

Immersive Party History Study: Takes the University Party History Education into the Live Action Role Playing Games as an Example

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Abstract

Since the 18th CPC National Congress, the CPC Central Committee with Comrade Xi Jinping at its core has attached great importance to publicizing and promoting the glorious history of the Party. Learning the history of the Communist Party of China and telling the historical story of the CPC well are conducive to college students in the new era to firm their ideals and beliefs and inherit the red gene. Innovating the way of party history education, combining the young people's popular scripts with party history stories can better edutainment, so that college students can more actively participate in the study of party history.

Keywords

Party History Story; Script Kill; Learning and Education.

1. Introduction

The Communist Party of China has a history of more than one hundred years, and the history of the Party is undoubtedly the best textbook for us which is a required course and the best nutrition. As a link of the ideological and political education in colleges and universities, the Party history education can directly have a significant impact on the youth. Its importance is self-evident. Only when the Party history education in colleges and universities completes can the youth better learn from the history of the Party, and they can continue the red blood and inherit the red gene. However, in contemporary colleges and universities, due to various reasons, the Party history education leads to the lack of innovative publicity work and the lack of initiative in the study of Party history. In order to fundamentally improve this phenomenon, it is necessary to innovate the way of Party history education, and make college students begin to learn the party history with more practical propaganda methods. After the innovation of Party history education mode, there is no doubt that it will change the status situation of Party history education is not ideal, let more college students take history as a mirror, seize the opportunity of historical change from the development law and general trend of history, bear in mind their mission, and play their own strength for the road of building socialism with Chinese characteristics.

2. Background of the Combination of Live Action Role Playing Games and Party History Education in Colleges and Universities

2.1. The Necessity of the Party History Study

Xi Jinping, general secretary celebrating the 100th anniversary of the founding of the Communist Party of China conference pointed out: "one hundred years ago, the pioneers created the Communist Party of China, formed the truth, stick to the ideal, practice the beginner's mind, bear the mission, not sacrifice, heroic struggle, loyalty, not the people's great founding spirit, this is the source of the spirit of the Communist Party of China." The history of

the Party contains all the spirit of the Communist Party of China over the past 100 years, and contains the spiritual source of the Communist Party of China. We should take history as a mirror and review the centenary epic; take learning as the foundation, inherit the fine tradition of inner-party education; turn to history and write a new chapter. Only by learning from the history of the Party and the spirit of the Communist Party of China in various periods can we better carry forward the fine tradition of the Party and better practice the historical mission of realizing the path of socialism with Chinese characteristics. Party history education, as a direct way to improve the political literacy and political spirit of college youth in colleges and universities, shoulders the great mission of letting young people actively study the history of the Party. Therefore, only by doing a good job in the education of Party history, today's youth can better learn the spirit of the Party and better assume the historical responsibility.

2.2. The Existing Problems in Party History Study

At present, the Party history education in colleges and universities always has the shortcomings of monotonous publicity form, lack of innovation, boring content and single form. College students also lack of consciousness and initiative in the Party history study, and lack of understanding of the Party history. How to train generations of young people with ideals, ability and responsibility has become an urgent problem to be solved today.

In the investigation of Party history education propaganda (in Jiangxi university of finance and economics, for example), from different grade questionnaire survey, data show that the Party history propaganda mainly for ideological classroom teaching lectures, speech contest and knowledge contest, publicity window, boards, slogans and other theme publicity and education and college "DangTuanRi" activities. Although the relevant departments of Party history propaganda try to publicize it in various forms, the study of Party history of college students is still unsatisfactory. In the survey sample, 58.65% of the students were willing to study the Party history, but generally; 14.42% of the students; only 26.92% studied the Party history and well. At the same time, 54.46% of the students thought the Party history of the school was superficial; 40.69% of the students thought the Party history was in place; 3.85% thought the Party history was poor and fewer related activities. Most students think that the Party history education is not ideal because its content is monotonous, unattractive, monotonous activity form, lack of innovation, teacher teaching lack of attractive and formalization reasons. The data showed that all the students participating in the survey thought that the Party history study was necessary and had participated in at least one party history study activity in their daily study, but only 75% thought that it played a certain role in learning the spirit of the Party.

Thus it can be seen that there are deficiencies of Party history publicity in universities and innovation, and students are not interested in the existing methods and contents of Party history publicity. Want to solve this problem, we must innovate the Party history education in colleges and universities today, attract youth independent learning Party history story, active feeling the Party spirit, will love and study the Party history, so as to better inherit the revolutionary tradition, red gene, for the construction of socialism with Chinese characteristics road practice their own responsibility.

