

# Research on the Curriculum of Fine Arts Universities based on Internet+

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**Abstract:** With the rapid development and application of Internet +, more and more life learning will take advantage of it. The reform of art graphic design course in Colleges and universities is becoming more and more serious. Based on Internet +, this paper puts forward the reform of university curriculum. Based on the shortcomings of the existing traditional art graphic design course, this paper puts forward the reform countermeasures and strategic research. The results show that the research has important reference value.

**Keywords:** Internet + graphic design; University; Curriculum

## 1. Introduction

Computer graphic design is the work of art design with the help of computer. Computer graphic design is the product of the combination of computer and art. Computerized graphic design is more flexible, spatial and innovative than traditional design methods. In graphic design, it is difficult for designers to finish some pictures by hand, which gives designers more time to create and further expand their creative space. Moreover, the deviation and loss in graphic design can be minimized by computer design, which effectively avoids the risk of mistakes. If the designer is not satisfied with the previous design in the design process, if he wants to make modifications, he can also return to modify the previous steps at any time to make the design more flexible. Designers can also use computers to design virtual models, more intuitive image of unsatisfactory parts of the work graphical editing modification, in operation more simple, easy to use [1-3]. In a word, computer is a very important existence in art design, and it plays an important role in art design.

## 2. Defects in Plane Teaching

Comparing with traditional art design, computer art design is more convenient, fast and easy to understand. Therefore, in modern society, the minimum standard for qualified and excellent designers is to be able to operate computers skillfully. On the basis of skilled computer operation, designers should also have basic design skills and artistic skills. For example, the use of fonts, compositions and colours should also emphasize creativity, aesthetics and the subsequent study of some design works [4-5]. If a designer does not have a certain artistic foundation, he will not create high-quality, high-standard works. In addition, the depth of the artistic foundation of designers also largely determines the quality of PHOTOSHOP. Computer design is a combination of

various design tools and techniques, which promotes the improvement of the quality of designers.

### 2.1. The current situation of computer graphic design teaching

#### 2.1.1. The backward teaching mode restricts the development of students' creative thinking

At present, due to the influence of exam-oriented education mode, the teaching of computer graphic design major in Colleges and universities in China still emphasizes theory rather than practice. Teachers mainly teach knowledge in class, while students passively accept knowledge mechanically. There are some drawbacks in the teaching mode, which can easily lead to students' boredom, and at the same time, it is not conducive to the cultivation of students' ability to explore independently. In fact, computer graphic design specialty is a cross-disciplinary discipline, involving computer, literature, art and other disciplines, reflecting a certain degree of independence, but also requires the formation of a sound teaching knowledge system, in the teaching of students' practical operation ability and innovative spirit.

#### 2.1.2. Teaching thinking abandons aesthetic thinking

As we all know, computer graphic design major and aesthetics major are inextricably linked. A successful graphic design work requires students to have unique vision, and make full use of aesthetic knowledge, computer knowledge and system theory knowledge, as well as divergent thinking and innovative consciousness. Nowadays, the scale of computer graphic design works is large, in order to maintain competitiveness in the fierce market competition, designers should have innovative thinking, design works to highlight the uniqueness, can attract the public's eyes at the first time, touch the hearts of the public. Therefore, the major of computer graphic design should learn knowledge in many fields and disciplines.

However, at present, most students still lack the spirit of innovation, spirituality and research spirit in the design of computer graphic works.

### **2.1.3. Misunderstanding in computer graphic design and its factors**

At the present stage, because of the limitations of computer development, many people have a common misconception about computer graphic design. Many design professionals do not have the art foundation or the art foundation is too weak. They think that computer design is easy and simple to learn PHOTOSHOP, CORELDRAW, and thus produce. Some so-called "all-computer school" was born. In the actual graphic design teaching, there are many students who do not have the foundation of art or just learn some basic art theories such as sketch, color and so on. The students' art practice ability is very poor. Some students have not fully realized the importance of art in the following professional design courses from the ideological point of view. They do not attach importance to the study of art courses from the ideological point of view. They just hold a learning attitude as long as they learn computer software well.

### **2.1.4. Market demand of computer graphic design and necessary quality requirements**

With the rapid development of computer technology, some powerful graphic design companies in society require more and more strict designers. These companies require designers to have a solid foundation in art, pay attention to the performance of art in design, and have a good artistic taste. Based on this, computer graphic design educators should actively guide and inspire students to use computer technology to create aesthetic novelty in their daily teaching, combining with the relevant characteristics of their specialty. Students are required to master basic graphic design software and to be flexible in art elements such as sketch, color, design concept, etc. Integrate into graphic design to improve students' design ability.

## **2.2. "Internet +" era of computer graphic design professional teaching reform strategy**

### **2.2.1. Adhering to the teaching concept of employment-oriented and student-centered**

teaching of computer graphic design in the 21st century. Students are required to master the basic graphic design software, at the same time, they should flexibly integrate the artistic elements such as sketch, color, design concepts into graphic design, so as to effectively improve the design ability of students.

## **3. Concluding Remarks**

There are various problems in the course of art graphic design in Colleges and universities, which cannot effectively improve the efficiency of classroom learning and mobilize students' active learning. Therefore, this paper puts forward the research of curriculum reform based on University graphic design. By changing the design and use of traditional media software, the experimental application of students' classroom teaching has been carried out, which effectively mobilizes the classroom teaching atmosphere and improves the efficiency of students. It is of great significance.

## **References**

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