

# Research on reforming badminton teaching in universities in the context of "Internet+"

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Abstract: With the advent of the "Internet+" era, various industries are actively exploring how to leverage Internet technology for innovation and efficiency improvement. Badminton teaching in universities, as a part of physical education, also faces the opportunities and challenges of reform through Internet-based means. This paper focuses on the background of the "Internet+" era, taking university badminton teaching as the research subject, and conducts an in-depth analysis of the importance and impact of teaching reform in this context. Through the value analysis, key discussion, current situation evaluation and application strategy research of "Internet+" in the reform of badminton teaching in universities, the aim is to provide feasible reform solutions for university badminton education.

Key words: Internet+; universities; badminton; teaching reform

#### **1** Introduction

In the current "Internet+" era, university badminton teaching is facing unprecedented opportunities and challenges. With the continuous advancement of technology and the flourishing development of the Internet, traditional teaching models are being redefined and reshaped. In this backdrop of transformation, exploring the direction and strategies for reforming university badminton teaching in the context of "Internet+" becomes a top priority. By proposing innovative teaching strategies, it's hoped to provide guidance for the future development of university badminton teaching, ignite the vitality of education, and support students in better growth and development in this "Internet+" era.

## 2 Value analysis of "Internet+" on reforming badminton teaching in universities

2.1 Enhancing teaching efficiency

In the "Internet+" era, leveraging Internet technology to enhance the efficiency of badminton teaching in universities becomes a critical task. By fully utilizing online resources, teachers can conduct flexible and efficient teaching. The Internet offers a vast array of subject content for badminton education. Teachers can integrate diverse teaching materials, video tutorials, and other online resources to provide students with richer teaching content. Personalized teaching becomes possible as teachers can create customized teaching plans based on students' interests and levels, meeting the diverse learning needs of different students. This flexibility not only improves teaching efficiency but also makes teaching more tailored to individual student differences. Through the Internet, students can access the necessary materials anytime and anywhere, making it more convenient for in-depth study of specific skills or reviewing classroom content.

2.2 Expanding teaching aids

Expanding teaching aids for badminton education in universities is a key focus of educational innovation. Using

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multimedia and virtual reality technologies, teachers can present badminton techniques in a more vivid and engaging manner, deepening students' understanding of the teaching content and stimulating their interest in learning. Through multimedia, teachers can use visual elements such as images and videos to provide a clear and understandable representation of badminton actions and tactics, making abstract teaching content more concrete and comprehensible. Virtual reality technology provides students with an immersive learning experience, allowing them to feel as though they are in actual game scenarios, enhancing their understanding of game strategies and technical applications. This interactive learning approach not only increases student engagement but also ignites their interest in the subject.

2.3 Overcoming geographical constraints

In the "Internet+" era, clever application of Internet technology in badminton teaching in universities successfully overcomes geographical constraints, providing students with a more open and flexible learning space. Through online platforms, students can participate in badminton courses anytime and anywhere, enjoying rich educational resources on a global scale, regardless of their location. This flexibility not only offers students a broader range of subject choices but also eliminates geographical limitations on access to high-quality educational resources. Teachers can interact with students through methods such as online broadcasting and online discussions, establishing a virtual teaching community where students learn and exchange experiences across time and space. This not only promotes collaboration and resource sharing among domestic universities but also provides a convenient avenue for international educational exchange.

### 3 Key points in reforming badminton teaching in universities in the context of "Internet+"

#### 3.1 Digitization of teaching content

University badminton teaching is entering a crucial phase of digital transformation. By digitizing badminton teaching content, universities can establish a rich and convenient online teaching resource repository. This repository includes a variety of learning materials, such as textbooks, video tutorials, simulated matches, and more, offering students flexible learning opportunities. Students can access relevant knowledge anytime, and anywhere through the Internet, no longer constrained by traditional classroom schedules and locations. Additionally, with the use of multimedia technology, digitized teaching content becomes more engaging and visually appealing. Teachers can vividly demonstrate badminton techniques and tactics through images, videos, and other forms, making abstract concepts more tangible. This digitization not only expands students' learning avenues but also enhances the enjoyment and interactivity of learning. By innovating teaching methods, digitization injects new vitality into university badminton education, promoting active learning and indepth understanding among students.

