The Narrative Turn of Ideological and Political Education in Universities Driven by Virtual Reality Technology Value Construction

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Abstract: Virtual reality technology (VR), as an important representative of the development of modern information technology, has had preliminary practice in ideological and political education in some universities, forming a virtual situational experiential teaching model, effectively enhancing the attractiveness, infectivity, and persuasiveness of ideological and political education in universities. Looking back at the narrative history of ideological and political education in Chinese universities over the past century, with the development and application of information technology, the narrative methods of ideological and political education in universities have gradually shifted from single to diverse, from static to dynamic, and from silent to sound. The content of ideological and political education narrative is also more specific, infectious, and contemporary, making the methods of ideological and political education in universities more vivid and effective.
Keywords: Ideological and Political education; Virtual reality technology; Narrative; Value Construction

1. The Narrative Turn of Ideological and Political Education in Universities Driven by Virtual Reality Technology

1.1 From Text to Data: The Shift of Narrative Symbol Carrier in Ideological and Political Education

The integration development of new media places panoramic narrative symbols symbolizing the rationality of the times, such as pictures, videos, and audio, into virtual reality technology, which to some extent enriches the diversified expression of ideological and political education. However, no matter how the traditional expression of ideological and political education changes, text has always been the most basic and core narrative symbol of "content is the king", driving the overall narrative process of traditional classroom ideological and political education, Therefore, the expression effect of traditional classroom ideological and political education generally tends to be flattened. While removing the complexity of ideological and political education narrative, traditional classroom ideological and political education also loses more narrative possibilities. Unlike text, data symbols driven by virtual reality technology have a more multidimensional and broad connotation. The overall promotion of the narrative process of ideological and political education in universities driven by virtual reality technology has shifted from static associations like text to dynamic interactions of different forms of data technology symbols.

1.2 From Real to Virtual: The Transformation of Narrative Communication Field in Ideological and Political Education

Driven by virtual reality technology, the function of symbolic media has been weakened, the spatiotemporal barriers in the field of communication have been broken through, and the immersive communication field has been restored as a part of the ideological and political education environment. The virtual field organically integrates ideological and political education teaching with virtual reality technology, and can set various simulation themes according to the knowledge needs of college students, creating an "immersive" educational field, "virtualizing the formation process of abstract principles and concepts into intuitive and perceptible situations." This not only fits the learning and thinking characteristics of college students, but also effectively stimulates their internal motivation for

learning, Moreover, it can enable them to independently resolve doubts and enhance credibility through active participation, achieving a shift from indirect passive acquisition of knowledge to direct active learning of knowledge, and enhancing the sense of acquisition in ideological and political education teaching.

2. The Value Construction of Ideological and Political Education Narrative in Universities Driven by Virtual Reality Technology

2.1 From valuing content to leading by value: Adhering to mainstream value orientation and enhancing mainstream value identification among college students

In the "VR+ideological and political education", ideological and political educators must fully play the role of agenda setting and content control, adhere to the dominant role of mainstream social values in the "VR+ideological and political" field and context, and handle the value adjustment of "immersion" and "avoidance" in scene planning, achieving a high main theme, prominent positive energy, and prominent value guidance. By utilizing virtual reality technology, the socialist core value system and mainstream ideology are logically constructed and infiltrated into the virtual world of college students in the form of scenario creation, atmosphere rendering, and virtual contrast. The "digital" manifestation of metaphor and scenario infiltration infiltrates the real world of college students, constructing a "dialogue" between virtual and reality in college students' ideological and political education, By guiding college students to internalize their mainstream values into their own ideological concepts and externalize them into personal practical behaviors through "virtual and real isomorphism", they can be guided to develop discernment, "immunity", and "purification" towards erroneous ideological concepts in the real world.

