existing demonstrations and create an unforgettable and pleasant learning experience. Computer games are used in the current educational practice. They provide educators with the opportunity to reorganize and conceptualize abstract, complex and technical information or knowledge for young students. In order to demonstrate and evaluate how a serious game can promote learning activities in a more constructive and meaningful way, we chose a computer game on waste recycling for user research and investigated the teaching effect of the game. The psychological evaluation of students in serious game education has also become a problem worthy of attention.

Subjects and Methods: When designing this user study, we paid special attention to the relationship between gameplay and player's psychological state, so as to measure his performance. Quantitative and qualitative data were collected during the study. The results show that this game can really help learners understand the important knowledge of waste recycling. The research also shows that physiological signals can be used as an index of players' psychological state to a certain extent. A further direction is to add other physiological measurements, such as heart rate, during user research. SPSS 22.0 software was used for data statistical analysis. The measurement data were expressed as mean ± standard deviation (x ± s). The statistical method was as follows: descriptive statistics was used for general demographic characteristics, t-test was used for the comparison of the mean of two independent samples, nonparametric Kruskal Wallis test was used for ordered classification data, and regression analysis was used to verify the mediating effect of RS between AS and mental health level according to the mediating effect test model. P < 0.05 was statistically significant.

Results: Record the total time spent and scores obtained by each player at each level in the game. The total time spent at the first level is significantly higher at the second and third levels. The results of internal analysis of subjects showed that there were significant differences among the three levels in terms of game time (DF = 2, F = 17.291, P = 0.00 < 0.02). The total score of level 3 is significantly lower in level 1 and level 2. The results of intra subject analysis showed that there were also significant differences among the three levels in terms of scores obtained (DF = 2, F = 154.739, P = 0.00 < 0.02). In addition, we investigated whether there was any correlation between game time and task performance of all players at each level. In the first stage of the game, there is a correlation between the game time and the score. In addition, there is a correlation between the game time and the score of the third level. In this experiment, we collected three types of measurements using the neurosky thinking mode device: raw EEG signals, attention and meditation values. One way ANOVA showed that there were significant differences in the variance and standard deviation of meditation among the three game levels (Fvariance_meditation = 4.11, P = 0.02 < 0.05; fstd_meditation = 3856, P = 0.026 < 0.05). The results showed that there were significant differences in students' academic performance (P < 0.05). Students with better academic performance had higher anxiety sensitivity; However, students with poor academic performance have better psychological elasticity.

Conclusions: We present our research aimed at investigating how a serious game promotes knowledge transfer. A specific educational scene is embedded in the game, and players are required to play roles and complete well-designed teaching tasks. Subjects were invited to experience the game in order to measure the teaching effect. The results show that playing this game can really help players learn about waste recycling. Players' game experience can have a positive impact on their performance in terms of game time. Due to the different difficulty, the three game levels have significant differences in game time and score. In addition, there is a direct correlation between game time and game performance, which shows that the teaching effect of learning games increases with the increase of game time. From this, we preliminarily come to the conclusion that academic performance has little impact on the evaluation of students' learning.

SINGLE BUILDING DESIGN OF NEW CAMPUS OF COLLEGES AND UNIVERSITIES AND ITS INFLUENCE ON ANXIOUS AND DEPRESSED STUDENTS

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Background: As a campus building, the new campus of colleges and universities is more likely to become the representative of educational buildings because of its economic advantages, diversity of design methods, land use and plot ratio. Colleges and universities implement the advanced concepts of modern urban construction and higher education development, implement high starting point planning, and invite well-known experts at home and abroad to design single building schemes to highlight the characteristics of campus culture. The architectural design of the new campus is the main feature of campus modernization. It must be designed before any construction project starts. In order to solve the problem that the evaluation method of single building design scheme in the new campus of colleges and universities does not consider the influence of different financing results. There are still operational difficulties in determining indicators that cannot be measured by architectural style and social benefits. At the same time, the construction of university parks should also help alleviate students' anxiety and depression.

Research Objects and Methods: On the basis of qualitative index evaluation, the utility theory and projection method of multi-attribute decision-making using language variables are introduced. According to the evaluation data of more than 20 provinces and cities in China, the single scheme of new campus construction of colleges and universities is divided into overall target layer, macro target layer and micro target layer. According to the system evaluation index system, the macro objective layer is composed of four objectives: technical feasibility, economic feasibility, construction and environmental impact, as well as social, political and economic significance. The micro target layer is the subdivided macro target layer, as shown in Table 1. It includes 29 quantitative and qualitative indicators. The qualitative index is transformed into interval number, the financing effect is quantified by defining utility function, and the evaluation model of single building design scheme under the influence of different financing effects is established. At the same time, this study uses the emotional Self-evaluation Scale, which is used to evaluate one aspect of self-evaluation - self-confidence.

