

IMPLEMENTING CANVA IN THE DIGITAL LEARNING PROCESS FOR JUNIOR HIGH SCHOOL

Oleh:

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Abstrak

Menggunakan pembelajaran digital merupakan hal yang mutlak harus dilakukan guru di era milenial seperti sekarang ini, karena kegiatan tersebut sangat mendukung pembelajaran di kelas untuk bias menarik minat belajar siswa. Salah satunya, guru dapat menggunakan aplikasi CANVA untuk membuat pembelajaran menyenangkan, mengasyikkan, dan tentu saja meningkatkan antusias para siswa dalam mengikuti proses pembelajaran. Peneliti memilih Canva karena di era milenial sebagian besar siswa sudah memiliki HP android, kemudian aplikasi ini menyediakan banyak pilihan template yang mudah digunakan sekalipun oleh pemula. Kegiatan penelitian ini menggunakan tiga cara untuk mendapatkan data secara akurat: 1) wawancara, 2) observasi, 3) dokumentasi. Hasil dari penelitian ini menunjukkan 81,8% responden menyukai CANVA untuk digunakan dalam pembelajaran dan hasil desain cukup menarik. Selanjutnya, siswa merasa tidak merasa terbebani dan bersenang-senang saat menggunakan Canva dalam pembelajaran, terutama untuk mendesain gambar atau kata-kata. Oleh karena itu, setelah melakukan kegiatan ini, peneliti dapat menyimpulkan bahwa 1) Media pembelajaran berbasis audio visual dengan aplikasi Canva sangat layak untuk pembelajaran dan 2) Kegiatan ini juga berdampak positif bagi siswa dan guru.

Kata Kunci: Digital Learning, Canva, Junior High School

1. INTRODUCTION

Teaching and learning activities need digital media to enlarge students' abilities. In the current pandemic, students are used to learning to use gadgets. One of the written media can use applications both from computers and devices. Teaching with technology is one of our needs nowadays. To (Mukti, 2021), Online learning is one method for the world of education to continue teaching and learning activities in the latest pandemic situations. However, it can be challenging for educators to select the best digital media as tools for students' learning in the class. Undoubtedly, integrating technology is so many tasks for anyone, especially teachers. The term "technology" means advancements in the methods and tools used to solve problems or achieve a goal (Martinez: 2011). Throughout the day, teachers find themselves interested in many directions to teach their students in the classroom. However, technology is already integrated into nearly everything teachers do and almost every task the students will find. So how do teachers find the best technology to balance learning and allow us to try things in face-to-face education and classrooms virtually that was not possible before. What to use essential depends fundamentally on what teachers try to reach as a goal in their teaching-learning process.

Technology is a significant part of students' activities in this era, and their academic training needs an introduction to the practice of technology

(Prensky: 2001). While (Wiyaka et al., 2018) mention that technology is a crucial language teaching tool because technology can enlarge students' motivation. They are prepared with digital-age literacy, inventive thinking, high-order thinking and sound reasoning, effective communication, and high productivity (Tinio, 2003). It's also part of the classroom adapting technology to achieve learning goals more effectively and efficiently. Digital tools are already spread everywhere, and they're taking many enthusiastic opportunities for rising teachers' skills to teach in the classroom, influencing what, where and how education is processed. However, using technology in the teaching-learning process will not consume much time in your life as an educator. On the contrary, teachers can save time and paper while collaborating more effectively and more enjoyable if time is spent on it too much.

Sobhani, M and Sadegh Bagheri, Mohammad (2014) found that meaningful learning and achieving teachers' goals use games and fun activities, which are more attractive and exciting for learners. Monotony fashion in introducing teaching materials relies on utilising one medium to deliver the teaching materials. Therefore, teachers need to be creative in doing their teaching materials to avoid dissatisfaction and monotonousness. Infographic is a versatile tool that people can use to deliver any purpose. In addition, it gets complex information eye-catching. The infographic strengthens the lesson's objective through its vivid colour and animated picture. Many

publishers in the 21st-century era reinvent infographic tools to design the infographic—however, this paper's purpose of review Canva as an infographic tool. Canva sets up many themes and professional layouts for making a compelling infographic to present the teaching materials. In addition, it is a simple tool that is easy to join.

