

Meta-universe Empowers the Innovative Development Mechanism of the Ideological Education in Colleges and Universities

Xingxing Xu *

Department of Business Administration, Anhui University of Finance and Economics, 962 Cao Shan Road, Anhui Province, China

* Corresponding author Email: 2175173520@qq.com

Abstract: In the post-epidemic era, purely offline civic education makes students limited to desk-based learning, in which case the educated people do not receive education to a deep degree and lack of in-depth understanding of the content of civic education. Learning in the era of high-tech development gradually tends to be networked and digitalized, and the development of Civic and Political Education needs a new direction, and some features of the meta-universe fit the innovative development path of Civic and Political Education in colleges and universities at present, and meta-universe education will also become a major trend of learning in the future. As a new educational platform, metaverse can not only show the written text but also virtualize the background behind the text. Based on the concept and technological evolution of metaverse, we will discuss how metaverse can be applied to the Civics classroom in colleges and universities, what problems can be solved in the process of Civics education to promote the construction of Civics education in colleges and universities, and what is the future mode of development of metaverse Civics education.

Keywords: Big Data; Metacosmos; College Students; College Civics; Virtual Reality.

1. Introduction

A metaverse is a virtual world that is mapped to the real world, where users can communicate, live and work in the metaverse through avatars. Meta-universe was first proposed in 2020, and the emergence of this emerging trend vocabulary has aroused extensive discussion and research in the academic community, and also brought a new direction for the development of some industries. In the post-epidemic era, the ideological education in colleges and universities has gradually shifted to offline, and it is difficult for students to be immersed in the desk-based learning in offline classrooms. The meta-universe utilizes big data, blockchain, cloud platform and other technologies to virtually build the reality scene, which can combine the meta-universe with the Civic and Political Education, break the distance of time and space of the historical events, and realize the immersive teaching.

On March 11, 2021, the Fourth Session of the Thirteenth National People's Congress voted to adopt the Outline of the Fourteenth Five-Year Plan for the National Economic and Social Development of the People's Republic of China and the Visionary Goals for 2035, which puts forward the vision of a strong education nation and calls for the in-depth integration of modern information technologies, such as artificial intelligence, virtual reality, augmented reality, blockchain, big data and cloud computing, with education.[1]

General Secretary Xi Jinping attaches great importance to the combination of information technology and ideological and political education in colleges and universities, and has made important instructions and emphasized it many times. On December 7, 2016, he emphasized at the National Conference on Ideological and Political Work in Colleges and Universities that we should make our work come alive by applying the new media and new technology, and promote the high integration of the traditional advantages of ideological and political work and information technology, so as to

enhance the sense of the times and the attractiveness of the work. [2] On March 18, 2019, he pointed out at a symposium for teachers of ideological and political theory courses in schools that many schools have achieved positive results by actively adopting case-based teaching, inquiry-based teaching, experiential teaching, interactive teaching, thematic teaching, diversified teaching, etc., and by using modern information technology and other means to build a smart classroom and so on in their ideological and political courses. All these deserve to be recognized and encouraged.[3] On April 25, 2022, during his visit to Renmin University of China, he walked into the wisdom classroom of Civic and Political Science Class and observed a live teaching of Civic and Political Science Class.

2. The Concept of Meta-Universe and the Current Status of Domestic and International Research

2.1. The Concept of Meta-universe

The metaverse is essentially an immersive, virtual, intangible, vast, permanent, evolving, 24/7 online man-made electronic space. People have their virtual identities in it, socialize, interact, live, work, etc., and acquire and create what they want.

Meta-universe Civic and Political Education is the use of meta-universe set of big data, blockchain, 5G, VR, AR and other technologies, through the algorithmic design of the teaching system, the construction of the virtual Civic and Political Teaching Space, to strengthen the students' knowledge of Civic and Political Education, enhance the students' sense of historical identity, improve the practical ability of the students, accurate teaching assessment, personalized custom learning tasks, so as to promote the digital transformation of the Civic and Political Education of the universities and provide innovative directions for the

construction of Civic and Political Education of the universities. education and provide innovative development direction for the construction of Civic and Political Education in colleges and universities.

2.2. Current Status and Development of Domestic and International Research

The term meta-universe originates from the science fiction novel *Snow Crash* published by American author Stephenson in the 1990s: Put on goggles, hook up a headset, connect a terminal, and enter a computer-simulated virtual space and time parallel to the real world in the form of a virtual identity (Neal Stephenson, 1992). In 2003, Linden Lab launched the online virtual platform *Second Life*, the first phenomenal virtual world, where users conduct social exchanges and economic transactions by playing the role of residents of the virtual world, which is considered to be the prototype of the metaverse. In 2020, the University of California at Berkeley built a virtual campus in *Minecraft* during the *New Crown Epidemic*, where principals, faculty, and students gathered in avatars to hold a special graduation ceremony.

