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Feasibility analysis of children's game picture book creation in ancient Chinese paintings

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Abstract: Children's games are a long-standing historical and cultural phenomenon, and are an important form of social education for children and children's self-learning and development. China has a long history of development, and there are countless existing ancient books that record and describe children's games, many of which are still worth publishing in modern society but have been shelved and forgotten, these game methods deserve attention. By discussing the feasibility of picture book creation for classical Chinese games, this paper aims to enrich the theme of domestic picture books, arouse people's strong interest in Chinese traditional culture, and promote China's excellent traditional culture.

Keywords: Picture book creation; Ancient Chinese children's games; Cultural inheritance and output.

1. Introduction

Through the study and analysis of the entire development process of ancient Chinese baby opera painting, it is not difficult to see that the reason why baby opera painting can gain a place in the fruitful Chinese painting scene in the long historical process is because it not only expresses children's play with joyful pictures, but also contains countless eye-catching cultural connotations, and its value is extraordinary, worthy of our discussion and research. This paper uses the literature research method and market research method to integrate the existing data and analyze the feasibility of children's game picture books in this theme. The article will start from the current situation of children's picture books in China, the reasons for creating ancient children's games, market analysis, and key points of creation.

2. Current situation of children's picture books in China

Children's picture books play a pivotal role as a vain for children's behavior orientation and psychological identity in contact with society. Therefore, promoting the creation quality of children's picture books on traditional Chinese culture and improving the dissemination is a topic for picture book writers, publishing houses and the state.

Through consumer market research, it can be seen that there are still some problems and deficiencies in the selection and application of children's picture books in China, the choice of theme is monotonous, the preaching is serious, and it lacks interest and interaction. Taking traditional cultural picture books such as poetry, three-character classic, nursery rhymes and so on as an example, the current content of children's picture books emphasizes too much on culture and knowledge, and the degree of attention to other themes is not high, with limitations, picture books for children are mostly depictions of traditional festivals, folklore, mythological stories, etc., taking the Dangdang.com platform as an example, there are more than 50 children's picture books with the theme of "Journey to the West", and there are thousands of picture books with the theme of "Spring Festival". [1]

The content of children's picture books is not innovative enough, and the current content of children's picture books in China places too much emphasis on culture and knowledge, and the degree of attention to other themes is not high, with limitations, and does not pay attention to the real needs of children. Then the domestic classical game theme picture books have a small gap to fill, and the traditional way of playing and children themselves are closely related to the content, as a supplement to popular science picture books is very necessary, can make more excellent puzzle games reappear in people's vision.

3. Reasons why ancient Chinese children's games are worth creating

This paragraph analyzes the ancient Chinese children's games themselves, internal causes, and external factors ， giving three reasons to answer why ancient Chinese children's games are worth creating.

3.1. The richness of ancient Chinese children's games is high

China's game history has a long history, if you count from the ancient game forms such as cockfighting lackeys in the pre-Qin period, Liubo Taiju and so on, China's game development has a history of more than 3,000 years. [2]

Paintings depicting children's play can be called baby play pictures, which germinated in the Warring States to the Two Han Dynasties, officially emerged during the Wei, Jin, Southern and Northern Dynasties, became increasingly mature during the Sui and Tang dynasties, and flourished during the Two Song Dynasties. Through the continuous development of successive dynasties, by the time of the Song Dynasty, the political and social environment of the Qingming Dynasty and the unprecedented prosperity of the economy and culture made the form of games in the Song Dynasty greatly develop and innovate. The Song people left a large number of notes on game activities, novels and excellent poems, as well as a certain number of pottery pillows. In addition, genre painting with children's subjects was also greatly developed in the Song Dynasty. From these precious historical materials, we can vividly and concretely see the forms and types of children's games in the Song Dynasty. [3]

Ancient children's games are categorized in the following

forms:

Intellectual games: Refers to the form of games based on the use of intelligence, which skillfully combines intellectual activities and entertainment activities. This type of children's games is the essence of Chinese games and the representative of ancient Chinese games. Games (including jigsaw puzzles and Huarong Road); sports games; refer to those game forms that mainly use physical strength and have a certain intensity of activity, including corner games, ball games, projection games, ice water games, and miscellaneous plays; language Games: Children's games based on the characteristics and rules of the Chinese language and characters are the product of the development of oral and written language to a certain stage, which also conforms to the psychological characteristics of children who like fun, and can also train children's language perception and expression skills. Including lantern riddles, poem bells, paiqi, thimble and continued hemp; life games: refers to games played by children spontaneously imitating the social life content of adults, which is an effective way for children to learn social life and realize the socialization process, including children's play and feeding ; Technological games: Refers to games designed using scientific principles, including various small experiments, small inventions, and children's toys designed using scientific principles. Science and technology in ancient China were quite developed. In particular, traditional Chinese science and technology were often not introduced into social and practical fields, but were used to make toys and games, such as fireworks and firecrackers. Therefore, children's games also have rich scientific implications. The scientific principles contained in these children's science games cannot be fully understood by children, but they can stimulate children's curiosity and inquiry instincts, and are undoubtedly very beneficial for cultivating their scientific awareness; literary games: mainly include singing and dancing, children's performances, etc. dramas, children's songs, storytelling and other forms. The difference between children's literary games and life games is that literary games use certain artistic means, have a certain performance program, and the content of the performance has a storyline, just like adults' artistic activities. [4]

In addition to the types of children's games listed above, there are a large number of children's spontaneous play activities anytime, anywhere, which are often difficult to categorize clearly. Such as all kinds of handmade small crafts, catching the middle finger, making hand shadows and so on. It shows the richness and simplicity of traditional Chinese children's games.

3.2. It helps to understand and deepen children's play

Games are the basic means of children's education, in China's ancient and long children's education, educators have initially recognized the important role of games in promoting children's physical, intellectual, moral and other aspects of all-round development; In practice, whether it is the people or the court, a complete variety of game activities have been created, which is undoubtedly a valuable legacy of ours.

Understand that children's play cannot be limited to the educational field, but should be linked to children's lives. Baby play pictures depict many scenes of children's lives, from baby play pictures can see children in the living world, understand children in the game. At the same time, it also understands children's games from the perspective of life, not just education, and deepens the theoretical connotation of children's games. In today's children's education, in addition to enriching the content of games, we must also educate for fun, teach according to aptitude, and teach by example to create a good educational environment.

3.3. Expand the spread of traditional Chinese culture

These excellent paintings on the theme of baby opera not only contain colorful traditional Chinese culture and social customs, but also reveal the relationship between ancient children's play activities and seasonal customs, and reflect the information about traditional customs from different angles. From the development and changes of infant opera painting, we can glimpse the development and evolution of traditional Chinese social customs in different time and space, so as to understand the living conditions of children and people's spiritual outlook in different periods. To a certain extent, infant drama-themed paintings have played a diverse role in publicizing culture.

4. Economic market feasibility analysis

Any creation cannot be separated from reality, only by understanding the market and responding to the market can we adapt to the market. This paragraph analyzes the current situation of the picture book market to show the feasibility of children's game picture books in China.

4.1. The picture book market is booming

The reason why infant opera painting can gain a place in the fruitful Chinese painting scene in the long historical process is because it not only expresses children's play in joyful pictures, but also contains countless eye-catching cultural connotations, and its value is extraordinary and worthy of our discussion and study. In recent years, the children's picture book market has been very popular, and many non-professional traditional large societies have entered the children's picture book industry. At present, more than 200 children's picture books compete in the market, and the industry competition is fierce. The market concentration has increased slightly, but it is still in the era of sufficient competition, and the development space is optimistic. This vacancy in picture books about ancient children's games is worth filling.

4.2. Readability of children's play picture books

Children as the future of the country, its growth and development for every country is of decisive significance, the more developed countries pay more attention to the cultivation of children, optimism and intellectual education are equally important, and most parents around the world are willing to invest in children's education, among which children's main picture books are particularly important. Children's picture books can promote the harmonious development of children, play a great role in the development of children's thinking, language, emotions, and aesthetic ability, and are an excellent carrier for cultivating children's comprehensive quality, and are also recognized in the world as the most suitable form of books for children. And the depiction of children's games naturally attracts children's attention.

