Research of Project-based CorelDRAW Software Application and Practice Capability Enhancement

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Abstract: This paper discussed previously abandoned software teaching mode in CorelDRAW software teaching process, and researchers use to introduce case or project, expand the mission and specific implementation, evaluation presented program software to learn, and explained that students could use school studio and enhance the CorelDRAW software practice ability outside the enterprise resources, and teachers could motivate purpose to mobilize students learning software to enhance their software problem solving ability and innovative practices so as to make CorelDRAW software as itself really a skill service to society.

Keywords: project; case; CorelDRAW; tasks; practical ability

1. Introduction

With continuous development of times, traditional concept of education increasingly unsuitable for current rhythm of higher education. Currently, all types of higher education, vocational education and so on to try teaching reform and innovation, trying to find a more suitable way out of their own professional development, develop a more suitable for students’ theory and practical application of ability to achieve a certain degree of teaching methods. In recent years, various types of higher education, vocational education have strongly advocated Combining Learning with working teaching philosophy, so practical application of project-based teaching methods by college greatly welcomed and recognized. Domestic experts believe that approach not only pays attention to basic theory of discipline, but also to students practical ability to improve students innovative ability and practical skills has a very important significance (Shen et al., 2010). CorelDraw is a practical and highly specialized application software, which is one of the most popular vector drawing software, its powerful, widely used in graphic design, print design, product design and other fields, work on people's and life has generated and is generating a huge impact (Du et al., 2013). Teaching CorelDRAW software programs main task is to provide students with basic theoretical aspects of graphic design software learning and operation, basic knowledge and skills to enable students to recognize importance of CorelDraw software in a variety of design fields, course teaching focuses on developing students learn to use this software to improve application ability, practical ability and creative ability.

2. Meaning of project based CorelDRAW software classroom teaching

Here so-called Project refers to actual business or social needs of project throughout entire course one kind of teaching method of teaching, project approach, which is a teaching method in constructivist learning theory based on establishment. Project approach focuses on central concepts and principles of a subject, so that students around real, meaningful theme project, in accordance with mandate to carry out activities designed teacher learning, learning process independent research and group work, final design is complete works to achieve construction of knowledge (Song et al., 2012). Software conventional teaching methods teachers explain each tool, menu operating techniques, teaching process is indoctrination model, more boring, boring. The case teaching method emphasizes student or project task of reality real (or simulated) drill, in form of teaching, students from past in order to teach main change is now learning mainly in implementation of teaching explain fade of knowledge to start teaching a specific task-driven, in order to stimulate initiative and enthusiasm of students learning software, and focus on evaluation of teaching students learning process, improve students hands in case study exercises and projects ability and problem-solving skills, in line with work Integrated learning education thought, and this teaching method is presented to student's own learning process is closely related to results presented allow students full of a sense of accomplishment, pride, is a species is very effective teaching strategies and teaching methods.

3. Project approach in CorelDRAW software courses learning

3.1 Introduction of case

Teaching in CorelDRAW software first to introduce case teaching, its main purpose is twofold, one is case with social standards can stimulate students' interest in learning software, learning objectives can more clearly understand how to use software design work. Second, through success stories of explanation and demonstration allows students to clear pieces from design to complete draft of basic process, design and theme, in order to better grasp design task in mind. CorelDRAW software in teaching program based on syllabus teachers must first be divided into a number of cases or projects, but before beginning of each task, you need to make task involved in operation of knowledge, tools, usage, and other usage menu now done one by one explain, then after introducing students to task in past, this method can not only exercise teaching skills CorelDRAW software, you can also experience production process from task into substance of task, and to learn some cases essence. Have order has introduced teaching case, operation should be implemented progressively, from easy to difficult, such as from a font design - product design difficulty gradually deepened this order - Logo Design - Business Card Design - Poster Design. By introducing phase case study, students CorelDRAW software application capabilities will be gradually improved, the next step CorelDRAW software can play a role in the practical operation of bedding.

