

Analysis of the Current Situation of Campus Activities in College Students' Second Classroom

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Abstract:

Second classroom campus activities are a major way for students to learn, and provide a unique and beneficial way to increase students' knowledge and improve social skills. This paper mainly analyzes the current situation of college students' second classroom campus activities, discusses their participation enthusiasm, sense of gain, etc., in order to put forward corresponding improvement suggestions, in order to better organize campus activities, make more college students actively participate in, so as to strengthen the construction of campus culture.

Keywords —Campus activities, Second classroom, Social skill, Data analysis, Investigation

I. INTRODUCTION

Although the current campus activities are rich and colourful, the current situation of college students participating in campus activities is not satisfactory. With the development of the Internet, electronic products such as mobile phones and computers have become an indispensable tool for college students to kill their boring time. College students are easily immersed in the virtual network world and disconnected from the real life. Without the pressure of social life, I am relatively free at school and easy to develop casual habits. I get lost in some social software on the Internet, and my interest in extracurricular activities is also eroded by the Internet, which seriously reduces the quality of my study. Even though some students have high interest in participating in campus activities but low satisfaction, many campus activities lack innovation.

survey objects are college students. Freshmen and sophomores have more free time in school and are eager to participate in campus activities to enrich their lives, while juniors and seniors are busy with their studies and face various certificate exams, so they have less free time. In order to make the questionnaire more reliable and more accurately reflect the current situation of campus activities, this paper conducted an investigation on 120 freshmen from different colleges in a university. Among them, 39 are boys and 81 are girls. 62 freshmen and 58 sophomores; There are 25 students in science, 22 in engineering, 12 in law, 11 in literature, 12 in economics, 11 in art, 10 in physical education and 17 in agriculture.

II. SURVEY DATA COLLECTION

This paper studies the current situation of college students' participation in campus activities, so the

III. DATA ANALYSIS CONCLUSION

According to the survey on the average daily spare time of college students, most of them spend more than two hours after class, while fewer students spend less than one hour after class. Therefore, college students' spare time is relatively sufficient. For students with strong self-discipline,

they can use their rich spare time to do something meaningful to enrich themselves; But for the students with poor self-control, their life will be more negative.

According to the investigation of the arrangement of spare time, more students choose to surf the Internet or sleep in the dormitory. This shows that with the development of the Internet, electronic products such as mobile phones and computers have become an indispensable tool for college students to kill their boring time. College students are easily immersed in the virtual network world and disconnected from the real life. They lose themselves on some social software on the Internet, and their interest in extracurricular activities is also eroded by the Internet. It is common for college students to sleep late, and some students even cut classes in order to sleep late. Nearly one-fifth of the students chose to participate in campus activities, as well as go to the library, study room or shopping. There are also fewer students choose sports and part-time jobs, indicating that college students are not very interested in physical exercise and part-time jobs to increase social practice experience. In short, the arrangement of extracurricular time polarization phenomenon is more obvious.

According to the degree of attention to campus activities, it can be seen that most students still pay attention to campus activities, while only 25% of students do not pay attention to campus activities. And through the interview, we can feel that their attention to the activities is from the heart, the school can actively use the interests of students, hold a variety of activities, improve the enthusiasm of students to participate in the activities, promote the construction of campus culture. It can be seen that the most important factor influencing students' participation in campus activities is that students want to "make more friends", followed by "spend leisure time" and "develop interests".

Through the investigation of the significance of college students' participation in campus activities, it can be seen "cultivating interpersonal skills", "improving social practice ability", "improving organizational and leadership ability" and

"obtaining opportunities for self-display" account for 29.3%, 26.4%, 17.4% and 25.2% of the total number of students respectively. The proportion of "cultivating interpersonal communication ability" is the highest.

IV. DESCRIPTION OF DIFFERENT TYPES OF CAMPUS ACTIVITIES IN THE SECOND CLASS

Cultural and artistic activities are mainly cultural and recreational activities. Common campus cultural and art activities mainly include singing competition, art performance, dance competition, drama competition, etc., to give full play to personal strengths, entertainment. According to the data, the largest number of people likes to participate in art performances. Schools can organize more such societies, such as music associations and hip-hop associations, so that students can better develop their interests and hobbies.

Sports competitive activities are activities for the purpose of strengthening physical fitness and entertainment. Common campus sports competitive activities include basketball, football, aerobics, track and field competitions. According to the statistics, the number of people who like to participate in basketball, aerobics and track and field competitions is the largest. Schools can organize more competitions in these categories. Physical exercise has an important impact on students' physical health, and can guarantee students' higher quality and efficient learning, so schools can appropriately increase the types of physical activities.