The prosperity of baby drama painting is the result of the

comprehensive effect of social factors, and the combing and research of baby drama pictures not only helps to understand the artistic style and artistic characteristics of dynasty painting, but also has reference significance for contemporary children's theme painting creation, but also helps to show children's games and social customs in front of the world through painting, deepen the understanding of the history of various dynasties, and enrich the image materials of historical research. And since the Song Dynasty, the issue of children's fertility has begun to attract attention. The baby play picture reflects people's expectations for the reproduction of children and the prosperity of people. [5] Even for this good wish can let children and parents stay more time on the content.

5. Key points for picture book creation

Chileren's Games by Dutch painter Pieter Bruegel the Elder is one of the more prominent paintings of children's games, which depicts many people playing games in a panoramic manner. "Children's Games" was created in 1560, coinciding with the middle and late Ming Dynasty in China, during this period, China's folk games have been very complete and complete in types and forms after the prosperity and development of the Tang and Song Dynasties. Comparing and observing the children's games portrayed by Bruegel Sr. in "Children's Games", they are very similar to popular children's games in China, especially those games with obvious sports competition characteristics in the center of the picture, such as vaulting, horseback fighting, rolling iron rings, pumping spinning tops, hide-and-seek, catching sheep and goats, these types of games characterized by physical or skill confrontation, there is also a very wide range of players in China.

Compared with the games of modern urban children, Bruegel the Elder's rural children are much richer in play space, play time, game partners, and game types than urban children now. There are about 86 types of games involved in "Children's Games", and there are more than 30 kinds of games that need to be used by toys or game materials, including dolls, sheep canes, wooden horses, nine-pillar plays, spinning tops, stilts, windmills, wooden horses, solid balls, etc., and the rest are mostly sports games, skill games, physical games and martial arts games, such as rolling circles, vaulting horses, horseback fighting, mounds, long-backed horses, hide-and-seek, etc., with obvious sports and competitive characteristics.[6] Due to the cultural characteristics and habits of the region, some game methods have spread to China intact, some toys have been made and popular to this day, and some games remain alone in their birthplace.

For example, in ancient China, children's toys were mostly combined with games and were cheap and simple, such as bamboo horses, bamboo dragonflies and other games. The material of the game can be stones, rope and rope are more common things in daily life. Simple and easy, the cost of toys is low, even in poor families who are depressed, children can play for half a day with a random pebble. [7] And some games such as the game in the competitive game has been replaced by football in the long history of the river, polo also because of its need for horses and the particularity of the field basically will not appear in the modern era. Therefore, picture book creation should also consider the spread of games and the material characteristics of toys that need to be used, and adapt to modern society in order to continue to develop in the industrial age.

6. Conclusion and outlook

Just as some people in foreign countries can think of "Chinese Kung Fu" when they mention China, in fact, not all Chinese can do Kung Fu, but China's masterpieces are far more than that, there are more classics worth excavating and carrying forward, and the excellent culture worth inheriting is a world treasure. The origin of the work is national, but the significance of its inheritance is universal, and its intellectualizing effect is beneficial to children all over the world.

People's impression of Western children comes from the image of child angels in Western classical paintings, especially the influence of Cupid, the god of love, not only because of its cute divine image, but also because of its allegorical meaning of love, which is expected by young men and women all over the world. We must not only accept cultural input, but also achieve the external dissemination of excellent culture, and baby play pictures, as image history materials, not only show the social life of children and people in the era, but also contain rich cultural connotations. It embodies people's desire to have many children and avoid evil, including the care and love for children. This auspicious meaning can also be known and remembered by people as the embodiment of auspicious and blessed in people's hearts with ancient games.

To inherit the excellent traditional Chinese culture, we must not only understand and understand its cultural connotation, but also combine it with the practice of modern society to realize the innovation of the connotation and form of excellent traditional culture, so that the traditional Chinese culture can be carried forward in modern China. Images have the attributes of cultural symbols, and audiovisual media can reproduce and radiate traditional culture in large quantities and in all fields, so that the audience can experience the unique aesthetic meaning of traditional culture to the greatest extent. As a physical carrier for the integration of art and words, picture books are conducive to helping children master common sense and skills in life more efficiently, correct children's world view, outlook on life and values, and facilitate communication and interaction between parents and children.

With the creation of picture books, more excellent ancient Chinese game methods will enter people's field of vision, deepen people's understanding of medieval classical culture, then it is not far from the rise of another ancient excellent product, and more children will benefit from these fun and puzzle play methods at the same time.

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