3.2 Introduction of project

Teaching difficulty CorelDRAW software project is greater than case teaching. But in the case of pre-task, students had to exercise good software skills, but also learned some success stories of design ideas and methods, based on this. Teachers continue to introduce a program of teaching is relatively easy. A real project for CorelDRAW software is a limited way where project must be considered sources. As a student more concerned about their jobs, and therefore one of considerations of project is ability to drive production from student research interest as a starting point to consider students for their work to become designers, CorelDRAW software to take advantage of job into work, work into products, final product can be turned into merchandising market to enable students to get outside immediate results of project approval, which is student's ability greatest affirmation of their future learning and work has a great help, even for their future life on road in lit a beacon. This process improves students to collect information, analyze problems, ability to solve problems and innovative practices, and truly learning software and programs work closely together. To this end, production and use CorelDRAW software design
time have set in between upper and lower convergence-related professional courses, students formed their own progressive relations program, shown in Figure 1.

The second source project teachers can undertake their own research or design projects out into classroom so that students have a source that is a real project, teachers and enrich content of their own project's sense; it is source of three projects set design studio in school, in studio to undertake social enterprise campus and even introduction of real design projects, and use CorelDRAW software for project design and production, and real social project docking. Project Source bis Trio of sources and is extremely practical and practicality, not only to consolidate student's exercise CorelDRAW software operating skills, more importantly, to enable students to comprehend how CorelDRAW software as a service to aid their design tasks, very good to complete a real project.

3.3 Expansion of project tasks

The introduction of project is completed, teachers can allow students 3-4-member research team, teachers can effectively organize teaching. Grouping students to think, research, design for actual project, try to allow students to help each other in the learning process, group members gather information together and summarized, analytical project content, and finally planning program book project. This process, teachers consciously in teaching students permeate awareness and research capabilities, and actively carry out academic activities at core of project content, which information is relatively closed students can stimulate their interest in learning, innovation, teamwork, but also in design process of project can be very fully exercise their ability to CorelDRAW application software, its practical ability has positive significance. This design project to undertake a social teaching into classroom, in theory to explain process of gradual penetration of content will give students the requirements of customers and some of its corporate philosophy, etc. conceptualized in students' work arrangement, take form of a grouping of small-scale scientific research team, students doing homework at same time around customer's requirements and concept of corporate design, avoiding fantasy, beside some other unrealistic, and asked them to use CorelDRAW software to design, production, publishing, prepress imposition, color separation technology is relatively vague, so teachers need to CorelDRAW software tool Bezier curve type, shape tools, adjustments, and imposition, color separation operation content presentation to help students clarify ideas and resolve these difficult cases, to make progress faster. At same time, teachers should urge partially complete progress slower group, separate exchange, guidance. For smooth progress of team, it should be to encourage them to further develop thinking, multi-effect designed several works, give full play to their talents (Song et al., 2012).

3.4 Implementation of specific project tasks

In development planning stage, students have a clear mission objectives of project, and to determine division of work, next step is to enable students to plan for book will be designed according to sketches or photographs scanned into CorelDRAW software for production electronic version. In this phase teachers should always pay attention to students' grasp of software operation and original intention of mission to guide students to find textbooks and learning resources to solve problems encountered on common problems, teachers should give guidance to solve collective. One of common problems such as author into teaching program, students use CorelDRAW software design is sure to adjust curve and curve drawn is not as fluent and smooth with strokes on paper, there is a common problem for students complete draft of imposition, color separation technology is relatively vague, so teachers need to CorelDRAW software tool Bezier curve type, shape tools, adjustments, and imposition, color separation operation content presentation to help students clarify ideas and resolve these difficult cases, to make progress faster. At same time, teachers should urge partially complete progress slower group, separate exchange, guidance. For smooth progress of team, it should be to encourage them to further develop thinking, multi-effect designed several works, give full play to their talents (Song et al., 2012).
3.5 Project evaluation assurance

