

Research on the Digital Construction of Art Learning Resources in Open Universities Against the Background of Lifelong Education

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ABSTRACT

This article attempts to create a new paradigm for the digital construction of art learning resources in open universities based on lifelong education. In response to the urgent practical problems in the field of digital construction of art learning resources in open universities based on lifelong education, starting from the analysis of the current situation, the article proposes the practical background, value implications, countermeasures, and prospects of digital construction of art learning resources in open universities based on lifelong education.

Keywords: *Lifelong education, Open universities, Art learning resources, Digital construction.*

1. INTRODUCTION: PRACTICAL BACKGROUND

The expression of the 20th National Congress of the Communist Party of China on the digital transformation and development of education is forward-looking. "China Education Modernization 2035" places greater emphasis on the co-construction and sharing of educational resources. The 2021 National Education Informatization Work Video Conference deploys the "14th Five-Year Plan" education informatization work, promotes the construction of a high-quality education support system, offers intellectual support for accelerating education modernization, and provides academic support for building an education strong country. Digitalization of learning resources refers to the transmission of educational information through digital signals on the Internet, mainly presented in a mixed format of video, audio, animation, text, online premium courses, and other types; It often exists in hard drives, networks, or cloud servers, promoting the comprehensive utilization and coordinated integration of various learning resources. The innovative lifelong education system emphasized in the 14th Five-Year Plan, and the digital construction of open university art learning resources to serve lifelong education, are changing with the times.

2. REVIEW OF RESEARCH STATUS

Lifelong education has become a hot topic of continuous research in the academic community. In China National Knowledge Infrastructure (CNKI), there are thousands of related academic papers published in the past five years, among which several have been listed as achievements of the National Social Science Foundation projects. On Dangdang.com, searching under the theme of "lifelong education", data shows that research perspectives are diverse, and many academic works on lifelong education have emerged one after another. The digitization of learning resources has also been a hot topic in recent years, and experts have different opinions and insightful insights. According to a search on China National Knowledge Infrastructure (CNKI), there is still considerable room for further research on lifelong education. This study will focus on the digital construction of art learning resources in open universities, draw on the strengths of others, grasp both macro and micro perspectives, and conduct research on the high-quality development of lifelong education.

3. ANALYSIS OF VALUE IMPLICATIONS

Exploring the digital and precise service of art learning resources in open universities for lifelong education has important practical significance and value.

3.1 Providing Flexibility and Convenience

The digital construction enables learning resources to be accessed anytime, anywhere through the internet, allowing learners to learn according to their own time and location, providing greater flexibility and convenience.

3.2 Enriching Learning Resources

Digital construction can integrate and digitize a large number of art learning resources, including textbooks, videos, audio, images, etc., enriching the types and forms of learning resources and providing more learning choices.

3.3 Providing Personalized Learning Experience

Digital construction can provide personalized learning content and paths based on the interests, abilities, and progress of learners, meet their different needs, and improve learning outcomes.

3.4 Promoting Interaction and Cooperation

Digital construction can promote interaction and cooperation among learners through online discussions, social media, and other means. Learners can share learning experiences, discuss problems with each other, and improve the quality and depth of learning.

3.5 Reducing Learning Costs

Digital construction can reduce learning time and economic costs. Learners do not need to attend physical schools and can learn according to their own pace, reducing transportation and accommodation costs.

In summary, the digital construction of art learning resources in open universities provides more opportunities and convenience for lifelong education, enriches learning resources, provides personalized learning experiences, promotes interaction and cooperation among learners,

reduces learning costs, and has important value implications.

4. DILEMMA ANALYSIS

In the context of lifelong education, the digital construction of art learning resources in open universities may face the following challenges:

4.1 Technical and Equipment Restrictions

Digital construction requires corresponding technical and equipment support, including network connections, computer equipment, etc. However, some learners may lack these technologies and equipment, resulting in their inability to fully utilize digital learning resources.

4.2 Digital Divide

Digital construction may exacerbate the digital divide, where some learners lack digital skills and information literacy to effectively utilize digital learning resources. This may lead to some learners being marginalized and unable to enjoy the benefits of digital learning.

4.3 Quality and Credibility

The quality and credibility of digital learning resources are important issues. In open universities, learners may face learning resources from different sources, but not all resources have high quality and credibility. Learners need to have the ability to identify and evaluate learning resources to ensure that they obtain reliable and valuable information.

