Research on Training Mode of Competition-Driven Computer Talents in Applied Undergraduate Colleges

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ABSTRACT. *The transition of ordinary undergraduate colleges to applied colleges issued by the Ministry of Education and the National Development and Reform Commission in 2015, clearly stated that colleges and universities should gradually promote the transformation, combine ideas of running schools with serving the local economy, cooperate with schools and enterprises, and train applied skilled talents. In the training model of computer talents, competition-driven undergraduate talents are gradually receiving more recognition. The author analyzes the current situation of competition-driven computer talents in applied undergraduate colleges, and studies the training model of competition-driven computer talents in applied undergraduate colleges.*

KEYWORDS: *Competition-driven, Application-oriented, Undergraduate colleges, Computer talents, Training mode*

1. Introduction

In the gradual development of colleges and universities, running ideas of the school, discipline construction, and personnel training mode are gradually changing to application-oriented, which is in line with the actual needs of society and more in line with the law of social development. In the cultivation of computer talents in applied undergraduate colleges, there are relatively many training methods. During in-depth research, it is found that innovation and entrepreneurship competitions have received widespread attention in colleges and universities with the promotion of community of human destiny. So it is worth trying to use competitions as the internal driving force for training of computer talents and to promote the development of computer talents in undergraduate universities.

2. Status Quo of Colleges and Universities in the Training of Applied Undergraduate Talents in Computer

Colleges and universities have made some progress in cultivating applied undergraduate computer talents. First of all, there has been a great change in consciousness. Some well-developed schools have already achieved initial results. The employment situation and quality of high-quality undergraduates are relatively ideal. However, it must be said that from the analysis of current situation in the country, the overall employment rate and quality of graduates majoring in computer have declined to some extent, but the relevant employers have always encountered difficulties in recruiting talents. For this analysis, it may be that graduates of computer majors have gaps in practical ability. The computer major itself has a wide caliber and pays attention to application, so when recruiting companies, they will start from whether graduates have a solid basic knowledge ability and a certain degree of programming practice ability. The consciousness of applied talent training model is gradually awakened, but traditional computer training attaches importance to theoretical knowledge, which is deeply entrenched in the minds of many teachers, so the emphasis on practical operation is relatively low. In addition, the computer major itself needs more financial support. At present, some colleges and universities are still in early stages of construction, or the college where computer major is located cannot enjoy more financial support. Limitations of teachers and materials, practical courses for the entire computer major is greatly affected. The difference between computer science and other science and engineering majors is that computer knowledge in the industry is updated relatively quickly, but training programs for computer talents in applied undergraduate colleges are updated more slowly. There will be a certain deviation between the classroom teaching content and the actual use of technology when teaching. The practice skill training is insufficient, the classroom teaching content is obsolete, and the computer graduates can not be recognized by enterprises.

3. Training Model of Competition-Driven Computer Talents in Applied Colleges

Competition is a driving force to cultivate applied undergraduate computer talents. And it is appropriate to integrate some professional course systems related to competition on the basis of traditional computer course teaching content, and integrate some methods and contents that need to be applied in teaching, so that the whole teaching process can fully run through the competition mechanism. The modern competition metropolis takes the actual project as the background, the local market demand as the basic guidance, and students can grow in the exercise. Such a model can gradually improve students' programming ability and strengthen students' practical ability, so that the gap between enterprise's demand for talents and students' actual ability can be shortened. It can also help the school gradually realize transformation from ordinary colleges and universities to applied colleges.

Competition is the driving force of applied undergraduate computer talents, so we should grasp characteristics of the school itself. Employers are required to have comprehensive quality and expertise when recruiting, so schools should form their own advantages in personnel training and teaching reform, and gradually develop them into the characteristics of schools.

Diversified competition design can be developed into school characteristics. The local colleges and universities have requirements for computer talents. The local employers and schools should build a bridge of cooperation. They should start from the demand feedback mechanism and driven by competition, so that students, teachers and enterprises can form a relationship with each other. As a result, the computer specialty of the school has gradually developed to form its characteristics. In the process of training, the school should first grasp that students is the main line of talent training, and carry out activities with multiple main lines and multi-level subject competitions, so as to meet the actual development needs of different students.

Subject competition is a driving force, and teaching reform is a step forward. Competition can stimulate students' enthusiasm for learning and promote their practice and innovation. In order to cultivate applied undergraduate computer talents, we can organically combine the knowledge of subject competition with teaching reform, integrate competition knowledge into daily teaching, and promote competition knowledge in class, which can help improve students' enthusiasm for active learning and stimulate their potential for being applied talents. Generally, applied undergraduate schools will choose practical courses combined with theoretical teaching, but resource problems will increase the proportion of theoretical courses and reduce the practical operation. At this time, curriculum design courses can be added to improve students' practical ability, such as Java, PHP or JSP and other project courses, which requires students to consult materials, design the course.

Discipline competitions are the driving force, and practical teaching promotes student to be talent. High-level talents in computer science are objects that enterprises focus on, so basic knowledge and basic practice are not enough. The school should take subject competition as an opportunity to further improve students' practical ability and innovative ability. On the basis of ensuring students' normal teaching, the school will carry out practical teaching competition based on subject competition to further improve the professional spirit and innovation of students. It can start from the combination of school and enterprise and provide students with a more realistic practice platform in the teaching base, so that students can develop at multiple levels and in all directions. In addition, the school comprehensively encourages students to participate in various computer-related competitions, and configures special instructors for competitions, so that the competition, practice mechanism, and auxiliary mechanism are integrated into one, and the cultivation of applied undergraduate computer talents is improved.

4. Conclusion

In order to better cultivate applied computer talents, undergraduate colleges and universities gradually strengthen their emphasis on practical links in the context of their own development and actual conditions, and make use of resources around them as much as possible to truly cultivate students from improving their applied abilities. Every year, students will participate in various computer major competitions. And students' learning motivation and learning enthusiasm are high during the preparation process, and their practical ability will also be significantly improved. At the same time, students' knowledge structure is gradually getting improved and updated. Therefore, under the conditions of limited teacher and material resources, it is possible to gradually develop various practical activities from the perspective of competition.

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