Domestic and international scholars began to pay attention to the concept of metaverse and its educational applications at the beginning of the 21st century, P. Ludlow (2007) argues that the metaverse has the same complex rules and censorship as the real world, and that the compilation of social rules is dictated by the conflicting conflicts between the platform companies and the inhabitants of the metaverse, and that he took on the guise of a virtual reporter to create the *Alphaville Herald* in 2003 to report on the metaverse's virtual life and its socio-economic impact[4]. Yongna Liu et al. suggest that, compared to traditional flat virtual environments, three-dimensional virtual reality and the linguistic physicality of avatars provide more effective environments and tools for socio-emotional learning, facilitating the emergence and depth of social interactions[5].

Along with the outbreak of the meta-universe craze in 2021, academics have gradually formed a deep consensus on the concept and characteristics of meta-universe on the basis of previous researches. In terms of the origin of the metaverse concept, some scholars have proposed that the metaverse can be traced back to the era of Multiple User Domain (MUD), a virtual space word game.[6] Regarding the concept of meta-universe, Liu Geping (2021) and others believe that meta-universe is a kind of digital world that seamlessly links and deeply integrates the virtual and the real.[7] In terms of the educational potential of the metaverse, Hua Zixun (2021) and others suggested that the metaverse can make up for the shortcomings of the physical world through technological empowerment, creating an immersive learning field for students.[6] Yang Xinya (2021) and others suggest that the metaverse is a virtual society with a relatively independent economic system and a gradually growing civilization that provides immersive experiences for users and encourages them to produce content.[8].

It can be seen that the meta-universe is a digital space in which the real world and the virtual world are highly embedded with each other, and along with the iterative innovation of immersion technology, 5G communication technology, artificial intelligence and other digital technologies, it is gradually moving from concept to reality, and the meta-universe of Civic and Political Education will become a new path for the innovative development of Civic and Political Education in the future.

3. The Role of Meta-Universe Technology in Ideological Education in Universities

The meta-universe can transcend time and space to build a virtual scene, using the intelligent cloud platform to reproduce the history of the classroom at the same time can record the state of the classroom, and its unique technical nature can be very good with the combination of the ideological and political education, innovation of the ideological and political education in colleges and universities, to enhance the effectiveness of the teaching of the ideological education in colleges and universities, and let the students more deeply realize the history of the importance of the education of the ideological and political education. The importance of history and Civic and Political education.

3.1. The Impact of the Meta-Universe on the Teaching Methodology of Civic Education in Higher Education

The traditional Civic and Political Education in colleges and universities is based on the way of instilling knowledge to students, with face-to-face communication between teachers and students, but students only learn the relevant content through the textbook content and the occasional teaching video played by the teacher. The essential part of Civic and Political Education is to talk about the history of the development of the country and the background of the origin of each theory, but the college students of today's era are seldom able to empathize in this learning state, seldom able to truly understand the origin of theories, and seldom able to communicate with others to share their own learning experience. Under such circumstances, the quality of students' Civics teaching will inevitably be affected. Teachers' unilateral output makes students only get little emotional experience, and they can't understand the knowledge in depth, which makes learning boring. Through the meta-universe technology, we can cross the barrier of space and space, build virtual scenes, so that students can experience the events behind each theory in virtual form, and experience the hardship of each change in real life. Schools can build a red history exhibition hall platform, so that students can deeply feel the difficult times of the great years, and deeply understand the great Jingtang Mountain Spirit, Long March Spirit, Long March Spirit, Long March Spirit, Long March Spirit, Long March Spirit, Long March Spirit, Long March Spirit, Long March Spirit, Long March Spirit. Deeply appreciate the history of modern China, and contribute to the realization of the great rejuvenation of the Chinese nation.

3.2. The Impact of the Meta-Universe on the Content of Teaching and Learning in the Field of Political Education in Colleges and Universities

In the process of traditional college and university civic and political education, only the textbook content is taught, and the students only memorize the content that they are required to focus on mastering in the boring text. The meta-universe +civic education breaks the limitations of desk-based civic education. Teachers can build the meta-universe learning platform in advance, and students can enter the platform designed by the medical examination to study in the classroom. The meta-universe platform utilizes intelligent

cloud, blockchain and other technologies to record students' learning status, while blockchain technology can effectively prevent data tampering. Students and teachers in the meta-universe platform also reproduce historical situations through role-playing, which enhances the interest of the classroom and allows for personalized customization of the learning content. As a new platform for Civic and Political Education, Meta-Cosmos greatly enriches the teaching content of Civic and Political Education and improves the students' Civic and Political Education.

