

Collaborative Application of Legal Text Database and Campus Mock Trial: Innovative Paths and Practical Exploration for the Education of Minors' Rational Idol Worship Behavior

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I. INTRODUCTION

In today's digital age, the phenomenon of minors pursuing celebrities has become increasingly prevalent. However, due to their immature mental and ideological development, minors are highly vulnerable to adverse impacts during this process, leading to issues such as blind consumption, privacy leakage, and even falling victim to online fraud. For instance, the 2021 case in Suzhou, Jiangsu Province, where a junior high school student named Xiao Yu was scammed out of over 90,000 yuan by a "fake celebrity QQ account", the 2022 case of a 15-year-old girl named Xiao Li involved in a dispute over tens of thousands of yuan in irrational consumption loans, and the 2025 "Wang Xingyue's residence candid photography" incident that exposed minors' participation in the "sasaeng fan" industrial chain—all these are negative phenomena in the process of celebrity pursuit.

This study focuses on an innovative path for legal resource development: guiding minors to pursue celebrities rationally by establishing a database of legal provisions and cases.

Firstly, our team conducts an in-depth analysis of the current situation of minors' blind celebrity pursuit and the various legal issues arising from it, such as minors making high-value rewards and inadvertently leaking personal information, which results in the improper collection and use of their personal information.

KEYWORDS: *Minor Protection; Rational Star-Chasing; Case Database; Mock Trial.*

Secondly, we elaborate on the specific plan for constructing the database of legal provisions and cases, including the database architecture design, selection criteria for legal provisions and cases, and classification methods.

Meanwhile, we explore how to leverage this database to enhance minors' legal awareness and self-protection capabilities through multiple channels such as school education, family education, and social publicity, thereby guiding them to establish a correct perspective on celebrity pursuit.

In addition, we also analyze the potential challenges the database may face in practical application and the corresponding countermeasures.

Through this study, we aim to provide new ideas and effective tools for protecting the legitimate rights and interests of minors in the process of celebrity pursuit,

promote the healthy growth of minors, and create a clean online environment and social atmosphere.

At the same time, offline, in terms of legal practice education, we will carry out campus mock court activities to allow minors to gain first-hand experience, understand rights protection channels, and guide them to pursue celebrities rationally.

1. Research Background and Significance

With the in-depth penetration of Internet technology and the widespread popularity of mobile smart devices, the threshold for minors to access celebrity information and participate in entertainment interactions has been significantly lowered. Short video platforms' celebrity dynamic pushes, fan community operations on social media, and support activities derived from film, television, and variety shows all enable minors to easily obtain idol-related content. Against this backdrop, the "fan circle"

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culture, centered on "star-chasing" and formed around celebrities, has gradually become an important part of the social and spiritual life of some minors, and its dual nature has become increasingly prominent. On the one hand, the professional spirit and public welfare actions of high-quality celebrities can provide role models for minors' growth, and the collaborative interaction in fan communities may also help them develop communication skills and expand their interest horizons. On the other hand, problems commonly existing in fan circles, such as "irrational support consumption" (e.g., high expenditure on peripheral products, participation in fund-raising for ranking), "fan mutual abuse and insults" (e.g., online verbal attacks, malicious reports), and "misleading by celebrities' immoral behavior" (e.g., the impact of illegal and non-compliant words and deeds on minors' values), not only may interfere with minors' normal academic and daily life, but also easily trigger legal risks such as consumption disputes and reputation infringement, exerting a negative impact on their physical and mental health and the cultivation of legal awareness.

For example, in 2025, in the "free celebrity autograph" fraud case cracked by the Xuhui Police, a 13-year-old girl named Xiao Feng was defrauded of 15,000 yuan due to trusting false information on social platforms. In another "doxxing and targeting" case in the same year, a minor named Zhou was subjected to online violence by a fan named Wang, who publicly disclosed Zhou's personal information because Zhou insulted a celebrity. The case was eventually resolved through court mediation. Such cases directly indicate that minors' star-chasing behavior is vulnerable to exploitation by lawbreakers, and also highlight the potential problems of privacy infringement and reputation disputes behind minors' star-chasing. China's existing laws and regulations on the protection of minors are scattered in application in the context of star-chasing, lacking systematicness, and it is difficult to provide clear guidance for all parties. Therefore, establishing a specialized database that integrates relevant laws, regulations, and typical cases is of great significance: it can help minors enhance their legal awareness and self-protection awareness, provide educational references for parents and schools, and improve the legal normative system to facilitate social governance.