3.2 Construction of Internet platforms

The establishment of Internet platforms for badminton teaching is a critical component of university education. This platform not only provides a space for online communication and discussions between teachers and students but also creates a social-oriented badminton teaching community. Through this community, students can engage in real-time interactions with classmates and teachers in a virtual environment, share learning experiences, and discuss technical issues. Teachers can use the platform to publish teaching materials, organize discussions, and provide answers, facilitating the convenient management of online teaching. The interactivity within the community extends beyond course content and encourages collaboration among students [1]. Through online collaborative projects and training, students can collectively tackle challenges, enhancing their teamwork and cooperation skills. This community interaction not only fosters strong connections in the virtual space but also creates a favorable learning atmosphere in the real world.

3.3 Integration of practice and virtualization

By merging real badminton practice with advanced virtualization technology, students can engage in simulated

matches and virtual training within a virtual environment, enhancing their practical skills and adaptability. Through virtual matches, students can apply their learned skills in simulated match scenarios, deepening their understanding of rules and tactics while strengthening their mental resilience during matches. Virtual training provides students with opportunities for repetitive practice, enabling them to develop the ability to make correct decisions quickly in real matches by simulating various situational exercises. This combination of practical experience and virtualization not only reinforces students' technical proficiency in real-world applications but also expands their abilities in virtual environments. Moreover, teachers can analyze students' performance in the virtual environment and provide targeted guidance and improvements [2].

# 4 The current status of reforming badminton teaching in universities in the context of "Internet+"

#### 4.1 Technological infrastructure development

Some universities have actively invested in and possess advanced teaching technology equipment, such as highperformance computers, virtual reality devices, and high-definition cameras. The use of these devices makes the teaching process more vivid and intuitive, providing students with a high-quality online teaching experience. Additionally, the introduction of advanced technology offers teachers more teaching tools and methods, promoting innovation and development in badminton teaching. However, on the other hand, some universities may still need to strengthen their technological infrastructure. This could be due to limited funding, slower technology updates, or a lower awareness of the application of technology in the "Internet+" era. The lack of advanced technology equipment and corresponding technical support might lead to disparities in teaching quality and student experience [3].

#### 4.2 Student engagement

Student engagement is a crucial metric in university badminton teaching in the "Internet+" era. In this context, whether students can actively participate in badminton teaching directly affects teaching effectiveness and the learning experience. It is essential to monitor students' acceptance of online learning because traditional teaching methods and online learning differ, and students may need to adapt to new learning approaches. Therefore, understanding students' attitudes and acceptance of online learning can help adjust teaching strategies to better meet students' learning needs. Furthermore, feedback from students regarding virtualized teaching is highly significant. Although virtualized teaching offers students a more flexible and convenient way of learning, there may be variations in how students react to this new teaching method. Some students may exhibit lower engagement due to unfamiliarity with the technology or discomfort in virtual environments.

#### 4.3 Teaching effectiveness assessment

Teaching effectiveness assessment is of paramount importance in university badminton teaching in the "Internet+" era. Through regular assessments, one can comprehensively understand the practical effects of teaching reform and provide a basis for further optimizing teaching strategies. Evaluating student academic performance is a crucial aspect of assessment. By analyzing students' badminton skills and theoretical knowledge levels, one can gain a clear understanding of the actual teaching effectiveness. Additionally, it is essential to consider students' adaptability in virtual environments and the impact of online learning on their academic performance [4]. Furthermore, teaching effectiveness assessment should focus on student participation and subject interest. Conducting surveys on students' satisfaction with teaching methods and content can provide insights into students' experiences and perceptions of teaching in the "Internet+" era, thus offering directions for further improvements. Moreover, feedback from students regarding teaching models and instructors' performance can be collected through methods such as questionnaires to understand their needs and expectations in badminton teaching.

