The Characteristic Construction of Public Art Education in Digital Museum of Colleges and Universities

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Abstract

Digital museums of colleges and universities relies on the rich collection of treasures, completes set of subject talents and advanced network media information technology. With the typical collections as the carrier, connect the knowledge system organically with digital technology to form a three-dimensional knowledge network, and using the multimedia and network technology to reorganize the information of the collections, to establish a natural history website integrating the collection, preservation, research, exhibition, sharing and knowledge dissemination of the collections, it not only provided the collection, rescue and digital protection of important precious treasures, but also provided a dual education platform for students and experts in remote environment to share information service and resources.

Keywords

Digital Museum in Colleges and Universities; Public Art Education; Characteristic Construction.

1. Introduction

With the rapid development of technology, the information transmission technology, network data technology, electronic communication technology and other information resources have spread quickly, these are affected people's real life and infiltrated into the education field gradually. All the colleges and universities in our country have built different scale and characteristics of museum or similar facilities (specimen rooms or show rooms). These Museums collections, studied, preserved, protected, shared, and displayed them. They played a part vital role in pushing quality education, teaching and scientific research of college students, and training creative talents. However, the traditional colleges and universities' museum was limited by the venue conditions. Most of the exhibition items were displayed in the form of motionless and flat. The form was dull and lacked interaction. At the same time, people had to personally visit the exhibition, which greatly restricted the further development of the museum's education function. Therefore, how to transform the museums of colleges and universities with digital means, and build a network based digital museum system is significant to realize resource sharing and protect precious museum resources.

2. On the Construction of the Digital Museum

The Digital Museum of colleges and universities was the new thing to us, and there were not many previous experiences to be the reference. Most of the digital museum in our country relies on the large-scale museum to display their collections on the Internet. This kind of digital museum mainly played the role of publicity and management, and it was an auxiliary form of large-scale museum. Also, the digital museum was obviously different from the colleges and universities in management or existing form. From my perspective, the construction of the colleges and universities' digital museum should focus on the following three aspects:

3. From the Special Position

The digital museum of college and universities relies on the real museum's media display technology, digital resources processing, and network technology based on the internet. It applies information technology and network technology to display more abundant collections, providing all kinds of background words, images, voice, and other information to answer all kinds of public advice. The museum's collection of the colleges and universities mainly came from the accumulation of teaching and scientific research materials. As the teaching content and scientific research progressed, the collection content would be constantly added and revised. Compared with the general museum website, the colleges and universities digital museum was more professional and knowledgeable, and it rarely involved commercial content. As a new knowledge, culture, and academic communication, it was mainly based on rich teaching and scientific research resources in the colleges and universities.

4. From the Service Object

The service objects of college and universities' museums are divided into two groups. One is the public. The museum provides online learning and visiting functions and provides them with science education. Second, professional staff of institutions of higher learning and scientific research institutes. Museums should provide services for their teaching and scientific research. The construction of digital museum in colleges and universities should take this into full consideration. For "to whom, what to say, how to say", the content arrangement and expression method selection should be taken into full consideration to meet the needs of different service groups.

5. From the Perspective of Technology

The construction of the colleges and universities' digital museum should give full play to the role of network technology, multimedia technology and virtual reality technology, and keep innovating in practice. Through these technologies, a multi-functional digital museum system can be built to express the complex and profound scientific content with intuitive and vivid technical techniques, to generate a strong attraction for the audience. Digital museums get rid of the constraints of buildings, displays, visiting time and other conditions necessary for museums in the traditional sense, and break the time and space restrictions, so that anyone can obtain the required collection information at any time and any place. It makes the collection management and information inquiry of the unified museum have a fundamental change, at the same time effectively get rid of the limitation of the collection form of the physical museum is single, lack of interest, and make full use of modern science and technology and information technology.

6. Function of Establishing Colleges and Universities' Mathematics Museum

Digital museum is an online resource library and virtual architectural museum based on computer and Internet technology, which integrates collection, sorting, research and display, breaks through the space and time limitation of physical museum, and realizes resource sharing. Its main functions are as follows:

In terms of audience, the audience of digital museum in universities is the public, that is, all Internet users, both domestic and foreign friends, both professionals and ordinary audiences. To expand the scope of education, physical museums require people to buy tickets or go to a physical place to watch. Digital museums, on the other hand, can achieve the goal of "the mind

is already far away". The aim is to enable the public to browse the Internet at any time, see and feel the numerous collections in the museum in a "real" way, regardless of time and place. College and universities digital museum can be wide, comprehensive collection of all things, "indulge people men and women to view, so misreading books, and broad knowledge."