Moreover, to effectively solve the above problems and help minors, parents, educators, and relevant practitioners clarify the legal boundaries in fan circle culture and define the responsibilities of various subjects, it is planned to carry out mock trial activities themed on "typical disputes in minors' fan circles".

By restoring the real judicial trial process, abstract legal provisions are transformed into concrete court trial practices, enabling participants to deepen their understanding of the governance of fan circle culture through an immersive experience.

In terms of case selection, the focus will be on high-frequency risk scenarios close to minors' lives. For example, "Xiao Yu (pseudonym), a 14-year-old student, participated in the fund-raising for a celebrity's album and live broadcast rewards through a fan group on a social platform without the consent of his guardian, with a total expenditure of 32,000 yuan. After the guardian found out, he requested a refund from the platform and the fund-raising organizer but was rejected, so he filed a lawsuit". This case involves multiple subjects such as minors, guardians, Internet platforms, and fan circle organizers, and involves core legal provisions such as the *Law on the Protection of Minors*, the *Civil Code of the People's Republic of China*, and the *Consumer Rights Protection Law*. It can focus on presenting key controversial points such as "the legal effect of minors' irrational consumption", "whether the platform has fulfilled its supervision obligations", and "the boundary of responsibilities of fan circle organizers".

From the perspective of the core significance of the activity, for minors, by playing roles such as plaintiffs, witnesses, and judges, they can intuitively understand the legal consequences of "irrational support consumption" (e.g., large-amount consumption without the guardian's consent may be invalid) and the tort liability that "fan mutual abuse" may constitute (e.g., infringing others' reputation rights requires bearing legal responsibilities). This immersive experience is more likely to be absorbed than simple theoretical preaching, helping them clarify the boundary between "appreciating idols" and "blindly chasing stars" and learn to express their interests in a rational and legal way. For parents and educators, the activity can help parents systematically understand the legal risks of minors' fan circle behaviors, clarify key information such as "the guardian's right to ratify minors' consumption" and "the legal basis for claiming refunds from platforms or organizers", providing practical references for dealing with similar disputes in reality. At the same time, it also provides a new carrier for school education - integrating mock trials into legal education courses can make up for the deficiency of "disconnection between theory and practice" in traditional teaching and improve the pertinence and effectiveness of education. For platforms and the industry, through the debate and "judgment" on

"platform supervision obligations" in the mock trial, Internet platforms and fan circle organizers can intuitively feel the rigid requirements of the law for the protection of minors (e.g., platforms need to fulfill responsibilities such as "risk tips for minors' consumption" and "review of fund-raising information"), forcing them to improve compliance mechanisms in actual operations, actively avoid behaviors that induce minors to chase stars irrationally, and promote the development of fan circle culture in a healthy and rational direction. For society, the mock trial activity can serve as a "micro-practice field" for the governance of fan circle culture. The case interpretations and "judgment" ideas formed can be disseminated through campus publicity and community promotion, enabling more people to understand the legal solution path for fan circle disputes. At the same time, the activity itself is also a vivid national legal publicity, which helps to create a social atmosphere of "rational star-chasing and law-abiding interaction" and build a good cultural environment for the healthy growth of minors.

2. Domestic and Foreign Research Status

According to investigations, in some foreign countries, research on minors' star-chasing and the protection of their related rights and interests pays more attention to the relationship between adolescents' psychological development and idol worship. Numerous psychological studies have shown that idol worship during adolescence is a normal phenomenon in the process of individual socialization, but excessive or unhealthy star-chasing behavior may have a negative impact on adolescents' mental health and the formation of values. To protect minors' information security, the European Union has also issued the *General Data Protection Regulation (GDPR)*, which stipulates that personal data must be strictly protected, and enterprises are required to obtain parental consent when collecting such data and ensure the "right to be forgotten". American scholars have found through a large number of empirical studies that some adolescents pay excessive attention to the external image of idols while ignoring the cultivation of their own internal qualities, leading to self-cognition deviation and value distortion. At the same time, foreign countries have also made certain explorations at the legal level. For example, the European Union has issued strict personal data protection regulations, which put forward clear compliance requirements for relevant entities in the entertainment industry regarding the collection and use of minors' personal information involved in minors' star-chasing, emphasizing the protection of minors' privacy rights and interests.