2.3. The Combination of Script Killing and Party History has a Development Prospect

Today, we are in the era of immersive Scripts Killing--Live Action Role Playing games. As an interesting, playable, social game is widely popular among young people, which has set off a wave of Script Killing across the country. The combination of Script Killing and Party history education in colleges and universities will undoubtedly attract college students to actively participate in the Party history study to a certain extent, stimulate students' love for Party history learning, promote and publicize the Party history story, and then realize the Party

history education deeply rooted in the people. At the same time, some cultural and tourism industry has cooperated with the script killing and the secret room to promote each other to achieve a win-win situation, which brings certain reference significance for the innovation of the way of the Party history publicity.

However, at present, there are many scripts on the market to promote violence and supernatural themes, which does not have a positive effect on the participants' values, spirit and even psychological guidance, but also has a certain negative impact. The combination of Party history education and Script Killing is not only conducive to guiding students to establish correct values, give participants positive energy, but also can better publicize the party history, so that participants can better learn the Party history. The combination of the two is undoubtedly a win-win situation for the Party history propaganda and leading the healthy development of the Script Killing entertainment mode. In the relevant survey, the students all think that the Script Killing has the correct value orientation for the participating players, 75% of the students have played the Script Killing, but most students think that the Script Killing on the market now contains too many scary and supernatural elements and did not play the correct spiritual direction role for the players. At the same time, other data show that 45.91% of the students are willing to play the Script Killing; 42.31% of the students like to often play the Script Killing; 12.50% of the students do not like it; 47.12% of students like and often go to the national theme Script Kill; 42.31% of students kill the Script Killing but are willing to try; 10.58% of the students do not like and can not try the national theme Script Kill; 40.31 percent of the students thought that the Script Killing was not useful for understanding the history of the Red Party, Fake characters do not represent the real party history; 31.12% of the students thought that the Script Killing is useful for understanding the history of the Red Party, An immersive experience; Twenty-eight. 57 percent of the students thought that the national scripts played a general role in understanding the history of the Red Party, But it can cultivate patriotism.

Thus it can be seen that most students are highly interested in the new Script Killing combined with Party history education, and hold a positive attitude. If the script is conceived in the creation to ensure the enthusiasm of the content and the authenticity of the story, it can undoubtedly realize the win-win situation with the Party history education, stimulate the love of the Party history study, and let the college students take the initiative to study the history of the Party.

3. The Live Action Role Palying Games is Integrated into the Main Content of the Party History Education

3.1. Keep the Spiritual Core--Pays Attention to the Authenticity of the Script

Party history stories should pay attention to their authenticity when integrating with the script. At present, the entertainment industry pan-entertainment, entertainment to death situation is more serious, many Party history stories in the integration with TV series, films, novels and other forms of more problems. In the short video platform, some bloggers gain traffic, forge history, confuse the public opinion; in the Anti-Japanese TV series, the emergence of a large number of "anti-Japanese dramas" reflects the contradiction between historical authenticity and the form of entertainment. Such contradictions are not irreconcilable. In the past two years, the film "Changjin Lake" and the TV series "The Awakening Age" have well coordinated the relationship between the two. After drawing lessons from excellent historical works, it is not difficult to find that the integration of Party history and script writing should reflect the authenticity of the story of Party history and should never change the overall framework of the story, pay attention to the foil of the atmosphere and explain the story of Party history after the game.

Not to change the overall framework of the story is not to tamper with the important plot of the Party history story, respect the authenticity of the plot, for the plot of the overall story can be rendered with artistic techniques. Reflected in the Party history + Script Killing is the main story of the Party history story can not change too much, and in order to be more interesting and do not affect the authenticity of the script can add some pass or answer the small plot, better make the players into the game. The atmosphere is based on the authenticity of the plot. Through a good atmosphere, the script can be immersed in the game, making the whole story more real and tangible, and the story more realistic. After the end of the game, the Party history story is explained during the replay by dungeon master in an atmosphere, so that players can better understand the history, so as to have a deeper understanding of the Party history story.

Respecting the authenticity of the Party history story is the basis of immersive Party history study. If the Party history is distorted, then it is impossible to study the Party history, and the significance of the new way of Party history propaganda no longer exists. Only by truly respecting the authenticity of history and supplemented by certain artistry can we better promote the development of immersive Party history learning, truly realize the improvement of students' enthusiasm for learning party history through new forms, and publicize the significance of red stories.

