Research on the Application of Computer Network Technology in the Design of Basketball Course System

Haijian Wang1,*

1Qingdao Harbour Vocational & Technical College, Qingdao, China, 266500

*Corresponding author e-mail: wanghaijian@qdgw.edu.cn

Abstract. The rapid iterative expansion of computer information tech makes its application in the field of education gradually deepens. The basketball course teaching system based on computer network tech can realize distributed basketball teaching and maximize the use of computer network resources, so it has important research value. Based on this, this paper first analyses the concept and application of computer network tech, then studies the design of basketball curriculum system on account of computer network tech, and finally gives the design & use of basketball curriculum system on account of computer network tech.

Keywords: Computer Network Tech, Basketball Course System, Account of Network Tech

1. Introduction

With the rapid iterative expansion of computer information tech, its application in the field of education is gradually deepened, especially in the application of physical education to a significant expansion. On account of the computer network analysis tech, it can effectively record and supervise the athletes' movement state and movement expansion, which is helpful to record and correct the athletes' sports state [1]. Moreover, the functions of real-time image analysis, simulation and interaction on account of computer network tech can effectively stimulate students' learning initiative and interest. The application of computer network tech in the design of basketball course system can effectively mobilize the main position of students and improve the learning efficiency of students' basketball course.

In addition, as an open teaching platform, the basketball teaching system on account of computer network tech can realize distributed basketball teaching and maximize the use of computer network resources [2]. The design and application of the course system can effectively break the space-time constraints existing in the current basketball teaching process, make the learning process of students more flexible and diversified, and make the learning process of students present the typical characteristics as shown in the following figure 1, so as to give full run to the students' learning personality and the release of teaching space.
Autonomy

Epochal

Multi-directionality

Figure 1. Characteristics of basketball teaching system on account of computer network tech.

With the combination of network tech and multimedia tech, basketball curriculum information system can effectively improve the construction level of educational resources, and promote the continuous improvement of educational information process [3]. Secondly, as an important digital means and platform of basketball information education, the curriculum system design on account of network tech can make the teaching reform of basketball course steadily promote, so as to promote the continuous expansion and play of the advantages of information-based teaching. In addition, as a relatively new information-based teaching mode, the application of network tech in the design of basketball course system can improve the efficiency and quality of the course teaching, and promote the standardized and standardized operation of the education process. Therefore, it is of great practical value to study the application of network tech in the design of basketball course system.

2. The concept and application of network tech

2.1. The concept of network tech

With the iterative expansion of network tech, modern network tech has been widely penetrated into various fields, and has become an important tool and means to boost the expansion of various industries. Thanks to the openness, diversity and real-time sharing of network tech, its application in the field of education has higher advantages. The former can be divided into network tech, network tech and communication tech. Specific to the design level of basketball curriculum system in the field of education, the network tech applied is mainly the concept of network tech in the narrow sense.

2.2. The application of network tech in the field of education

With the network tech to people's production, life has brought a significant impact, education has gradually toward digital and network [4]. In this context, multimedia information tech and network has become the standard configuration of information education in schools. The application of these network tech software and hardware has effectively improved the level of modern education, and played a powerful role in promoting the expansion of educational thinking and teaching methods. Specific to the application level of basketball course, the application of network tech not only helps to achieve the goal of basketball course teaching, but also can improve the teaching level on account of the tech, and promote the enthusiasm and ability of students' active learning.

2.3. New requirements brought by the application of network tech in the field of education

First of all, at the level of teachers, the application of network tech puts forward higher requirements for teachers, especially basketball teachers' computer information literacy. Teachers are required not only to fully understand and attach importance to the application of network tech at the ideological level, but also to have a high level of network tech application ability, such as the use of network multimedia tech, the use of multimedia interactive system, the preparation of network courseware and the use of electronic teaching plan software. Secondly, in the production level of basketball courses,
the basketball courses designed on account of network tech should be fully on account of the needs of students, through strong interaction, rich selection of electronic materials and materials, on the one hand, to enhance students' initiative and interest in learning, on the other hand, to play the main role of students in basketball learning.

In addition, the application of network tech in the design of basketball course system mainly includes the following aspects: using network resources to improve teaching quality, multimedia equipment to improve the interactivity of basketball teaching; using information platform to enrich students' basketball learning vision; using network database platform to achieve efficient sharing and exchange of curriculum resources.

3. Design of basketball course system on account of network tech

3.1. The structure of basketball course system on account of network tech

The basketball course system on account of network tech is an organic whole which is interrelated internally, and has several typical characteristics as shown in Figure 2. In the teaching process of basketball course, first of all, basketball teachers need to formulate scientific and reasonable teaching objectives, secondly, to plan a clear teaching process, so that the basketball teaching process can be easily applied to the network platform [5]. In addition, the core elements of the basketball curriculum system on account of network tech include teaching resources, teachers and students. Therefore, the combination and restriction relationship between the three elements should be focused on in the top-level architecture design of the system.