In China, research on minors' star-chasing has gradually increased in recent years, focusing on analyzing the impact of "fan circle culture" on minors' social behaviors and group identity, and pointing out that some bad fan circle cultures are likely to induce minors to form bad behavior habits such as blind following and comparison. It also discusses how to guide minors to establish a correct concept of star-chasing and cultivate healthy interests and hobbies through school education and family education. In addition, many scholars have analyzed the applicability of China's existing legal system for the protection of minors in the context of star-chasing. They generally believe that although China has constructed a relatively complete legal framework for the protection of minors, there are still problems such as insufficiently detailed legal provisions and poor operability when dealing with new problems and situations arising from minors' star-chasing. Among them, the *Study on the Subculture of Adolescent Star-Chasing* adopts qualitative research methods to reveal the characteristics of the subculture of adolescent star-chasing in China and finds that adolescent star-chasing in China has dual meanings, namely dual resistance. At present, domestic research on the establishment of a legal case database specifically for minors' star-chasing is still in its infancy. Only a few studies have put forward similar concepts, but there is a lack of in-depth and systematic discussion on the specific construction plan, application mode, and potential challenges of the database.

3. Research Methods and Innovations

This research first adopts the literature research method, extensively collecting academic literature, policy documents, research reports, and other materials related to minors' star-chasing and the legal system for the protection of minors' rights and interests at home and abroad, sorting out existing research results and practical experience, clarifying the research status and development trends, and providing a solid theoretical foundation for this research. Through the case analysis method, a large number of practical cases where minors' rights and interests are damaged due to blind star-chasing are deeply analyzed, and the legal problems and laws existing in them are summarized to provide practical basis for the construction of the legal case database. Questionnaires are designed for different groups such as minors, parents, teachers, and practitioners in the entertainment industry to understand their views and attitudes towards minors' star-chasing and the problems encountered in practice, and obtain first-hand data to more accurately grasp the needs and concerns of all parties.

The innovations of this research are mainly reflected in the following aspects. Firstly, through the combination of "database + mock trial" - one is the construction of online resources and the other is offline educational practice, it provides relatively comprehensive educational and protective measures for adolescents, better realizing the "dual-drive" effect. Secondly, by using localized cases in Beijing (for example, Beijing has distinctive policies in the protection of minors and campus legal education), the regional advantages are utilized to better serve the research. Finally, through future prospects, the database will be combined with AI in the subsequent construction to improve the analysis and search capabilities of the database, better serving the majority of adolescents and realizing the "legal risk prompt for minors' star-chasing".

II. Analysis of the Current Situation of Minors' Blind Star-Chasing and Related Legal Issues

1. Forms of Minors' Blind Star-Chasing

In today's digital entertainment era, minors' blind star-chasing presents various forms. Many minors are deeply trapped in the consumption trap of "fan circle culture". To support their idols, they do not hesitate to spend a lot of money on purchasing various celebrity peripheral products, such as limited-edition records, signed posters, and dolls. According to relevant surveys, a considerable proportion of minors spend more than half of their pocket money on star-chasing peripherals every month, and some even steal their parents' money for star-chasing consumption. When peripheral products of popular celebrities are on sale, it is common for minors to queue up all night to buy them. They compare the quantity and price of purchases with each other to show their "support strength" for idols. All these belong to minors' irrational consumption. Article 19 and Article 145 of the *Civil Code of the People's Republic of China* clearly stipulate that the validity of large-value civil legal acts performed by persons with limited capacity for civil conduct (minors over 8 years old) is pending, and requires ratification by their guardians. Article 74 of the *Law on the Protection of Minors* directly targets the chaos in "fan circles" and stipulates that network service providers shall not induce minors to participate in support consumption by means of support fund-raising, voting for rankings, etc.

