

The Construction of Virtual Practice and Human All-round Development

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Abstract

The study of human all-round development is not only the need of social development, but also the inevitable requirement of philosophical development. Through the philosophical interpretation of the realization logic of human all-round development, this paper reveals the transformation of human virtual production mode from the post production consumption mode to the production mode after consumption. Cognitive style has changed from "stimulation and induction" to "experience and interaction". The way of thinking has changed from a descriptive way of thinking to a creative way of thinking.

Keywords: virtual practice, human all-round development, human virtual development

The human all-round development is based on the reality of human beings. The all-round development obtained by breaking through the limitations of all aspects is the comprehensive possession of human nature in a comprehensive way. The essence of man is not the subjective presupposition of a single person, but is formed in the relationship between people and society. Virtual practice is a dynamic process in which human nature is constantly expanded, displayed and optimized in the virtual space, enabling people to obtain the universal improvement and coordinated development of production mode, cognitive mode and thinking mode. As a new form of practice, virtual practice has greatly promoted human all-round development.

1. Realization Logic of Human All-round Development

The realization of human all-round development has gone through a long historical period. Before Marx, many scholars studied human all-round development as an abstract or preset subject dimension, lacking consideration of the real society. Marx studied human all-round development from multiple dimensions, always put the development of human beings under dynamic historical conditions, and played a theoretical role in guiding the realization of human all-round development.

Highly developed productive forces are the material conditions for realizing human all-round development. It is based on the material production practice, which is the basis of all practices and the prerequisite for realizing human all-round development. The development of productive forces not only meets the human needs for material, but also meets the human needs in the spiritual level. The productivity level plays a decisive role in human development. Only when the productivity is highly developed, talents may no longer be confined to the dependence relationship, and truly realize the value appeal of human all-round development. The highly developed productive forces created favorable conditions for the abolition of the old division of labor.

The development of productive forces promotes the elimination of the old division of labor. The social division of labor is the necessary stage for the human development of human beings. The emergence of social division of labor has freed people from the slavery of nature, created a wealth of material means of production, and promoted the continuous improvement of social productivity. The higher the level of productivity, the faster the process of human all-round development. On the contrary, the lower the level of productivity, the slower the process of human all-round development. Only when the productive forces reach a certain level of development can they get rid of the shackles of social division of labor, can the subjects be combined in a free form, abandon the alienated form of social communication, and form a universal social communication relationship. The universality of material production and the universality of social interaction are moving forward towards the value appeal of human all-round development. However, the old type of division of labor is an involuntary and

compulsive mode of division of labor, which makes people completely lose the right of independent choice and forced them to practice production for a long time in a special scope. The appearance of machines has replaced human labor, which makes human production practice gradually evolve into machine behavior, leading to the gradual weakening of human subjectivity, and even facing the danger of recession. Under the condition of capitalist private ownership, the social division of labor reflects the division of classes to a large extent. Labourers are forced to become producers of labor products because of their livelihood. They can only be employed by the capitalists according to the standards of social division of labor, subject to the slavery of the capitalists, and become tools for the capitalists to pursue surplus value. When workers are only used as tools to pursue surplus value, they may achieve rapid development of productivity in a short time, but they cannot maintain the sustainable and long-term development of social productivity (Wang, & Yue, 2018, pp. 127-131). The suppression of labor makes workers create surplus value, while the long-term social division of labor also makes people become some local labor tools, which inhibits human all-round development. The deepening and refinement of the social division of labor system has accelerated the loss of personal development and self realization of workers. The existence and development of human beings are also restricted to a certain extent. A single labor or practice makes human beings develop more significantly in a specific and special field. The emergence of social division of labor makes people only carry out production and communication activities within a certain range. This scope is caused by the social division of labor, and people cannot leave this scope to engage in practical activities. As long as people want to obtain the material materials needed for survival, they can only be dominated by social division of labor and become non free people. It can be seen that under the influence of social division of labor, human development presents a one-sided trend of being suppressed, which hinders the improvement of human comprehensive ability. The human all-round development is a free state of existence. Only through the high development of productive forces can we constantly change the original mode of production, make people break away from the restricted and repressed production activities, follow their own inner feelings, choose their favorite development fields, so as to give full play to their abilities in a free environment (Wang, 2014, pp. 4-8). This ideal can only be realized on the basis of overcoming the limitations of division of labor. Only by eliminating social division of labor, can the nature of human labor be completely changed, can human development show its sufficiency and comprehensiveness, and truly realize the value appeal of human all-round development. Marx predicted that the communist society could enable everyone to get rid of a specific scope and engage in different practical activities. Everyone can engage in production activities in any department according to his own preferences, so that he can no longer be a person in a specific industry. Today he can engage in production activities in this department, but tomorrow he can engage in production activities in that department.

