of software functions, and finally master the design principles, and use the design concepts to innovate and explore. However, at the present stage of higher education, many theoretical courses of UI interface design are separated from the practical courses, which largely reduces the teaching efficiency and does not highlight the practicality of the course teaching.

2.3. Lack of Diversity of Teaching Resources

The current UI design course is taught in a single way, and still adopts the "top-down" teaching mode, with teachers as the mainstay. With pure theoretical teaching, students only passively accept it, lacking interactive communication and cooperation between teachers and students. Moreover, many universities do not pay enough attention to the accumulation of teaching resources and the construction of teaching resource library, and cannot use the network education platform effectively.

3. Ideas of UI Course Teaching Optimization

3.1. Complementary Optimization by Using Mixed Curriculum Teaching

UI design course plays a crucial role in the education and teaching of university art and design majors. Especially with the advent of the Internet era, the development of UI interface design industry has also undergone radical changes, and it is urgent to adjust the teaching mode and content of UI design teaching according to the development and needs of the times, so as to make it more practical, practical and contemporary, and cultivate more excellent UI design talents for the society. It involves more disciplines, a large content system and a relatively complex curriculum design. At the beginning of the design program, students were limited to the basic knowledge of modeling, color and drawing software, and lacked the support of user research and programming courses in project execution, so their works were prone to self-talk, detached from the actual needs and difficult to realize the products. For this reason, we have tried to teach a hybrid course, and for the consideration of cultivating complex talents in interaction design, we also teach students with professional backgrounds in psychology, statistics, computer science, art, etc. We popularize the basic knowledge of UI interface, and aim to cultivate students' comprehensive design ability, creative thinking, innovation ability and practical ability, and carry out innovative design ability and comprehensive ability of product design. The aim is to cultivate students' comprehensive design ability, creative thinking, innovation ability and practical ability, and to carry out innovative design

ability and comprehensive product design ability. In the process of carrying out hybrid course teaching, teachers can use a variety of platforms to select suitable topics to help students integrate learning resources in the Internet, establish a knowledge expansion system centered on teaching content, and use the interactive function of the platform to achieve effective communication between students and others and help students answer questions and solve problems.

3.2. Rationalize the Teaching Syllabus and Integrate Online and Offline Course Contents

In the background of Internet+ era, scientific and reasonable formulation of teaching syllabus through practical teaching, we found that such a phenomenon is that the learning of UI design course in higher education institutions cannot be separated from the accumulation of basic computer knowledge. In UI design course education, teachers must pay attention to the inseparable relationship between the two and carry out extended theoretical learning to help higher education students digest and understand the computer software knowledge related to UI design, so that higher education students can better understand the content of UI design teaching, and can integrate and apply the knowledge of computer software to better combine UI design and computer software knowledge. In order to maximize the learning effect and optimize the resources and integration of related disciplines, we have been working on the optimization and integration of related disciplines.

In addition, classroom teaching time is limited, and under the promotion of education reform, the time left for teachers to explain in the classroom is gradually shortened. In order to better cultivate students' learning initiative and independent problem-solving ability, teachers need to return the classroom to students. This requires teachers to integrate online and offline teaching contents, point out the teaching objectives concisely in the classroom, and explain the knowledge framework precisely. On-line, the corresponding UI interface design knowledge is systematically enriched and extended in practice. By integrating the teaching contents into two parts, online and offline, students can reasonably use their fragmented time and build a more perfect knowledge structure system under the guidance of teachers.

3.3. Promote School-enterprise Cooperation and Carry Out Practical Teaching

Higher education institutions are the breeding ground and cradle of talents, and their education goal is to cultivate more high-skilled and high-quality composite talents to promote the development of education. Education departments and relevant teaching opinions all clearly point out that professional education should be employment-oriented, actively organize practical teaching and implement school-enterprise cooperative teaching. Teachers should focus on teaching theoretical knowledge as well as improving the cultivation of higher education students' ability and literacy, especially to cultivate higher education students' communication and coordination ability. Through school-enterprise cooperation, high-end UI design talents with rich experience can be introduced into enterprises to improve the overall quality of UI design teachers in colleges and universities in a two-pronged way. We will promote online and offline cooperation, and apply enterprise projects to UI design theoretical courses or practical training to enrich

education and teaching resources. Offline, students can go to enterprises for stage practical exercises to realize the efficient connection between students and profession, enterprises and society.

4. Conclusion

The UI interface design curriculum is designed to meet the interests of young students and the characteristics of the times, so that public art education gradually changes from the goal of quality education to the goal of cross-border comprehensive and innovative application-oriented talent training, and design thinking teaching covers non-art design disciplines. The current UI interface design course has the following characteristics. First, cross-border nature. As an on-campus public course, this course is easier to realize the cultivation of cross-disciplinary and composite talents than the professional courses of art disciplines. The offline course work is practical in the form of teams, which can play a role in promoting the ideal teaching mode of discipline complementarity and resource integration. Second, practicality. As a professional course with strong practicality, this course has practicality and application compared with other music, art, film and television, advertising appreciation classes, as well as public art courses such as Introduction to Art and Folk Art Theory, which are in demand among non-art major students.

Third, innovation. The online course teaching mode is still in the primary exploration stage, and the offline classroom is in the form of workshop project-based teaching, so the attempt itself is challenging. The team works together to complete the course work, and the topic of their work is also research-based and innovative. Under the background of "Internet+", there are still some urgent problems in UI interface design courses and teaching in higher education institutions, and schools and teachers need to have an objective and accurate knowledge of the current situation of courses and teaching in the light of the development trend of the times and the new situation of education. We should innovate the mode of thinking, broaden teaching ideas, increase the integration of related disciplines, develop scientific and reasonable teaching syllabus, improve the expansion and optimization of teachers in higher education institutions, maximize the innovation and practicability of UI design courses in universities, and promote the innovation and development of UI design teaching reform in higher education institutions.

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