2.2 From technological innovation to goal oriented "breakthrough": following the laws of ideological and political education, achieving the free and comprehensive development of college students

With the rise of virtual simulation, digital integration and other technological means, in the era of immersive media, when exploring the use of the "VR+ideological and political" model to promote the reconstruction of the real world through the simulation of ideological and political education scenes and human-machine interaction, we must uphold the values and goal orientation of ideological and political education to prevent deviation from educational goals. Therefore, we should also be aware that "VR+ideological and political education" is the use of virtual simulation and human-computer interaction technology to construct a simulated ideological and political education scene. In teaching practice, it is necessary to fully leverage the subjectivity of educators, follow the basic laws and principles of ideological and political education, and always focus on the free and comprehensive development of college students in the application of virtual reality technology, helping them better understand the world.

2.3 From "Virtual Self" to Returning to Humanistic "Reason": Stimulating Self Development Motivation and Enhancing the Subjective Consciousness of College Students

Virtual reality technology is an object created by humans and used as a tool in ideological and political education. Through innovation in teaching methods and methods, it has a profound impact on the ideological understanding and thinking consciousness of college students, which is conducive to stimulating their subjective consciousness. Although the VR scene created by virtual reality technology only simulates and restores the real world through "hyper realistic" simulation effects, it can immerse college students in the presence of the "first perspective", achieve the integration of reality perception and virtual experience, and stimulate them to fully exert their subjectivity and imagination in the "VR+ideological and political" scene to acquire and master knowledge of ideological and political education. This virtual simulation enhances the 'immersion' experience of college students' perception, achieving deep integration with the 'VR+ideological and political' scene, and arousing their active input and knowledge acceptance of ideological and political education content. At the same time, it is necessary to utilize the advantages of virtual reality technology in providing college students with a "one-on-one" gaze, highlighting their subjectivity status, and thereby stimulating their learning initiative and innovation.

3. The Narrative Turn and Value Construction Strategy of Ideological and Political Education in Universities Driven by Virtual Reality Technology

3.1 Grasp the "Dao" and "Tool" of ideological and political education, and always adhere to the fundamental task of cultivating morality and cultivating people

Although virtual reality technology can achieve the functions of immersing ideological and political education in scenes, changing time and space, and enriching the forms and carriers of educational and teaching activities, it cannot innovate teaching methods and

technologies, weakening the content of education and teaching, and virtualizing the fundamental task of cultivating morality and cultivating people. Therefore, when setting up virtual scenes for ideological and political education, we must not deviate from the fundamental task of cultivating morality and showing a tendency towards technicalism. Instead, we must respect history, follow good educational laws, and continuously optimize and utilize the "tools" of virtual reality technology to promote ideological and political education on the basis of adhering to the "path" of cultivating morality and cultivating people, Only then can we ensure the accuracy of the knowledge that college students receive when entering virtual reality scenes, enhance their sense of experience, and enhance the effectiveness of education.

3.2 Understand the "norms" and "forms" of ideological and political education, firmly grasp the correct direction of ideology

The application of virtual reality technology has to some extent broken the "binary opposition" between reality and virtual space in the field of ideological and political education, gradually generating a virtual and scenario based education paradigm that is different from traditional education and teaching in the past. This new education paradigm requires continuous improvement and optimization. Therefore, we collaborate to optimize and improve the "norms" and "forms" of "VR+ideological and political" in the current era from various aspects such as concept, essence, and methods. Virtual reality technology covers interactive forms such as 360 panoramic images, videos, and 3D mimetic scenes. Through the integration of virtual and reality, it expands the learning and living space of college students, achieving resonance from external senses to inner feelings, and then to emotions and thoughts, creating a learning mode and narrative space that college students enjoy.

3.3 Make up for the "deficiency" and "regret" of virtual reality technology, and strive to achieve both internal and external education and teaching

The instrumental and biased nature of technology has sounded an alarm for immersive communication teaching. If the problems that arise in immersive communication teaching cannot be effectively intervened and solved, virtual reality technology will become a tool that threatens the sustainable development of ideological and political education work, and may even be used by certain forces to cause ideological crisis. Therefore, in the process of promoting ideological and political education in universities, We need to fully understand the "double-edged sword" of virtual reality technology, and make up for and correct the remaining "shortcomings" and "regrets" of "VR+ideological and political" from both internal and external aspects. Starting from within virtual reality technology, continuously promote and optimize the "VR+ideological and political" teaching practice.

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