The development of productivity promotes the increase of free time. Free time is an important part of Marxist thought. Marx believed that time includes working time and free time. The transformation of production tools has promoted the rapid development of social productivity. "(Li & Shu, 2016, pp. 145-146) The degree of productivity determines the length of time spent in labor practice. When the level of productivity is low, the tools of labor are relatively backward and the production efficiency is low, leading to more productive labor time. On the contrary, when the productivity level is high, the labor tools are relatively advanced, the production efficiency is improved, and the labor time for production is reduced. Labor time and free time are inversely proportional. Free time is an important indicator of the level of productivity development. The higher the level of productivity development, the more advanced the labor tools, the shorter the labor time required for production, and the more free time. When human labor time decreases and leisure time increases, human beings can have more time to enrich their lives, thus improving human capabilities. The development of human capacity further shortens the working time and lengthens the free time. The more free time, the greater the possibility of human development, and the more likely human all-round development. The shortening of working time provides more possibilities for the realization of human all-round development. Only by shortening working hours, can talents move from bondage to freedom. Therefore, human beings should not only take labor as a means of making a living, but also take the pursuit of material needs such as clothing, food, shelter and transportation as the only value appeal for survival. Instead, they should take labor production as a means of self-improvement, change from the pursuit of material needs to the pursuit of spiritual needs, so as to truly occupy the overall nature of human beings. The continuous development of productivity has led to the innovation of the mode of production, making the labor time spent on production gradually reduce with the change of the new mode of production. The reduction of working time makes people have more free time, and constantly improve their ability to realize the value appeal of human all-round development.

2. The Construction of Human Virtual Production Mode: From the Post Production Consumption Mode to the Production Mode after Consumption

Virtual practice hastens the arrival of the experience economy era. Through virtual reality technology, consumers can experience first and then consume, forming a two-way diversion (Tussyadiah & Wang et al., 2018, pp. 140-154). After simple satisfaction of material needs, people's demand for materials has shown a downward trend, while their demand for self pleasure has risen sharply. They have shifted their attention from material needs to deeper spiritual needs. This shift has driven the transformation of economic form and spawned a new era - the era of experience economy. The experience economy has abandoned the traditional economy of blindly selling, ignoring the psychological experience of consumers when consuming, and paid more attention to the acquisition of consumers' feelings and personalized satisfaction. Experience economy integrates products into brand experience by adding more elements that can stimulate consumers' purchase desire, so as to better provide consumers with purchase experience. Create more value for consumers through content driven experience, cause consumers' trust in brands and satisfaction with products, and thus promote consumers' purchase behavior.

The tourism industry highlights the characteristics of experience economy. Virtual practice has great potential in the tourism field, which may completely change the promotion and sales methods of the world tourism industry. The tourism industry is a typical experience economy, focusing on experience and interaction. Both natural landscape and historical culture are carriers of consumer experience. The tourism industry has demonstrated its characteristics of experience economy to a certain extent. The process of tourism is not only a simple experience process, but also a process integrating ecology, entertainment, culture and emotion. It has a multi-level and multi-dimensional nature. Virtual practice creates a virtual reality environment through the integration of computer technology and virtual reality technology. People interact with virtual objects through experience and interaction in the virtual environment. Therefore, virtual practice brings a kind of experience to human beings. Virtual practice and tourism industry are both experience activities in essence. The deep integration of the two can not only greatly enhance the attraction of tourism industry, but also further promote the real landing and vigorous development of experience economy at the practical level (Bonetti & Warnaby, 2018, pp. 119-132).