3.2. Give Play to the Characteristics of the Script to Kill--Pays Attention to the Interest of the Script

"Fun" cannot be ignored in the process of script writing. The unique interest of Script Killing mainly focuses on "immersion", "reasoning" and "interaction", which is the soul of Script Killing, and also the biggest advantage of Party history Script Killing compared with other Party history learning methods. In the process of integrating the Party history and script writing, the creator needs to understand the writing way of script writing, "fill in" the Party history story in the shell of Script Killing, pay attention not to blindly pursue the educational output of the Party history story, but also to retain the original interest of Script Killing, and try to achieve the combination of education and interest. Let the player be willing to choose the Party history with Script Killing as a kind of daily leisure and entertainment way.

First, in the script plot creation, should strengthen the sense of participation. With watching movies and television forms, script as a strong social attribute of the game, the biggest characteristic is its immersion, players can through the first perspective to understand, explore the story, and even determine the plot of the story, in the party history script creation, writers also need to strengthen players' participation, let them produce stronger immersion, through the plot, let the player true feelings into the role, not just listen to the story, know the story of the communist party, experience the faith of the communists.

Second, in the script character creation, the character setting should also be close to life. Should not be excessive deification characters, if in the pursuit of "tall" image, and ignore the characteristics of human nature itself, it is difficult to let young people have sense of identity, substitution, only players into the role, by let them in a dialogue with history, at the same time not avoid these characters may appear hesitation and tangle, let players real into the situation, so as to produce more profound experience. In addition, as a multi-player interactive game, it is necessary to pay attention to the balance between characters, and should not produce one-player marginalization, so that players can have a good experience and sense of participation, which has high requirements for the author for the fusion and re-creation of party history stories.

Entertainment and education can achieve a high degree of coexistence in creation. On the premise that the general direction and core of the story are guaranteed, educational value can even become a by-product of Script Killing, making players pay attention to playing rather than learning, and receive red theme education in the process of playing.

3.3. Stimulate the Feelings of Home and Country--Pays Attention to the Emotional Sublimation of the Script

Excellent cultural and creative works must have rich cultural deposits, which can nourish people emotionally and enrich people's hearts. This heavy history of the Party contains the great achievements, the fine traditions cultivated and the successful experience summarized by the Party since its centenary of construction. An extraordinary hundred years of Party history has precipitated the great spirit of the Party, highlighting the great and lofty feelings of the country. Therefore, in the education of Party history, we should pay more attention to the study of the great spirit of the Party, cultivate the feelings of home and country, and let the young people assume the mission and responsibility of the new era.

In the combination of Script Killing and Party history, an excellent script should not only reflect the authenticity of the Party history story and the interest of the link of the script, but also have the spiritual value of the theme of the script to convey to the script participants, and pay attention to the emotional sublimation of the script in each link of the script story. Therefore, using the way of Script Killing to carry out the publicity of the Party history, so that the script participants can learn the story of the Party history, and feel the spirit of the Party must make full efforts in the script. Only by showing the vivid characters in the history of the Party and transmitting the great spirit of the Party, can we write a script story that can inspire and infect people spiritually, truly leave a deep impression in the hearts of the script participants, and truly realize edutainment.

The emotional sublimation of the script should pay attention to the three aspects of character image shaping, plot rendering and ending conception sublimation. When setting the script role, there should be a certain purpose to set the script role with the same idea, and pay attention to the combination of points when shaping the character image. When writing the script, it can be reasonably created according to the story logic of the script and story without losing the real character and behavior of the original reference characters, so that the characters can serve the idea of the script. The experience degree of the script participants largely depends on the plot rendering of the key links of the script. Only when the plot is prepared should it be hidden and progressive step by step, and it is not abrupt in the key plot. allows participants to feel the character's emotions and environment. Therefore, the plot rendering should pay more attention to the control of the details. A good ending can make people think repeatedly, endless aftertaste. The sublimation of the ending idea is also the final mobilization of the participants' emotions, which makes the participants of the script think of themselves by the characters at the end of the script, deeply understand the great spirit of the Party reflected in the script, and arouse the blood of the feelings of home and country.