3.3. The Impact of the Meta-Cosmos on the Construction of the Discipline of Civic Education in Colleges and Universities

The basic principles of Marxism and ideological and political theories have always been the key modules of the ideological and political education in colleges and universities, and the ideological and political education in colleges and universities should not only give students a good knowledge foundation but also cultivate good ideological and moral character. In recent years, along with the development of big data and blockchain technology, the development of ideological and political education in colleges and universities is also expanding the direction of new innovations, and the construction of the discipline of ideological and political education in colleges and universities has also been affected to a certain extent. The introduction of the concept of meta-universe has led to corresponding changes in the goals, curriculum system, and textbook structure of the ideological and political education in colleges and universities. The traditional Civic and Political Education will make the theory and practice have a disconnection, but meta-universe can improve the traditional Civic and Political Education's shortcomings by building a virtual scene, so that students can carry out virtual practice. At the same time, meta-universe can truly record students' learning status and learning satisfaction, which provides more accurate data for teaching assessment and reform direction.

4. Reflections on the Meta-Cosmos of Civic Education

4.1. A Study of the Development of the Meta-Universe for the Enhancement of Civic Education in Colleges and Universities

The characteristics of meta-universe itself can bring favorable innovative development path for the ideological and political education in colleges and universities. Time is the only standard of truth, meta-universe can effectively cope with the problem of the disconnection between theory and practice in the process of traditional college civic education in a timely manner. In the future development of civic and political education, it is necessary to closely follow the national policy, to deeply understand and seriously implement Xi Jinping's recommendations in the National Conference on Network Security and Informatization, in the National Conference on Network Security and Informatization, and in the National Conference on Network Security and Informatization.

The Conference on Ideological and Political Work in National Colleges and Universities and the important speeches made at the symposium for teachers of ideological and political theory courses in colleges and universities

comprehensively planned the macro vision and future progress of the application of meta-universe technology in the field of ideological and political education in colleges and universities.

4.2. Attention to the Risks That May Arise in the Meta-Universe of Civic Education

The meta-universe will inevitably face the risks of privacy leakage and data abuse with the help of the Internet platform. Therefore, colleges and universities should strengthen the construction of security system and improve password security in the layout of meta-universe ideological education. Strengthen the supervision mechanism of the meta-universe platform to ensure that the meta-universe virtual-reality fusion and decentralized trading market is carried out in an orderly manner, and at the same time, we should continue to strengthen the cultivation of relevant talents to ensure that the platform can be safe and orderly. At the same time, it is necessary to continuously strengthen the training of relevant talents to ensure the safe and orderly operation of the platform.

4.3. Accelerating the Application of Meta-Universe to Promote Intelligence in Civic Education

The meta-universe is currently in the development stage, and the state has issued relevant guiding policies, which can effectively assess teaching, provide students with customized learning content, and enhance students' historical identity in the process of using the meta-universe platform to promote the development of Civic and Political Education. The policy is to provide students with customized learning contents, enhance students' sense of historical identity, and so on. Therefore, under the guidance of the policy, colleges and universities should pay attention to the role of meta-universe in ideological education and promote new teaching models. They should accelerate communication innovation and provide holographic learning as early as possible.

5. Conclusion

To summarize, meta-universe can bring significant development opportunities for the Civic and Political Education in colleges and universities, and at the same time, it may also bring some risks. Colleges and universities should pay attention to the significant changes brought by meta-universe, keep pace with the times, correctly utilize its advantages, continuously cultivate relevant talents, accelerate the innovation and development of Civic and Political Education, efficiently complete the work of Civic and Political Education, and cultivate high-quality talents.

Acknowledgments

Thanks to Anhui University of Finance and Economics (AUFE), this project is funded by the Anhui University of Finance and Economics (AUFE) Student Innovation and Entrepreneurship Training Program Grant (Project No. 202310378020), and the ownership of the results of this project belongs to Anhui University of Finance and Economics (AUFE).

References

- [1] Fourteenth Five-Year Plan for National Economic and Social Development of the People's Republic of China and Vision

2035. Outline of the Standard [M]. Beijing: People's Publishing House, 2021.
- [2] Xi Jinping stresses ideological and political work through education and teaching at national conference on ideological and political work in colleges and universities. The whole process to create a new situation for the development of China's higher education [N]. People's Daily, 2016-12-09(1).
- [3] Xi Jinping. Civic and political science course is a key course for implementing the fundamental task of establishing morality and educating people[J]. Seeking truth, 2020(17).
- [4] Ludlow P, Wallace M. The Second Life Herald: The Virtual Tabloid That Witnessed the Dawn of the Metaverse [M]. Cambridge: MIT Press, 2007.
- [5] LIU Yongna, ZHANG Shuling, SUN Bo. Social interaction and its realization in 3D virtual learning environment[J]. Present Generation Distance Education Research, 2015, No. 136 (04): 104-112.
- [6] Hua Zixun, Huang Moxiong. Teaching field architecture, key technology and experimental research of educational meta-universe [J]. Modern Far Engineering Education Research, 2021, 33(06):23-31.
- [7] Liu Geping, Wang Xing, Gao Nan et al. From virtual reality to meta-universe: a new direction for online education[J]. Modern Far Program Education Educational Research, 2021, 33(06):12-22.
- [8] Yang Xinya, Qian Guofu, Singing Tingting et al. Is the Metaverse the Future of Libraries? [J]. Library Theory Forum, 2021, 41(12):35-44.