Virtual practice breeds a great change in the mode of production, which makes the mode of production change from the post production consumption mode to the production mode after consumption. VR has been injected into the tourism industry as a new element. VR+tourism has become the new main battlefield of VR. VR technology with unique immersive experience has played a very good role in the tourism industry. Virtual practice gives consumers an all-round experience with its verisimilitude, so that consumers can get a 3D visual experience and feel the charm of scenic spots. The interaction between people and virtual environment makes consumers feel unprecedented freshness and presence. By enabling consumers to experience tourism products in advance, businesses provide consumers with rich data, reduce perceived risk, deepen consumers' liking for consumer products, strengthen the main impression, and expand the brand experience (Huang & Backman et al., 2016, pp. 116-128). Virtual practice helps to attract more consumers with tourism demand, provide tourism experience for potential consumers, and bring new innovation to the mode of production. Ctrip stores are the first to launch virtual reality experience, taking VR as an experiential publicity means and marketing method, and providing consumers with experience services before traveling through the promotional videos of scenic spots, greatly enhancing consumers' interactive and immersive experience in virtual reality (Kang, & Shin et al., 2020, pp. 70-85). It systematically displays the actual situation of tourist attractions from around the world, and helps consumers to have a comprehensive understanding of the scenic spots themselves and the relevant supporting facilities before going to the tourist destination, so that consumers can make relatively appropriate choices among many tourism products, so as to select relatively satisfactory tourism products. Virtual practice helps to form the virtual image of marketing products. Through the experience of tourism products, consumers can communicate with stores about specific ideas in the experience (Hyun & O'Keefe, 2012). The experience of "VR+Tourism" launched by Ctrip stores has got rid of the dilemma that traditional choices can only be made in the form of words, dictation or pictures, so that consumers can experience the scenic spots in tourism products intuitively and comprehensively through virtual reality technology, shuttle freely in the virtual space and time, and preview the tourist attractions and local customs around the world in advance. The interactive function in tourism virtual reality experience enables consumers to have a more comprehensive understanding of the scenic spots, improves consumers' interest in tourism destinations, and further promotes consumers' visit intentions. The experience of "VR+tourism" not only greatly saves the cost of user decision-making, but also promotes the order rate of stores. Ctrip has created great value for its stores by creating competitive advantages (Jung & Dieck, 2017). Virtual practice has greatly saved the human cost for businesses and improved the efficiency of consumers in purchasing products. Virtual practice will avoid the unpredictable risks that may occur in the

decision-making process of consumers, and also realize the maximum rationalization from production to consumption for businesses in the production, distribution, exchange and consumption of products, so that the physical investment and consumption tend to zero, fundamentally changing the production mode from the post production consumption mode to the production mode after consumption.

3. The Construction of Human Virtual Cognitive Style: from "Stimulation and Induction" to "Experience and Interaction"

Virtual practice drives the change of human cognitive activities and provides a new cognitive way for people to explore the world more deeply. Virtual practice makes the subject's cognitive level and cognitive ability increasingly prominent in the virtual space. Virtual practice changes the traditional cognitive style of "stimulation and induction", which is subject object binary opposition, to the cognitive style of "experience and interaction" in the world. Virtual cognition changes from the cognitive direction of reality specifying possibility to the cognitive direction of possibility specifying reality. With the deepening and development of virtual practice, the form of material entity turns to the form of immaterial virtual.

Virtual practice breaks the cognitive mode of binary opposition between subject and object. There is no direct connection between the traditional subject and object, but there is a direct connection between the subject and object of virtual practice, and the boundary between the subject and object is relatively vague. Realistic cognition is a cognitive mode of subject object binary opposition. The subject and object realize the subject object cognition by means of "stimulation and induction". Cognitive subject and object are relatively independent. The philosophical circle leads the research on the relationship between subject and object to the research on "inter subject", trying to realize the organic unity of subject and object. However, the research on the relationship between subject and object does not change the state of the binary opposition between subject and object, but further emphasizes the important role of the relationship between subjects in the process of cognition, and cannot fundamentally realize the subjectification of the object itself. Virtual practice truly realizes the integration of subject and object, that is, subject objectification and object subjectification. Virtual practice realizes the objectification of the subject and the subjectification of the object through the subject entering into the virtual space to "experience and interact" with the virtual object, so that people's advanced knowledge can be brought into play in the virtual space.