In addition, the blindness of minors is also reflected in fan support activities. Some minors actively participate in various voting activities to create topic popularity and improve the ranking for their idols. At the same time, some entertainment platforms set up complex ranking rules, which require fans to purchase

specific products or services to obtain voting rights, which further stimulates minors' consumption desire. In the ranking activities for a celebrity's new song, underage fans spare no effort to get their idol's song to the top of the list by asking all their classmates and friends to help vote, and even spend a lot of money to buy "vote-swiping services". These phenomena have seriously disrupted the market order.

In the process of minors' star-chasing in the "fan circle" culture, many minors spend a lot of after-school time paying attention to the dynamics of celebrities. Scrolling through Weibo, visiting forums, and watching celebrity live broadcasts have become important parts of their daily lives. They spend a lot of time making exquisite fan support posters and videos. To attend their idols' offline meetings or concerts, they do not hesitate to ask for leave or even skip classes and travel long distances to the event venues. This excessive investment not only seriously affects minors' academic performance, leading to a decline in their academic achievements and inattention in class, but also has a negative impact on their physical and mental health, such as insufficient sleep and excessive mental stress.

2. Infringement of Minors' Rights and Interests by Blind Star-Chasing

Blind star-chasing causes serious infringement on minors' rights and interests in many aspects. The excessive consumption behavior of minors in the process of star-chasing leads to unnecessary losses of their personal property and even brings a heavy economic burden to their families. Since some minors lack independent financial resources, they often rely on their parents' financial support in the process of star-chasing. Parents may not allow or provide financial support when considering multiple factors. Therefore, when minors' consumption needs are not met, they may take improper means to obtain money, such as stealing family property or borrowing money from online lending platforms, thus falling into financial difficulties and triggering a series of social problems.

Due to the lack of awareness of self-protection of personal information, minors face a high risk of information leakage in the process of star-chasing. In order to obtain more information about idols and participate in fan activities, they often fill in a large amount of personal information on various entertainment platforms and fan groups, including name, age, school, home address, contact information, etc. However, some bad platforms and lawbreakers will illegally collect and sell this information to conduct targeted marketing or even commit fraud and other illegal and criminal activities.

These behaviors will cause some minors to receive a large number of spam emails and harassing calls related to star-chasing, and even become victims of online fraud. For example, some lawbreakers use providing celebrity meeting tickets and opportunities to interact with celebrities as bait to trick minors into providing personal information and paying high fees, and disappear once they get the money, causing great property losses and mental harm to minors and their families.

For example: The private fans of Wang Hedi secretly eavesdropped on and recorded his conversations in a private space, edited the recordings, and publicly released them on online platforms. Wang Hedi entrusted a lawyer to formally initiate a personality right infringement lawsuit. Legal liability analysis: According to Article 1034 of the *Civil Code*, the behavior of the private fans has infringed Wang Hedi's right to privacy, because the hotel room is a private space and the conversations inside the room are private information. At the same time, according to Article 1024 of the *Civil Code*, publicly releasing the edited recordings is likely to distort the original meaning of the facts and cause the public to have a negative evaluation of Wang Hedi, which constitutes an infringement of his right to reputation. The private fans shall bear civil liabilities such as stopping the infringement, making an apology, and eliminating the impact. If mental damage or economic losses are caused, they shall also compensate for the mental damage comfort money and actual economic losses.

In addition, blind star-chasing also has a negative impact on the physical and mental health of minors. Due to minors' long-term indulgence in star-chasing activities, they lack sufficient outdoor sports and social interactions, leading to a decline in physical fitness. At the same time, excessive attention to the image and life of idols easily makes minors have unrealistic fantasies in real life, feel dissatisfied with their own appearance and life, and thus suffer from psychological problems such as anxiety and depression. In some extreme cases, when minors' expectations of idols are not met or they encounter events such as the collapse of idols' personas, they may have emotional out-of-control, self-harm, and other serious consequences, which will cause irreparable damage to their physical and mental health.

3. Difficulties in the Application of Existing Laws in the Context of Minors' Star-Chasing

From the current social perspective, China has established a relatively complete legal system for the protection of minors, covering a number of laws and regulations such as the *Law on the Protection of*

Minors of the People's Republic of China and the *Civil Code of the People's Republic of China*, aiming to comprehensively protect the legitimate rights and interests of minors. However, after careful investigation, it is found that in the specific context of minors' star-chasing, the existing laws have exposed many difficulties in the actual application process.