# 5 Application strategies for reforming university badminton teaching in the context of "Internet+"

5.1 Personalized learning path design

In the "Internet+" era, personalized learning path design becomes a crucial strategy in university badminton teaching. The core principle of this teaching model is to respect students' individual differences by tailoring unique learning paths based on their interests and proficiency levels to meet diverse learning needs. Understanding students' interests forms the foundation of personalized learning path design. Through surveys, questionnaires, interviews, and other methods, teachers can gain insights into students' interests and preferences for various skills and tactics in badminton. Based on this information, relevant teaching content can be meticulously selected to make the learning process more closely aligned with individual student preferences, sparking their passion for the subject. Additionally, assessing students' proficiency is a vital step in personalized learning path design. Through regular skill assessments, exams, or practical observations, teachers can gain a comprehensive understanding of students' abilities and potential in the field of badminton. Based on these assessments, targeted learning plans can be developed for each student to ensure that the difficulty of the teaching content matches their actual proficiency level. Furthermore, diversified teaching content is a key aspect of personalized learning path design. By integrating various forms of teaching resources, including textual materials, images, videos, virtual practices, etc., teachers can provide students with richer and more diverse learning experiences. This not only caters to different preferences for information acquisition among students but also helps cultivate their multidimensional thinking and the ability to apply knowledge comprehensively. Finally, the design of personalized learning paths necessitates the establishment of effective feedback mechanisms. Through regular student assessments, teaching feedback, and academic counseling, teachers can stay informed of students' progress in their personalized learning paths and provide them with more precise guidance and support. Simultaneously, feedback from students can be used to continually refine personalized learning paths to better align with their specific needs.

5.2 Online competitions and collaboration

Online competitions and collaboration are significant initiatives in university badminton teaching in the "Internet+" era. Organizing online badminton competitions can provide students with a wider and more practical learning experience while fostering competition and collaboration among students. Online badminton competitions offer students the opportunity to participate in competitive matches, igniting their competitive spirit in the field of badminton. Due to the convenience of online platforms, students can participate in competitions anytime and anywhere, free from the constraints of time and location. This flexibility enables more students to engage in badminton competitions, leading to more comprehensive skill development and enhanced competitive abilities. Moreover, online competitions provide a platform for student collaboration. In team events, students need to work together, coordinate, and face the challenges of the competition as a group. This teamwork not only hones students' collaborative and communication skills but also fosters the ability to leverage their individual strengths in a collective effort. Through online collaboration, students gain valuable experience relevant to real competitions offer more opportunities for interaction and engagement. Through online platforms, students can compete against peers from other universities, gaining insights into different schools' badminton teaching levels and technical characteristics. This inter-school exchange not only broadens students' perspectives on the subject but also promotes collaboration among different universities.

5.3 Innovative teaching methods

The integration of Internet technology allows for exploring innovative teaching methods that make badminton

education more attractive and enjoyable. The introduction of virtual reality technology is a critical means of innovation in teaching. Virtual reality devices enable students to immerse themselves in badminton match scenarios, experiencing the tension of real games. This immersive learning experience not only enhances student engagement but also deepens their understanding of badminton skills and tactics. The incorporation of virtual reality makes badminton teaching more engaging, sparking students' interest in the subject. Furthermore, real-time interactive teaching can be achieved through online interactive platforms. Using methods like live streaming and online interactive Q & A sessions, teachers can interact with students in real-time, clarify doubts, and guide students in-depth. This real-time interactive teaching mode breaks the constraints of traditional classroom time and space, allowing students to participate in learning anytime and anywhere, enhancing the convenience and flexibility of teaching. Moreover, online interaction among students also promotes knowledge sharing and cooperation, forming a community of collective learning. Additionally, the use of data analysis and artificial intelligence allows for personalized learning path design. By collecting student data during the learning process and analyzing their subject preferences and learning styles, teachers can create personalized learning paths for each student. This customized teaching approach better aligns with students' specific needs, improving the effectiveness and targeting of learning. Personalized teaching makes education more human-centered and offers students a more flexible, and individualized learning experience. Innovative teaching methods in the "Internet+" era of university badminton education hold significant value. These methods not only advance badminton education but also provide strong support for ongoing innovation in university education in the "Internet+" era.