Virtual practice realizes the transformation of the cognitive style of "experience and interaction" people in the world. Virtual practice makes the reality possible or impossible to obtain "real" presentation in virtual space, and makes people have a sense of experience on "people in the world". People's realistic possible or realistic impossible ideas exist in the virtual space in a virtual way to meet people's cognitive needs for possible and impossible things, thus challenging the traditional cognitive way and highlighting the predictability of philosophy. Virtual practice is the virtualization of the attributes of virtual objects. The virtualization of attributes by virtual reality technology enriches the picture of human life, and enables the randomness, infinity and complexity of human needs to be solved in the technical field. People create a virtual reality environment that immerses people through computer software and hardware systems, various supporting equipment and other technologies, reproduce or imitate object attributes in a sophisticated way, so that people can feel and obtain the reality, possibility and impossibility of object attributes, break through the limitations of physical reality space, and make people's new cognitive style possible. Virtual practice normalizes peak experience and logizes experience life, enabling people's ideals that cannot be realized due to physical conditions to be realized in the virtual reality environment, transforming human cognitive style into the cognitive style of "experience and interaction" people in the world, breaking the limitations of real life, and bringing more choices and experiences to human beings.

The Construction of Human Virtual Thinking Mode: from Descriptive Thinking Mode to Creative Thinking Mode

The traditional way of thinking is an invisible descriptive way of thinking. Marx said that although bees' construction of honeycombs makes architectural designers feel ashamed, bees' construction of honeycombs is an animal's instinctive behavior, and the design work of architectural designers is a conscious and dynamic behavior, because they have already formed the building graphics in their minds before they began to build buildings. But these figures in the brain are always invisible things in the brain. Although it can be described in words or words, no matter how detailed the description is, it can not make the implementer fully understand all the details, which makes the practice process and results uncertain. In order to enable thinking to better guide practice, modeling has become a bridge between thinking and practice. However, the time cost, material cost and reduction of modeling have also become practical issues that people have to consider.

Virtual practice has realized the historical transformation of traditional thinking mode. From the ancient agricultural society to the modern industrial society to the modern information society, the development speed of productivity is faster and faster, the pace of civilization between people and society is greater and greater, and the progress of science and technology is higher and higher, so that human beings have a deeper understanding of nature, their own and their relationship, the improvement of thinking ability is faster and faster, the forms of thinking are more and more diverse, and the innovation of thinking mode is more and more prominent (Gong, 2016). Especially with the arrival of the digital era, virtual practice has transformed the previously impossible things into the possible things that can be realized in the virtual world in the digital way of 0 and 1, which has triggered a historic change in the way people think. The constant deepening of virtual practice has led to obvious changes in the way of human thinking, accelerated the disintegration of the traditional substantive thinking mode, and has been replaced by the virtual way of thinking. Substantive thinking mode and relational thinking mode focus on what the real world is, and pursue the essence and laws of the real world, which is a descriptive thinking mode. The virtual mode of thinking focuses on how to think and how to construct the understanding of the world. It is a creative mode of thinking. Through construction activities, the human thinking process is perceptual, specific and behavioral, and the consistency of thinking and action is achieved. Virtual thinking reproduces the reality of things, simulates the possibility of things, combines the impossibility of things. The process of thinking activities in the human brain is presented in the virtual space in a virtual way through the digital intermediary of 0 and 1, which highlights the creativity of thinking to a large extent. Virtual thinking interacts with virtual space and experiences the whole process of human thinking (Chen & Sang, 2004). The appearance of virtual thinking mode makes people break away from the linear thinking mode and gradually change to the nonlinear thinking mode. The way of thinking of human beings presents a multi-level, multi-dimensional and multi-directional development trend. The accuracy and predictability of human thinking have also been significantly improved. Virtual practice extends the human thinking organ, makes the traditional human brain thinking change to the man-machine system composed of human brain and computer, breaks the restrictions of time and space and physical conditions, provides more possibilities for human thinking mode, leads human to research in unknown fields, and reaches the cognitive depth that is difficult to reach in the real world. Of course, no matter how the virtual world develops, it cannot be separated from human development and creation. It depends on people (Fu, 2020). Therefore, virtual thinking cannot be separated from realistic thinking. Virtual thinking enriches the content and form of realistic thinking and increases the dimension of human thinking. Only when realistic thinking mode and virtual thinking mode interact, can we really push human cognition to a deeper level of development.

Conclusion

Virtual practice has caused a revolutionary change in the way of human virtual development. The virtual practice has contributed to a new economic revolution, and the experience economy has driven the industrial reform, which has transformed the production mode from the post production consumption mode to the production mode after consumption. Cognitive style has changed from "stimulation and induction" to "experience and interaction". The way of thinking has changed from a descriptive way of thinking to a creative way of thinking. Human beings are interacting with virtual space in an experiential way.

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