Firstly, the laws formulated in China are relatively scattered, and there is no systematic and targeted law. Although laws and regulations have made provisions on the protection of minors' rights and interests from different angles, the provisions involving minors' star-chasing are very scattered, and each provision is distributed in different chapters of various laws, failing to form an organic whole. This makes it necessary to search for bases in multiple laws when dealing with legal issues related to minors' star-chasing, which increases the difficulty and complexity of law application. For example, regarding the consumption behavior of minors in the process of star-chasing, the provisions on the performance of civil legal acts by persons with limited capacity for civil conduct in the *Civil Code* can be used as the basis for judging the validity of consumption behavior. For instance, the legal effect of minors' large-amount consumption in star-chasing mainly depends on whether the age matches the consumption amount. Generally, large-amount consumption by children under 8 years old can be recovered, and large-amount consumption by children aged 8-18 can usually be claimed for refund if it exceeds their cognitive scope and the parents do not ratify it.

Furthermore, with the rapid development of Internet technology and continuous innovation in the entertainment industry, the ways and channels for minors to engage in idol worship have become increasingly diversified, which has also given rise to a host of legal issues. However, existing laws often suffer from certain lag, making it difficult to promptly address these emerging problems.

For instance, the newly emerging virtual idol industry in recent years involves issues such as copyright protection of virtual images and the protection of minors' rights and interests during their interaction with virtual idols. There are no clear provisions for these issues under the current legal framework, posing challenges to judicial practice and legal supervision. Since China currently has no specific legislation on "virtual idols", judicial practice and supervision can only rely on the "analogical application" or "expansive interpretation" of existing laws. Article 74 of the Law of the People's Republic of China on the Protection of Minors stipulates that

"providers of online products and services shall not provide minors with products or services that induce addiction". Virtual idols, through live broadcasts, interactive games, emotional companionship and other means, can easily cause minors to develop psychological dependence and addiction. Article 75 states that "providers of online game services shall require minors to register and log in with their real identity information". When minors tip virtual idols or purchase 周边 products (peripherals/merchandise) related to them, have the platforms fulfilled their obligations of identity verification and consumption restriction? The operating platforms of virtual idols also fall under the category of "online service providers". Article 76 provides that "providers of online live broadcast services shall not provide account registration services for online live broadcast hosts to minors under the age of 16". This article targets "real-person hosts". But if the "voice actor/performance capture artist" (the person behind the virtual idol) of a virtual idol is a minor, how should their rights and interests be protected? Studies show that there is currently a legal gap in this regard. At the same time, Article 127 of the Civil Code of the People's Republic of China stipulates that "where there are provisions in law on the protection of data and online virtual property, such provisions shall apply". Can the substantial tips given by minors to virtual idols and the virtual gifts and in-game items they purchase be identified as "online virtual property" and thus protected? The determination of their legal nature is crucial in refund disputes. As indicated by the above research, in the context of virtual idols, the application of laws faces difficulties in aspects such as the identification of subjects, the protection of rights and interests and minors, the determination of consumption refunds and virtual property, the attribution of copyright and the identification of infringement, as well as supervision and law enforcement.

III. Necessity and Feasibility of Establishing a Legal Provision and Case Database and Conducting Campus Moot Courts

1. Analysis of Necessity

A. Legal Perspective: Anchoring the Core Framework for Countermeasures (Addressing the "Direction Certainty" Issue)

1. Prioritize improving specialized judicial interpretations: For minors' excessive tipping, clarify the quantitative standards for "excessive amounts" (e.g., based on household income tiers), the statute of limitations for "ratification/revocation," and the boundaries of platforms' review obligations through judicial interpretations. This provides clear rule-based

foundations for the database and avoids data retrieval biases caused by legal ambiguities.

2. Establish a "case guidance + data association" mechanism: Judicial authorities shall regularly release typical cases (e.g., judgments involving different tipping amounts and platform types) and require the database to mandatorily link cases with corresponding legal provisions and rights protection procedures. Even if the database cannot cover all scenarios temporarily, it can still provide users with references through cases.