4.4 Restrictions on Interaction and Cooperation

Although digital learning resources can promote interaction and cooperation among learners, in some cases, the lack of physical face-to-face communication may limit interaction and cooperation among learners. This is particularly important for art learning, as it typically requires practice and practical experience.

4.5 Challenges in Art Practice

Art learning involves practice and practical experience, and digital learning resources are difficult to completely replace actual art practice. Learners may face challenges of lack of practical

operation and practice, which can be a dilemma for some art disciplines.

In summary, the digital construction of art learning resources in open universities against the background of lifelong education faces challenges such as technological and equipment limitations, digital divide, quality and credibility issues, limitations in interaction and cooperation, and challenges in art practice.

5. COUNTERMEASURES

In response to the above difficulties, the following countermeasures can be taken:

5.1 Realizing All-round Reform and Innovation

There is a must to create digital art learning resources that systematize art learning content, fragmented art learning time, and interest oriented art learning methods, providing personalized, intelligent, and high-quality digital art learning resources for art learners to meet their learning needs. There is also a must to explore and open up a new digital education system that runs through the diverse and differentiated needs of art learners, using the digital construction platform of open university art learning resources as a carrier, to achieve comprehensive reform and innovation from art talent cultivation, introduction of art education concepts and methods, to inter school art exchange and cooperation. It is necessary to promote good governance for lifelong learning of art learners through the rule of law. Strengthening the reform of the art education system in open universities, the construction of digital art learning resources should match the concept and function of the lifelong learning system for service art, and promote the coordinated development of education at all levels and types.

5.2 Narrowing the Digital Divide

Building various forms of online art education platforms, sharing and serving high-quality art course resources, convenient smart campus services, etc., can provide intelligent learning platforms for art learners. It is necessary to utilize new technologies such as computer technology, cloud computing, the Internet of Things, and mobile internet to achieve high-quality art education.

Open universities should strengthen technological and equipment support, provide

learners with necessary technology and equipment, and help them better utilize digital learning resources. Open universities should take measures to narrow the digital divide, help learners acquire digital skills and information literacy, and enable them to effectively use digital learning resources. The schools should summarize, promote, and form policy systems to truly strengthen and expand China's art education based on the fresh experience created by the service of digital art learning resources in open universities for the high-quality development of lifelong education.

5.3 Improving the Quality and Credibility of Digital Learning Resources

Open universities should strengthen the quality and credibility management of digital learning resources to ensure that learners access high-quality and reliable information pay attention to the balanced allocation of digital art learning resources, ensure the art learning needs of vulnerable groups in society, and avoid new educational inequalities through government purchases of art education services and the supply of public art learning resources. Open universities should also timely adjust the supply of art learning resources for different learning needs, improve the production level of art digital learning resources, and enhance the practical efficiency of digital art learning resources with the aim of building a universal and inclusive art learning environment.

5.4 Establishing an Effective Mechanism for Developing Digital Art Learning Resources

It is a must to expand the integration of digital art learning resources in open universities, unleash the potential of open university art teacher resources, art course resources, and art research resources, deeply integrate into community education, strengthen the intelligent art design of teacher teaching in digital art learning resources, and present art learning resources in a storytelling manner to stimulate learners' interest through video learning resources. The digitization of art learning resources is a blessing for art learners and an important carrier for their lifelong learning. The functional positioning of open universities includes being guided by the concept of lifelong education, modern information technology innovating educational forms with intelligence, openness, flexibility, and convenience, and using the digital operation mechanism of art learning resources to

serve high-quality organizational models for lifelong learning for art learners.

By integrating and managing online learning platforms, it is aimed to meet the diverse learning needs of art learners at different levels, and optimize the layout structure of art education through big data.

Open universities should promote interaction and cooperation among learners through online discussions, social media, and other means, helping them share learning experiences and discuss issues with each other.

5.5 Strengthening Art Practice

Open universities should strengthen artistic practice, provide learners with more opportunities for practice and experience, and help them better master artistic knowledge and skills. Focusing on the art learning resources of China's open universities serving lifelong education practice, it is a must to provide personalized, quality, flexible, intelligent and modular digital services, and create a new model of "Internet plus art education". Integrating technologies such as the Internet, cloud computing, big data, and artificial intelligence into the digital transformation process of art education, allows art learners throughout society to share high-quality digital art learning products more equally and fully.