Results: It is generally believed that self-confidence is a person's feeling of his ability or skills and a subjective evaluation of his ability to effectively cope with various environments. As a self-assessment tool, Pei does not cover as wide a range as some existing scales, such as Rosenberg's self-esteem scale. But it can estimate most problems in the field of self-confidence. The six most frequently mentioned dimensions are used as their subscales; Academic performance, sports, appearance, love relationships, social interactions and conversations with people. In addition to these subscales, there are also some items to evaluate the overall level of self-confidence and the state of mind that may affect the judgment of self-confidence. The selection of items is based on the following four criteria: high
correlation between items and subscales, low correlation with other subscales, low correlation with Marlowe crown social expectation scale, and balance the items of positive tone narration and negative tone narration in each subscale. Except that the sports subscale includes 5 items, the other subscales have 7 items respectively, with a total of 54 items. They are scored at level 4, with a total score range of 54216. The higher the score, the higher the degree of self-confidence.

**Conclusion:** According to the model, different financing factors K are used to select the optimal design scheme. Finally, the operation process of the model is explained through empirical analysis, which provides a new comprehensive evaluation method for the selection of single building design scheme in the new campus of colleges and universities. The selection of single building design scheme in the new campus of colleges and universities should consider the possible impact on the construction scale, construction content, construction investment and other indicators on the premise of considering the influence of financing effect. In order to select the best financing effect design scheme, so as to reduce the investment risk brought by the financing effect to the construction of a single campus. This is a further improvement of the existing monomer design scheme comparison system. Through a comparative study of the impact of the construction of University Parks on the suicidal ideation of depressed students, this study found that the scientific design of university parks can improve the suicidal ideation of depressed patients, which can not only effectively improve the depression and suicidal attitude of patients, but also enable them to face difficulties and setbacks rationally and better adapt to the society, which is worthy of clinical promotion.

**ANALYSIS ON THE CHANGES OF WOMEN'S ROLE EMOTION AND BEHAVIOR IN VARIOUS SOCIAL ACTIVITIES IN THE MING AND QING DYNASTIES**

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**Background:** In ancient China, especially in the Ming and Qing Dynasties, there are a large number of historical materials about festival activities. However, related works mainly describe festival activities from the perspective of men, rarely record women's festival activities, and the content is very scattered. This not only increases the difficulty of women's festival research, but also the main reason for the lack of relevant research results. Therefore, this paper also studies the changes of women's emotional behavior in the Ming and Qing Dynasties.

**Research Objects and Methods:** Based on the local chronicles and festival works in the Ming and Qing Dynasties, this study systematically combs the tracks of women in various festival activities. Link their roles as believers, pilgrims, organizers, sponsors and tourists to their family and social roles. From the perspective of role psychology, this paper analyzes the relationship between the two roles and the main reasons for women's active participation in festival activities. A coping style scale was developed. We analyzed the correlation between the role emotional behavior and the trajectory of women's festival activities.

**Results:** Fulfilling family responsibilities is the main psychological motivation and important content of women's participation in festival activities, and it is also a reasonable excuse for them to carry out sightseeing activities; The practice of participating in festivals as workers reflects women's expectations of more business income to meet economic needs; As believers and tourists, participating in festival activities is the embodiment of their role socialization, reflecting their enthusiasm and social needs to enter the broad social stage. It has the nature of personality liberation, which shows that women have broken through the gender restrictions of traditional society to a certain extent. According to the data of way scale, this study found that women's psychological quality was significantly positively correlated with cognitive reappraisal and negatively correlated with expression inhibition; Researchers believe that the development of metacognition is the basis for the development of women's emotion regulation strategies, and psychological quality is composed of cognitive quality, personality quality and adaptability. The core of cognitive quality is metacognition. In addition, the adaptability of psychological quality also includes emotional adaptation, which is closely related to emotional regulation strategies. Therefore, psychological quality is closely related to emotion regulation strategies. This study also verified that cognitive reappraisal was significantly negatively correlated with negative indicators of mental health, while expression inhibition was significantly positively correlated with negative indicators of mental health.

**Conclusion:** The worship of God in traditional society and the role of women as family and social workers provide high sounding reasons for them to participate in festival social activities. After the mid Ming Dynasty, the development of commercial economy and the rise of civil society promoted the opening of society and the diversification of values. Compared with the narrow social space in other fields, the social activity space of women's festivals is becoming larger and larger. Their roles in festival activities, such as believers, pilgrims, organizers, sponsors and tourists, are closely related to their social roles. Their devotion and enthusiasm to festival activities are also closely related to their social and psychological needs and expectations. The nature of social roles is different, and the motivation and content of women's participation in festival activities are also different. It can also help contemporary Chinese society analyze the three special factors of female attention, cognitive attention and physical attention. When researchers want to use special factors such as social attention, cognitive attention and physical attention to predict external variables, they should more effectively consider the influence of public factors, so as to explain the prediction results independently.

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**INFLUENCE OF LIFE VALUES EDUCATION ON COLLEGE STUDENTS WITH ANXIETY AND DEPRESSION DURING MAJOR EPIDEMIC**

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**Background:** The outbreak of novel coronavirus pneumonia is a major public health event. The outbreak of this disease has a