B. Technical Perspective: Dynamically Compensating for Database Limitations (Addressing the "Implementation Adaptability" Issue)

1. Design a "core data + flexible supplement" module:

- Core module: Prioritize including clearly defined legal provisions, typical cases, and standardized rights protection procedures (e.g., the aforementioned "collection of records → negotiation → mediation") to ensure no gaps in meeting basic needs.
- Flexible module: For uncovered special scenarios (e.g., cross-platform tipping, virtual property cashing), set up a "user feedback portal" to collect practical issues, then collaborate with legal experts to update data. This forms a closed loop of "user needs → data supplementation → countermeasure optimization."

2. Embed an "intelligent prompt" function:

When the database fails to match accurate countermeasures, it automatically prompts, "This scenario requires reference to Article 19 of the Civil Code (on persons with limited capacity for civil conduct) and local court adjudication practices. It is recommended to supplement information such as the tipper's age and the platform's notification obligations before further retrieval." This guides users to refine their needs while avoiding countermeasure biases caused by incomplete data.

First, teenagers' idol-worship behavior is often accompanied by irrational traits. Data shows that over 70% of teenagers can recount celebrities' personal information in detail but know little about heroes' deeds, and nearly 30% regard "becoming an online influencer" as their career aspiration. Such value deviations lead some teenagers to skip classes for idol-worship or overspend—for example, in one case, a girl borrowed money to buy peripheral products and eventually required intervention from family education institutions. Traditional didactic education rarely addresses the root of such behaviors, whereas

the legal provision and case database, by presenting real judicial precedents (e.g., "an individual posing as a celebrity's assistant defrauding minors was sentenced to 12 years in prison"), replaces abstract moral indoctrination with concrete warnings of legal consequences, enhancing the deterrence of education. Moot court exercises, through role-playing, allow teenagers to experience judicial procedures firsthand. In campus moot court activities, for instance, students play roles such as judges and prosecutors, and understand legal concepts like "online molestation" and "assisting in information network crimes" during simulated trials. This experiential learning activates cognitive empathy: according to a star-chasing fraud case released by Chongqing courts, when minors realized that "scan-to-rebate" schemes might constitute fraud under Article 266 of the Criminal Law, their risk prevention awareness significantly improved.

Second, existing educational methods have obvious limitations. When parents adopt simple prohibition or emotional communication, parent-child conflicts are likely to arise—for example, in one case, a mother's educational attempts only made her child "shut her out." In contrast, the legal provision and case database offers structured solutions: the "Duxiaofa" Database in Dujiangyan integrates cases of school bullying and online fraud, enabling teenagers to understand legal concepts in simulated judicial scenarios. In the "Procuratorate Legal Popularization Class," the judgment of a mobile phone robbery case clearly specifies the quantitative standard that "forcibly seizing property worth 1,000 yuan constitutes the crime of picking quarrels and provoking troubles." Such clear behavioral boundaries are more instructive than moral lectures. Data indicates that teenagers exposed to judicial cases show a 37% increase in compliance awareness in scenarios like "online tipping" and "stalker-like fan behavior." Moot court exercises further strengthen learning outcomes by creating real-world scenarios: in the "Rainbow Umbrella · Youth Moot Court Competition," students gained in-depth understanding of the provisions on robbery under Article 263 of the Criminal Law through simulating the trial of a robbery case. This participatory learning is more conducive to forming long-term memories than passive knowledge acceptance.

Third, the database can fill the practical gap in behavioral guidance. Teenagers are in the "identity formation" stage as defined by Erikson's theory, and tend to project their ideal selves onto idols. The case database can select typical precedents (e.g., "athletes' right to reputation cases") to demonstrate how to

protect rights through legal channels rather than irrational support. On August 23, 2021, a fan group of a celebrity publicly advocated boycotting the celebrity's agency, maliciously organizing netizens to stir up trouble and use abusive language, causing severe negative impacts. Relevant platforms subsequently banned multiple official Weibo accounts and fan groups. After such cases are included in the database, moot court exercises can be designed to host debates on "the legal boundaries of fan behavior," helping teenagers understand the provisions on illegal acquisition of personal information under Article 42 of the Public Security Administration Punishments Law through critical thinking. Practice from the People's Court Case Database shows that case-based teaching increases teenagers' awareness of relevant legal provisions by 52%—an effect far exceeding that of traditional leaflet distribution.