5.6 Promoting the Digital Transformation and Upgrading of Lifelong Education

The schools should give full play to the role of specialized websites, new media, and public data platforms, innovate and practice the digital construction of art learning resources, and optimize the talent training mode of open universities serving art education. Through real-time interaction in the art classroom, it is aimed to enhance the teaching and learning support services of the art video teaching system, equipped with intelligent art enrollment management systems, Q&A systems, question banks, and evaluation systems, to provide social art learners with systematic art professional course products and lecture resources, and promote the digital transformation and upgrading of lifelong education. There will be a necessity to further optimize data collection and analysis, and consolidate the big data of art learning resources to provide basic data support for precise services, precise governance, and scientific decision-making in lifelong education. It is also necessary to use the

digital construction platform of art learning resources as a carrier, build a modern open education system that embodies the concept of lifelong education for art learners, and promote the high-quality development of digital construction of open education art learning resources.

By adopting the above measures, the digital construction dilemma of art learning resources in open universities against the background of lifelong education can be effectively solved, providing learners with better opportunities and experiences for art learning.

6. PROSPECTS

In the context of lifelong education, the digital construction of art learning resources in open universities has broad prospects.

6.1 More Abundant Digital Art Education Resources

With the help of the Internet and big data technology, open universities can integrate educational resources from various art categories, including music, painting, drama, film and television production, etc. These resources can be shared through cloud platforms, allowing more people to access and learn different types of art.

6.2 More Personalized Digital Art Education

By analyzing the learning behavior and interests of learners, digital technology can intelligently recommend suitable learning resources and courses, providing personalized learning experiences. This personalized teaching method will help improve the learning enthusiasm and effectiveness of learners.

6.3 Digital Art Education Placing Greater Emphasis on Practice and Creativity

By utilizing technologies such as virtual reality (VR) and augmented reality (AR), learners can gain a deeper understanding of the details of artistic creation and performance through simulated practical processes. Meanwhile, digital technology can also provide learners with more creative tools and platforms, stimulating their creativity.

6.4 Digital Art Education Promoting Cross-cultural Exchange

Through channels such as the internet and social media, open universities can collaborate and exchange with art education institutions worldwide, share their art education resources, and promote cross-cultural understanding and communication.

6.5 Digital Art Education Placing Greater Emphasis on Evaluation and Feedback

Digital technology can record the learning process and grades of learners, providing data support for evaluating their learning outcomes. At the same time, learners can also provide feedback and suggestions through digital platforms, helping open universities continuously improve and perfect the digital construction of art education resources.

In short, against the background of lifelong education, the digital construction of art learning resources in open universities has enormous development potential. Through continuous exploration and innovation, people can expect the future of digital art education to be more diverse, personalized, and practical, providing high-quality art education resources and services for more people.

7. CONCLUSION

The conclusion of the digital construction of art learning resources in open universities based on lifelong education is as follows:

7.1 Establishing a Sound Digital System for Art Learning Resources in Open Universities

It is necessary to better serve the high-quality development of lifelong education, form a strong force of social participation and support, promote the digital construction of art learning resources in open universities and resonate with the high-quality development of lifelong education, promote the digital construction of art learning resources to a new level, enhance the modernization level of lifelong education, tell the story of lifelong education for art learners, and empower the transformation and development of open universities.

7.2 Exploring the Implementation Mechanism of Co-construction and Sharing of Digital Projects for Open University Art Learning Resources

There is a must to optimize the technology openness model, create collaborative scenarios for digitalization of art learning resources across regions, levels, and departments, promote the digitization of art learning resources in open universities to empower lifelong education modernization, and promote smart governance.

7.3 Promoting the Integration and Information Sharing of High-quality Art Resources

It is also necessary to improve the open sharing of high-quality art course resources, integrate information technology with education and teaching, promote the reform of intelligent teaching models in art classrooms, promote the open sharing of digital art resources, jointly create distinctive sharing brands, and achieve a high-quality art teaching resource sharing pattern of "all famous teachers in the world are my teachers", so as to promote the high-quality development of digital construction of art learning resources in open universities and empower lifelong education.

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