4. The Significance of Integrating the Live Action Role Playing Games into the Study of Party History

4.1. Immersive Learning, the Red Spirit can be Inherited in the Youth Group

The interweaving and deep integration of the Party history story and the Script Killing content is conducive to the expression of the Party history story in a more vivid and true way. Experience an experience about the history of the Red Party in a specific story situation, and achieving real empathy will be more obvious than more passive learning effects such as reading and watching. At the same time, using the script as the carrier to describe the true story will be more conducive to the expression of the spiritual connotation of the story. The novel form of the combination of Party history study and Script Killing not only caters to the entertainment requirements of the youth group, but also reflects the recognition and respect of the youth in the new era of China to a certain extent. Script Killing as a trend of entertainment

deep meaning sublimation, let the youth group in the entertainment red party spirit, is conducive to a new generation of youth inheritance red gene, practice the spirit of the red Party connotation, in the struggle of the youth journey with red spirit as the background, writing their own generation of spiritual connotation. The excellent red culture beaten and precipitated in history once again flows in the blood of young people in the new era in a more moderate and powerful way, which is conducive to cultivating the national feelings of young people from the heart.

At the same time, the history of the Party has always been the key learning content of the youth ideological construction. Since the founding of the Party, our Party and the country have gone through the era of war and hardships, gone through the tortuous path of deep reform and great economic development, and entered their own era. Along the way to the forefront of the world, China cannot be separated from the valuable qualities of each generation. And the condensation of these qualities together is the wisdom of the Party. The story of Party history is the essence learned from many historical experiences, which contains the wisdom of generations of people. With the combination of Script Killing and Party history, the youth group invisibly improves the quality of Party history knowledge in entertainment activities, which is conducive to summarizing experience and lessons and strengthening ideological and moral construction. Under the dual role of understanding the connotation of red spirit and the improvement of Party history knowledge, the youth group will self-absorb the stories of Party history, and internalize the red spirit in the heart and externalize it in the action. Get the immersive experience in the creation environment of the script, but also set up a more correct world outlook, outlook on life and values.

4.2. Innovate the Learning Form of Party History in Colleges and Universities, and Create a Strong Learning Atmosphere

At present, some colleges and universities of the Party history learning mode and the Party history propaganda activities form is single, the effect is not good. The enthusiasm of college students for learning Party history is restricted by a relatively single and boring form. If the Script Killing is combined with the study of Party history, the knowledge of Party history is publicized in a more immersive way, and the spirit of the Party will make the effect of Party history study better and significant. Due to the curiosity psychology of young college students, and in the experience of the Script Killing, relaxing the warning mechanism of the external information reception, the subtle psychological influence on the players makes the red spirit deeply rooted in the hearts of the players.

The combination of party history learning and Script Killing can be further campus, into the daily life of the campus, such as ideological and political classroom and campus cultural activities, with a variety of channels as the carrier, broaden the channels for college students to learn Party history, and provide more choices for them. In this process, the study of Party history has become more effective, and the excellent spiritual quality throughout the entertainment activities has been carried forward, making the atmosphere of campus party history learning tends to be rich. It is conducive to colleges and universities to better complete the publicity work of Party history, and to cultivate high-quality talents with national feelings and excellent spiritual civilization in the new era.

4.3. Carry Forward the Spirit of the Party History and Help the Construction of Social Spiritual Civilization

The combination of Script Killing with the study of Party history and the unique elements of integration into the script make the study of Party history more immersive and improve the effect of Party history learning. This novel Party history learning method forms a certain range of dissemination in the society, which will have a radiation effect on the regional Party history

and cultural atmosphere. The radiation effect of the history of the Party is reflected in the spiritual core of the Party. Carrying forward the excellent culture and concept of the Party for more than one hundred years in various regions is conducive to the whole society to form a good atmosphere for learning the history of the Party and passing on the red spirit.

In addition, in the long run, if the form and effect of Script Killing and Party history is good, the number of script creation with the theme of Party history increases, which is conducive to standardize the theme and form of the Script Killing industry, integrate more positive energy into the multiple themes, and promote the construction of socialist spiritual civilization. Because the story of Party history has many excellent characteristics, including ideological and moral, personal character and other aspects, the combination of the theme and the form of "script killing" has the story, and the construction of spiritual civilization is also more effective.

5. Conclusion

A hundred years of trials and hardships, a hundred years of forge ahead. The history of the Party has been for hundreds of years, and the Party spirit is undoubtedly the most cherished treasure for the youth in the new era. If young people learn Party history well, the education of Party history must play its positive role. However, it is essential to innovate the history of the Party history well. The immersive Script Killing combines the script and Party history education, create a Party history story of the script, which not only can regulate the current script industry, carry forward the correct values, also can stimulate the enthusiasm of college students to the history of the Party. College students can take the initiative action to study Party history and the spirit of the history of the Party. Only in this way can the future young people of the country learn from history, draw on the original strength of the Communist Party of China, forge ahead, and contribute to the road of building socialism with Chinese characteristics.

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