![Figure 2](image_url). The structure features of the basketball course system.

The application of network tech in basketball teaching system can improve the interactivity and sharing of the whole system platform, and promote the quality and level of basketball teaching. The teaching environment of basketball course and the individual differences of students will have a significant impact on its teaching effect. Therefore, it is necessary to fully apply network tech to find out the rules between individuals, so as to further improve the efficiency and effect of basketball teaching.

3.2. Theoretical framework of basketball curriculum system on account of network tech

As an open and dynamic system, the basketball curriculum system on account of network tech has the independence of course operation and the unity of online and offline resources. On account of the characteristics of basketball, the system curriculum is divided into different stages, including the stage of theoretical cognition, the stage of practical training and the stage of skill improvement [6]. The system can effectively connect different stages of the course, and optimize the system according to the differences of online and offline teaching environment and experience, so as to realize the organic unity of teaching process and teaching resources. In addition, the goal setting level of basketball
teaching system can be on account of students' individual characteristics and individual differences, so as to improve the pertinence of the course teaching and further enrich the teaching system theory.

In addition, according to the different teaching scenarios contained in the basketball course, the system should also optimize the design of the basketball course system for different teaching and practice scenarios. For example, increase different teaching links and environments, such as basketball course theory online competition, skill competition and offline competition, so as to realize the organic simulation of offline teaching environment, and make full use of teaching resources to mobilize students' learning initiative and avoid the phenomenon and problems of disconnection between online and offline basketball course teaching. The combination of online and offline teaching mode can not only train students' basketball skills, but also improve their theoretical knowledge reserve and basketball tactical skills.

4. Design & use of basketball course system on account of network tech

4.1. The platform construction of basketball course system on account of network tech
First of all, in the level of hardware construction of the system, it should to connect modern computer hardware equipment to form an efficient basketball course system platform to realize the sharing and display of teaching resources. Secondly, in the software construction level of the system, it should to realize the organic integration of system resources, and build a unified curriculum planning and communication platform to facilitate students' real-time interaction and exchange on the platform. In addition, in the design level of basketball teaching link, the teaching process needs to be organically combined in the system to realize the supervision and evaluation of teaching progress, method and effect. In the evaluation module of the system, by increasing the proportion of students' physical fitness evaluation standard, the improvement of students' comprehensive physical quality is promoted. In the design level of systematic evaluation and incentive module, the systematic expansion of basketball teaching should be realized through the standardized guidance of students' comprehensive quality.

4.2. System model construction and technical implementation
First of all, in the construction level of the network teaching system model of basketball course, we should follow the basketball practice teaching process, that is, through the ability improvement in different stages such as theoretical learning, practical training and skill improvement, to realize the construction of the system model, as shown in Figure 3 below. Secondly, in the basketball network teaching system boundary design level, the basketball curriculum as the center, to achieve information transmission and reception. In addition, in the platform architecture level, on account of the open architecture, students and teachers can choose and use teaching resources independently.

![Figure 3. Construction process of network course system model.](image)

5. Conclusion
In summary, the design of basketball course system on account of network tech can promote the teaching reform of basketball course steadily and promote the continuous expansion and play of the advantages of information teaching. The application of network tech in the design of basketball course
system can improve the teaching efficiency and quality of the course, and promote the standardization and standardization of the education process. Through the analysis of the concept and application of network tech, this paper studies the advantages of the application of network tech in the field of education, as well as the new requirements brought about by the application of network tech in the field of education. Through the research on the design of basketball curriculum system on account of network tech, this paper analyzes the framework of basketball curriculum system on account of network tech and the theoretical framework of basketball curriculum system on account of network tech. Finally, through the analysis of the design & use of the basketball curriculum system on account of network tech, this paper studies the platform construction and system model construction and technical implementation of the basketball curriculum system on account of network tech.

References
[1] Diao Rong. Application of learning guidance teaching method in college basketball teaching [J]. Contemporary sports science and tech, 2017 (23): 143-144.
[2] Hu Xiaoping. Research on flipped classroom teaching mode in Higher Vocational Colleges On account of "Internet + micro class" [J]. Journal of Hubei correspondence university, 2018, 31 (16): 159-160.
[3] Lin Yun. Analysis of the teaching reform of college basketball under the concept of leisure sports [J]. Jinan: Journal of Shandong Radio and Television University, 2017 (03): 47-48.
[4] Wang Zhenyu. The innovation of basketball teaching and training in Colleges and universities [J]. Contemporary sports science and tech, 2017 (18): 62 – 64.
[5] Xu Yi, Huang Jinglun, Lai Yuke. Research on Basketball Teaching and training in Higher Vocational Colleges in the new era [J]. Sports, 2017 (13): 136-137.
[6] Zhou Liming. Rational thinking on the application of micro lecture in computer teaching under the background of information age [J]. Science and Education Journal, 2018 (08): 82-83.