5.4 Building a professional teaching team

Establishing a professional teaching team is a crucial strategy in university badminton teaching in the "Internet+" era. Cultivating a faculty team with expertise in badminton education is a key step. By providing professional training and further education opportunities, universities can help existing teachers enhance their knowledge and teaching skills in badminton, including areas such as badminton techniques, tactics, and educational psychology. This process makes teachers more professionally competent in the field of badminton. Additionally, encouraging teachers to participate in badminton competitions and research activities helps improve their practical experience and teaching skills. Building a professional teaching team not only enhances teachers' professional competence in badminton but also results in a badminton teaching team with extensive practical and teaching experience. Furthermore, introducing professional talent for the construction and management of online teaching platforms is essential. In the "Internet+" era, the development of teaching platforms is crucial, and incorporating individuals with technical and managerial expertise can accelerate the growth of online teaching platforms. These professionals are responsible for maintaining and updating technical equipment, designing and optimizing online teaching systems, and enhancing user experiences. They can also develop customized teaching tools to meet the specific needs of badminton teaching. The inclusion of professional talent also strengthens the security and stability of online teaching platforms, ensuring a safe and efficient online environment for learning and teaching. Building a professional teaching team should also emphasize teamwork and communication. Regular teaching seminars, professional training, and collaborative projects promote the sharing of experiences and professional exchange among teachers, fostering a cooperative and mutually beneficial atmosphere. Close collaboration with professional talent also encourages the integration of technology and education, driving continuous innovation in badminton education.

5.5 Interdisciplinary integration and cross-disciplinary collaboration

Interdisciplinary integration and cross-disciplinary collaboration represent an innovative path for university badminton teaching in the "Internet+" era. Integrating badminton teaching with other disciplines can enrich teaching content and provide a more diversified academic experience. For instance, combining badminton with biology allows

students to deepen their understanding of sports science by analyzing athletes' physiological responses and the mechanisms of movement. Integrating badminton with mathematics helps students develop logical thinking and data analysis skills by examining game data and tactical strategies. Such interdisciplinary integration not only broadens the knowledge scope of badminton teaching but also enhances students' cross-disciplinary skills, making them more well-rounded in the field of badminton. Furthermore, promoting cross-disciplinary collaboration enables the organic integration of badminton teaching with other disciplines. Collaborating with teachers from related fields such as sports, biology, mathematics, etc., allows the design of more creative and diverse teaching approaches. For example, organizing interdisciplinary team projects enables students to apply not only badminton skills but also knowledge from other fields such as tactical planning and physiological regulation in their badminton matches, fostering collaborative skills and comprehensive competence. Moreover, introducing professionals from related fields to give lectures or provide practical guidance during badminton teaching with professionals from technology, engineering, design, and other domains enables the introduction of advanced technical equipment. For example, the development of a virtual reality system for badminton training enhances students' practical skills. This innovative collaboration not only satisfies students' curiosity about new technology but also deeply integrates technology into badminton teaching.

#### **6** Conclusion

In the era of "Internet+," the exploration and practice of reforming university badminton teaching have presented a diverse and colorful landscape. The "Internet+" era has brought unprecedented opportunities to university badminton teaching while also setting higher demands. We look forward to deepening our understanding of university badminton teaching reform in the "Internet+" era through continuous practice. By continually innovating teaching methods, we aim to cultivate students with a stronger spirit of innovation and practical capabilities. Through collective efforts and collaboration, we believe that in the "Internet+" era, reforms in university badminton teaching will achieve even more remarkable results, providing better support and guidance for the growth and development of students.

#### **Conflicts of interest**

The author declares no conflicts of interest regarding the publication of this paper.

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