In terms of promoting resource sharing, physical museums can only display a limited number of collections due to venue restrictions. The digital museum of Colleges and universities, through the network multimedia technology, will be unsuitable to exhibit, rare precious collection, online display, and provide relevant background information, so that it effectively achieves the purpose of resource sharing. With the help of 3D, panoramic photography, video, 3D graphics and other modern means, the audience can enjoy the classic collections from all angles at will, as if they were on the scene. The digital museum has also changed from "I can see what I want to see" to "I can see what I want to see", increasing the interaction with the audience and satisfying the individual needs of the audience at different levels to the greatest extent. Professionals and museum counterparts can also use digital museums to conduct academic exchanges and research with people at home and abroad, so as to realize the real sense of collection research information sharing.

In terms of teaching, the digital museum relies on the colleges and universities' profound academic background and background, makes the display of the subject content more intuitive, vivid, more interactive, improves the ability of network distance education, expands the scope of educational radiation, and is an important place to carry out science popularization education. It enlarges the public's knowledge and interests; It also has a supplementary effect on the education of school students.

In scientific research, the colleges and universities' digital museum is the preservation, protection, sharing resources and the protection of intellectual property rights of important place, due to the openness of the network architecture, a number of important scientific research and academic dynamic can be reflected in the museum web sites in a timely manner, thus will promote the exchange of research and discipline integration development play a huge role, is to adapt to the era of progress information communication and information services base.

In addition, the construction of colleges and universities' digital museum saves the construction of physical museum and specimen purchase cost, and the economic significance is also obvious. Internet access or CD-ROM dissemination can be used in any region to alleviate the regional imbalance in the development of cultural and educational undertakings.

7. Establish Inspection and Evaluation Criteria

Perhaps in the eyes of many people, the construction of colleges and universities' digital museum is still at the beginning level, and its construction theory and planning are not mature, so it is a little ahead of the time to propose the establishment of testing and evaluation standards. But personally, I think that since the construction of digital museum in universities is a career with a bright future, in addition to the grand plan before the construction, there should also be a test standard for the implementation. Otherwise, the digital museum is difficult to standardize, difficult to progress, will affect the overall construction quality and process.

1. Website traffic. At present, there are some activities to evaluate excellent websites and digital museum achievements abroad and in Taiwan. Nanjing Museum has also insisted on statistics of Alexa in the United States on the traffic ranking data of the Museum's Chinese website for many years, which undoubtedly plays a certain role in evaluating and encouraging the construction of digital museum in universities.

2. Provide various and effective services to the public, provide the effectiveness of information, and maximize the use and display of resources for the public. The quality and quantity of

resources are the inevitable requirements for the public to share. In addition, digital museum of colleges and universities should actively explore and boldly innovate, pay attention to the comprehensive utilization of new technology, new materials and new means, strive to achieve the perfect combination of thought and art, scientific and ornamental, educational and interesting, and become a spiritual and cultural product popular with the public.

3. Establish a database of featured resources and highlight the display and expressiveness of featured resources to give the audience a deep impression, with a distinctive mark that distinguishes itself from other digital museums of universities. These characteristic resources including physical museum quality, also includes a field of scientific research strength, excellent professional talent, a certain area of library literature, special education resources, and using the Internet to collect, integrate and long-term accumulation of a certain category, a project of knowledge resources, etc., of course, this is just some of the aspects of the evaluation criteria, and a more comprehensive, more scientific, more in line with the actual evaluation standards remains to be relevant institutions to study and formulate, believe there is a standard come on stage, the development play an important role in promoting the construction of digital museum.

8. Conclusion

The construction of digital museum in colleges and universities is an emerging thing with the rapid development of information technology and network technology. It embodies more social and scientific universality because its object is not only students, but also all visitors, and it brings visitors the introduction of different professional fields. colleges and universities' digital museum based on the collection treasures and profound academic background, showed the collection and integration of subject knowledge, display in the museum collection of custody, and sharing, education, scientific research, to realize remote network resource sharing, to promote national popular science education, etc., will also play an immeasurable role. Therefore, the author believes that the peers of colleges and universities' museums should actively respond to the new situation, tap their own maximum potential, constantly enrich their own educational resources, strengthen the learning and training of new theories and new technologies, adopt various channels, strive for more funds, and build a digital museum with their own characteristics as soon as possible.

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