Scientific and technological innovation activities are activities to cultivate students' practical ability and promote their all-round development. It can fully display students' strengths and fully tap their own potential. Common science and technology innovation activities mainly include college students "Internet +" innovation and entrepreneurship competition, "Challenge Cup" competition, "creative youth competition" and so on.

According to Table 3-7, the number of college students who like to participate in the "Internet +" innovation and entrepreneurship competition is the largest. Innovative competitions need the guidance of teachers. Students should communicate more with their supervisors and listen to their suggestions carefully, so that they can get better results.

Volunteer service activities are activities for students to enhance their sense of responsibility and mission in line with the purpose of serving the people and the society, which can promote the dedication spirit of not being afraid of hardship or fatigue. Campus volunteer service activities include volunteer teaching, going to nursing homes, hospitals, stations and other places as guides, and sorting out books in the library. Due to the limited time at students' disposal and the limited conditions, most students like to participate in the voluntary activities is to go to the library to sort out the books, which is relatively convenient on campus. There are relatively few schools and community organizations that volunteer to teach, go to nursing homes and do guides indented.

Lecture activities are important activities hosted by professionals to impart knowledge and bring positive energy. Lecture activities in university campuses mainly include academic lectures, current affairs hot topics, life planning lectures, psychology lectures and so on. Academic lectures can impart professional knowledge to students and have an important influence on students' study. Current affairs hot lecture can enable students to have a certain understanding of the hot issues in today's society, so that students are more concerned about national social problems; College students often have felt confused about the future, especially for a freshman and a senior graduates, college students new to the university for four years of university life is full of confusion, a senior graduates faced with graduation, for his future to the society is full of confusion, this time, the special needs someone to give directions to their lives, to make planning, light a fit into the way to my future, so it is very important to planning lectures on college students' life is; Psychology lecture is to the students' daily

interpersonal communication, such as friendship, love, family problems encountered psychological counseling. According to the data, most students like to attend academic lectures and lectures on life planning.

Knowledge competition activities are activities that stimulate students' interest in learning and mobilize students' initiative to master certain knowledge and skills. Campus knowledge competition activities mainly include English speech competition, mathematics competition, mathematical modelling competition, safety knowledge competition and so on. Can exercise the ability of students to study independently, so that they can give full play to their personal potential, take the initiative to learn more knowledge. According to the data, the number of people who like to participate in English speech contests and knowledge contests is relatively large, which shows that students are more interested in learning English than in learning mathematics.

Most people said that the reason why they don't like to participate in some campus activities is lack of interest, which shows that the way the school activities are organized is not innovative enough to attract students. 18 percent of the students choose "taking up too much time, affecting their study", which indicates that the activity lasts too long or the time arrangement is unreasonable, which conflicts with the study time, and the students cannot reasonably arrange the time for study and activity. 14.3 percent of the students chose "not enough publicity, do not know about the activity", indicating that social organizations or schools did not do a comprehensive promotion of the activity, because students do not know the specific situation of the activity or even have not heard of the implementation of an activity; 14.7 percent of the students chose "extracurricular activities are meaningless and not helpful to themselves", indicating that some extracurricular activities are inefficient and simply dealing with certain checks will not play a significant role in the development of students. 15.8 percent and 11.3 percent of the students respectively chose "lack of confidence and

unwilling to perform" and "high requirement of professional knowledge", indicating that there is not much communication between students and teachers. Students should actively ask teachers for advice, teachers should also patiently solve students' questions and give some encouragement.

V. CONCLUSIONS

(1) The vast majority of students have a high degree of concern for campus activities and think it is necessary to participate in campus activities. The proportion of students choosing to participate in campus activities in their spare time is relatively high.

(2) College students have a high interest in participating in campus activities, and the purposes of participating in campus activities are becoming more and more extensive. "Making more friends", "cultivating interests" and "spending leisure time" are the main motivations for participating in campus activities.

(3) The types of campus activities are relatively wide, but lectures and sports activities need to be strengthened.

(4) Most students like to participate in campus activities in teams. They usually choose to participate in activities in the afternoon or evening, and the expected duration of activities is more than half an hour, so the duration and duration of activities are reasonable.

(5) The quality of campus activities is not so good. Campus activities still lack necessary services, guidance and organization, and need to improve rules and regulations to give scientific guidance.

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