

THE INFLUENCE OF NONVERBAL EMOTIONAL BEHAVIOR ON STUDENTS' SPIRIT UNDER ROSENTHAL EFFECT

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Background: Under the Rosenthal Effect, teachers' nonverbal emotional behaviors (expression, eye contact, body movement, etc.) will transfer positive expectations to students and make students change their learning spiritual attitude, which will have a subtle impact on students' future. As the leader in the process of classroom teaching, teachers should grasp the characteristics of students' psychological development and fully tap each student's spiritual potential. Educational films with the theme of establishing a good relationship between teachers and students continue to emerge. Under the Rosenthal Effect, teachers' nonverbal emotional behavior in the film imperceptibly affects the establishment of students' spiritual values, world outlook and outlook on life. It helps to cultivate talents with all-round development of morality, intelligence, sports, art and labor.

In this context, taking the film "Teacher Good" as an example, based on the Rosenthal effect theory, through the warm interaction between teacher Miao Wanqiu and students, it analyzes the importance of teachers' nonverbal behaviors to the growth of students.

Subjects and methods: As one of the forms of communication and information transmission, nonverbal behaviors contain rich cultural connotations like verbal behaviors. According to the American social psychologist KWBack, nonverbal behaviors can be divided into three categories: dynamic and silent, Static, silent and sound. This film focuses on the campus story between Miao Wanqiu and the students. It analyzes the non-verbal behaviors shown by teachers in the process of students' growth and explores its impact on students.

Results: Under the guidance and expectation of Miao Wanqiu, students have clear goals and ideals for their own lives. Through the influence of nonverbal behaviors, students' external learning motivations are transformed into internal learning motivations, which improves students' learning. Enthusiasm and enthusiasm for learning, so as to progress in the direction expected by the teacher.

Conclusions: Teacher ethics is a precious spiritual wealth, the foundation of teaching and educating people, and the foundation of social progress. The film "Teacher Good" is more in line with the current trend of youth campus movies in terms of theme construction, character performance, and narrative style. As a carrier of excellent traditional culture transmission, it is also a "living teaching material" for students to educate. , Education-themed movies have opened new breakthroughs for student education in the new era, injected new vitality, and promoted the process of student education in the new era. On the road of the new era, students are the main force in realizing the Chinese dream of the great rejuvenation of the Chinese nation in the future, and the majority of teachers are the dream builders who build this "dream team" of the Chinese nation. Therefore, teachers should play their role in teaching and educating people on the path of young people's growth, and use their knowledge, talents, experience, and virtues to enrich students and ignite students' yearning for truth, goodness and beauty. The school should organically integrate educational films with the education of students, and make full use of the advantages of the direct image of films to carry out effective education work, so that the excellent quality can be inherited and continued from the students.

Key words: nonverbal behavior - students - rosenthal effect

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RESEARCH ON IMMERSIVE SCENE DESIGN BASED ON MENTAL EXCLUSION THEORY

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Background: With the development of social economy, humanized design is becoming more and more popular. In the design industry, multidisciplinary research on design and mobile experience has become a hot topic. Mental exclusion is about the inner psychology of human happiness. Immersive experience means that the audience will devote all their energy to an activity, enter an immersive psychological state full of vitality, concentration, enjoyment and full participation, and then achieve a high degree of "self absorption", accompanied by a large number of emotional gains, and finally meet the internal psychological needs of the audience in the aesthetic process. Digital media art is a multidisciplinary application field combining technology, art and media. This is a novel way of artistic expression. Its unique interactivity, connectivity and mediation create an ideal environment for a fully immersive experience. As a branch of positive psychology, immersive experience makes immersive scene design closely related to positive psychology, which also determines that this kind of artistic design is related to happiness. How to guide the audience to flow? This is the concern of many psychologists, and it is also a problem worth studying for every artist.

Subjects and methods: Firstly, this paper summarizes the eight elements of flow proposed by Mihaly and concludes the conditions for the generation of flow into three aspects (Pre-requisite: The project's initial purpose, Fundamental: The audience's internal motivation, Key: Setting up the setting in terms of time and space). Secondly, analyze the significance of positive mental in immersive scene design. In recent years, immersive scene design has also been widely used in art therapy. It adopts a scenario-based guidance mode to achieve deep communication with patients. Finally, explores the design ideas of immersive scene design using flow theory by evaluating specific situations.

Results: Immersive scene design can be involved in many fields, for example, stage performing arts, public art, and the game industry, it is based on the flow theory. The immersive scene design of digital media art, characterized by gamification, spatial effect, and interactivity, encourages experiencers to devote themselves to art activities to help them generate a sense of satisfaction and self-fulfillment. In this art space, the audience is the appreciator of artworks and the participant and provider of feedback. It truly realizes the experiencer's transformation from contacting through the senses to mental immersion, making the immersive scene created by digital media art become one of mass entertainment. Thus enhancing the added value of the design project.

Conclusions: Based on flow theory, immersive scene design builds a channel of communication internally between art and experiencers. Through digital media technology, it creates an immersive real feeling to guide the audience from contact with senses to a mental flow experience, and finally generate flow, achieve immersion, obtain gratification and enhance the aesthetic ability in a pleasant experience. Flow theory plays a great role in promoting immersive scene design and provides a new idea for its optimized design. In the future, digital media artists should actively embrace technological innovation and create more mental-oriented works with positive energy.

Key words: mental Flow - Immersive experience - Scene Design - Positive Mental

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ANALYSIS OF THE INFLUENCE OF SELF-DETERMINATION THEORY ON THE MENTAL HEALTH OF ENTREPRENEURIAL STUDENTS

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Background: In the 2014 Summer Davos Forum, Premier Li Keqiang proposed the development concept of "mass entrepreneurship and innovation". The report of the 19th National Congress of the Communist Party of China clearly pointed out that innovation is the first driving force for development and the strategic support for building a modern economic system. In short, innovation and entrepreneurship are