Finally, this method aligns with the modernization trend of rule-of-law education. The Supreme People's Court promotes the integration of the People's Court Case Database and the Legal Answer Network, leveraging "application-driven development" to better exert the role of the case database and the functions of the Legal Answer Network. The People's Court Daily has launched columns such as "Selected Cases from the Database" and "Selected Answers from the Legal Answer Network," specifically publishing representative reference cases from the database with accompanying judicial interpretations. This "database-network integration" model provides standardized teaching resources for educating teenagers on rational idol-worship. For example, including special cases such as "fans disrupting public order at airports for star-chasing being administratively punished" and "paparazzi being ordered to compensate for infringing portrait rights" can form a complete cognitive map of the legal consequences of star-chasing behaviors. Introducing these cases into moot court design—such as organizing simulated hearings on the theme of "rational star-chasing"—allows teenagers to understand the provisions on privacy under Article 1032 of the Civil Code through role-playing.

In conclusion, the combination of the legal provision and case database with moot court exercises leverages four core advantages—judicial authority, case vividness, visible consequences, and participatory experience—to effectively address the superficiality dilemma in education for rational idol-worship. It not only provides teenagers with a behavioral reference framework and creates standardized teaching resources for educators, but also represents the

concrete practice of the rule-of-law society's governance concept of "speaking through cases" in shaping teenagers' values.

IV. Conclusion

As an important practical carrier of rule-of-law education, campus moot court activities, through well-designed typical cases of infringement and fraud, transform abstract legal provisions into concrete court trial scenarios, achieving the dual educational effects of "legal deterrence" and "emotional resonance". From the early-stage case adaptation and role training, to the evidence presentation, intense debates and judgment reasoning during the trial, and further to the interactive Q&A and experience sharing in the later stage, the activity forms a complete immersive educational closed loop. Practical data shows that this model significantly enhances students' legal awareness and tendency toward rational behavior, yet there is still room for improvement in aspects such as case localization and family participation. In the future, efforts should be made to continuously update the case database dynamically, expand the scope of role experience, and draw on multi-party collaboration mechanisms to build a more sustainable rule-of-law education ecosystem, thereby truly laying a solid legal foundation for minors' rational idol-worship and healthy growth.

Meanwhile, the established legal provision and case database, with the core positioning of "centralized integration, precise retrieval, and scenario-based application", systematically integrates provisions related to minors' rational idol-worship scattered across multiple laws and regulations—including the Law on the Protection of Minors, Cybersecurity Law, Advertising Law, and Measures for the Self-Regulatory Management of Performers in the Performance Industry. This effectively addresses pain points such as scattered legal provisions, low retrieval efficiency, and unclear scenario applicability. By introducing a system of five core tags—covering scenario, responsible subject, legal consequence, legal effect of provisions, and associated legal provisions—it achieves a leap from "vague search" to "precise matching", supporting one-click retrieval, scenario matching, and legal provision tracing. This design greatly improves the efficiency and accuracy of legal retrieval for parents, schools, regulatory authorities, and relevant practitioners, effectively alleviating the practical dilemma of "difficulty in finding and applying laws", and providing solid technical and resource support for promoting the governance of the

minor-friendly online ecosystem in accordance with the law.

In summary, the collaborative application of the legal provision and case database and campus moot courts features the following four innovations:

1. Integrated application of "case database + moot court": Deeply combining online case database resources with offline moot court practice, enabling legal knowledge learning and practical experience to support each other, and enhancing teenagers' understanding of and ability to respond to legal issues related to idol-worship.
2. Focus on the core legal risks of minors' idol-worship: Clearly taking the legal risks faced by minors during idol-worship as the key research direction, targeting the identification of risk points and sorting out response rules to provide precise legal guidance for rights protection.
3. Database architecture design of "core + flexible modules": Adopting a flexible database construction model, where the "core module" ensures the stability of core information such as legal cases related to idol-worship and basic legal provisions; the "flexible module" can expand content according to actual needs, enhancing the database's adaptability and practicality.
4. Establishment of a closed loop for educational effect data feedback and improvement: Building a data-driven mechanism for evaluating educational effects, promptly grasping educational outcomes by collecting feedback data, and optimizing educational content and methods based on data results. This forms a positive cycle of "practice-feedback-improvement" to enhance educational quality.

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