Evaluation of project tasks entire teaching activities indispensable link (Cui et al., 2012). After students complete task within limited items prescribed class teacher, teachers should organize students to team as a unit reporting project by leader on behalf of all teachers and students to explain given task of this team from beginning to end of mandate a series of processes, which should include expanded research, creative ideas, design ideas, theoretical issues procedure use CorelDRAW software-aided design and encountered in practice difficulties and methods to solve problem. Other groups can be questioned on project report, ask questions, make better improved method after bystander. Other teams can make good points and some ways more conducive to improvement project. Finally, teachers for each team completed a project review, creative good first project in affirmative, and then pointed out shortcomings of project, how it should be improved, and ultimately selected best team project. By showing and evaluation of such a link, enabling students to recognize their own deficiencies by drawing golden idea others students can develop their own design thinking, so that students of professional quality overall. In author published a textbook chapters CorelDRAW software settings, it is different from conventional software books, using social actual case I was prepared to undertake, students in use of materials, author first explains theory of case design, and then explain use of whole process of making case CorelDRAW software, so students not only learn theoretical knowledge and learn to use software, they are very interested in also willing to do it. In a series of courses CorelDRAW software courses later, left job design almost all use CorelDRAW software for production, a process that students not only learn capabilities of software application courses and consolidate theoretical knowledge, truly using CorelDRAW purpose of project teaching software, and most of students are willing to accept and like this teaching method. Through project teaching software to stimulate students’ interest in learning, so that students from passive to active learning process, more importantly, students design work significant progress in creative, artistic and technical and other aspects.

4.WAYS OF CORELDRAW SOFTWARE PRACTICAL CAPABILITY ENHANCEMENT

CorelDRAW software to enhance practical ability only way is a lot of actual project operations. Actual project is not a classroom in some cases produced or task, but undertake some real community project, which requires students to have a certain degree of CorelDRAW software applications based on average student in junior or senior phase can be doing job.

4.1 Students undertake their own small community projects

After students have a certain professional basis and CorelDRAW software application foundation can undertake their own social programs for exercise, which is doing a good groundwork for future work. At first they can do on campus or around the school publicity, following some minor design work, or on network to find some design work, exercise and a real project butt, process can enhance their practical ability CorelDRAW software.

4.2 Undertake internal and external design projects in school studio

General art schools have a professional design studio, the studio will generally undertake school and even social enterprises to undertake a real design project, which allows students to real project docking, and it can exercise students’ ability to innovate and practical application capabilities. This task has a very strong practicality and usefulness, program requires students to complete courses 2/3 job before taking office, otherwise undertake projects fail to achieve goal, as a student itself is powerless. Targeted exercise CorelDRAW software practical ability can be graphic design studio or fashion design studios. This is a studio model student skills and employability of targeted training, to explore a suitable for them to learn, practice new ways of industry-university cooperation.

4.3 Apply for off-campus internship

Learning status and degree of learning in school's current students, there is a certain mismatch between theory and practice of phenomenon, and it is generally graduates go to work takes a very long adjustment period. In order to shorten adaptation period, students learn in school in addition to theoretical knowledge than good, they should find themselves in their spare time or during the holidays with some of their own professional internships related businesses, such as advertising design, graphic, printing, etc.. These companies are basically designed to work with CorelDRAW software for layout, design or prepress output, where students can put sufficient professional knowledge and CorelDRAW software skills using a combination of them, to enhance their ability to CorelDRAW software practice purposes. The author of many students, including author's own university is in such a way to enhance practice of their own ability, it concluded that effect is very significant. There is little need to be clear - is a science-based practice, if wages do not give importance to them calmly.

5. Conclusion

Various case studies or projects throughout entire teaching CorelDRAW software, changed traditional teaching model, students of software applications and practical ability to give good upgrade, is a positive and effective exploration and attempt. On one hand to provide students with a teaching, learning, doing integration real classroom interactive platform, on the other hand, to enable students to make full use of campus studio and outside enterprise resources to enhance CorelDRAW software practical ability while training students' independent research ability and creative spirit, and to shorten distance between enterprises demand jobs. Practice has proved that this model is motivated purpose to mobilize students learning software, application software students’ problem solving abilities and innovative practices, CorelDRAW software as a real skill service in the community, is a very effective teaching strategies and teaching methods.

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References