Scarfo and Littleford (2008) found that by setting up a play and fun environment, students can manipulate, explore, and experience a variety of new material to make learning intensively. Taheri (2014) states that social association in a turn-like effort accommodates understudies different chances to help and support, let them receive inaccurate correspondence, collaborate, increment their self-assured, and demonstrate a more remarkable willingness to cooperate with their companions. recreate and fun exercises have loyalty been a frequency instrument in an English class keeping in brain the end purpose to superior and wake up incurious understudies additionally is a successful intention to advance youngsters' educational and mental prospective in English learning has been under dialogue for quite a while (Kuo, 2008)

Fun in this good way is not passive and can include actual struggle, as in sports or other tournaments. But unfortunately, the learning together at the MIT Media Lab is fond of sending for their studying "hard fun." So the actual effect is that the same easy word "fun" can connote both enjoyment and love (reasonable) and entertainment and ridicule (harmful). This dichotomy, which we will find repeatedly, lies at the point of resistance by business people and teachers to new learning approaches based on any correlation to the fun (and, by limitation, to play and games). In some politeness, it's just a matter of semantics, but with significant consequences—proponents of "fun learning" related fun to delectation and love. Contradictive correlates fun to entertainment and foolishness. They use the equivalent word but don't communicate the equal language.

Nowadays, many schools have access to the available technology to accommodate high-quality and high-capacity internet access for the teaching and learning process. As a result, educators and learners can use the internet connection more efficiently, with affordable, speedy access to information, education and teaching resources, peers, experts, and the larger environment. This condition makes the class possible to use Canva in teaching and learning. Yundayani, Audi Susilawati Chairunnisa (2019) found that Canva supports excellent advantages in upgrading their writing performance. How about eventually integrating technology? It starts with a focus, followed by choosing the proper tool. The tool that will introduce in this paper is called Canva.

How can teachers use Canva?

Canva is an online device tool that can transform a class, both in-room and remotely. Canva is a graphic design tool that gets creating custom graphics easier. It's easy to access using a phone or tablet, and users can get advantages. In (Yundayani 2019), learners in the experimental group had a significantly lower number of writing errors than the control group, which confirmed the positive effect of Canva in increasing students' writing skills. Not only do you practice it to create your social media content, but you can also design things like presentations, invitations, posters, brochures, business cards, etc. In addition, teachers can use it when teaching material related to creating. one of the activities that Canva practices when teaching in class are greeting cards. Canva can faster become a go-to for teachers looking for an involving way to run checks for understanding and make the teaching-learning process more interactive and enjoyable. We can refer to (Wahyuni, 2018), who analysed Canva as the infographic tool in presenting the teaching materials between the existing research studies in this field. The research showed that Canva offers different themes and professional layouts to create a compelling infographic for creatively presenting the teaching materials. It is also an easy tool that is highly user-friendly. It should note that their study only focused on infographics, and they did not incorporate Canva as a language learning media.

Canva can be combined to promote learning. Smaldino et al. (2015) stated that visuals in the classroom, including Canva, can serve multiple aims, such as; 1) to make abstract ideas concrete; 2) to motivate learners; 3) to give direct attention; 4) to repeat the news; 5) to recall previous knowledge, and 6) to reduce studying effort. Canva is a tool for moving from an abstract idea to an actual site map in just a few clicks. In addition, it can make a positive studying environment through any provided facilities, thus influencing the students' concentration, memory, and behaviour. If learners feel optimistic about their condition, they will also feel more confident about doing the learning process. They will have more options to act through direct attention in the learning process. The best learning method is when the learners experience the meaningful teaching-learning process, making studying easier. Canva can give a unique moment experience for learners to engage in the creative process, so they can repeat the new knowledge by recalling information from their previous knowledge.

Teachers can use Canva to create posters, guidance, and projects, but students can also access it for tasks. For example, pupils can use a tool maximally to make clear and well-finished presentations, which can also be used for future reference. With more than 250,000 templates available, beginning and progressing through a topic is very simple, even for those new to the platform.

Stock photos, videos, and graphics are also accessible, with hundreds of thousands of choices from which to pick. Especially if you buy a premium one, you will get many features you can use.

Although using Canva is unrestricted, there are still many things that teachers can use in learning in their classroom. This application gives many templates to speed up students' writing an invitation. So, the Canva application is very appropriate during the current pandemic. The hope is that students can quickly learn to write through distance learning by using this application. Even without face-to-face, this activity will continue to run well because the average student already has a capable gadget. Because Canva media is fascinating for teachers and students, the hope is that implementing learning can achieve success for teachers and students. So, all decisions are in your hands as a teacher, whether you want to use the premium or the free one. But in the author's opinion, teachers can only use free ones because this also does not burden teachers and students financially.

Steps Using Canva in the class:

- a. The teacher prepares the class and invites the student by sending the link
- b. Open the assignment template in the editor and click the top right button.
- c. Then, select Assignment
- d. Please give it a description and click Next. This description will be attached to the assignment template shared with students.
- e. Choose who the task is done. Then, type a class, a group, or an individual student's name on the text field.
- f. Then, click Publish to finish

2. RESEARCH METHODS

According to Moleong (2005), qualitative research aims to understand the phenomenon of what is experienced by research subjects, such as behaviour, perception, motivation, action, etc. Meanwhile, based on Denzin and Lincoln (in Moleong). Qualitative research is used to examine the conditions of the natural setting and interpret the phenomena that occur through various methods, including interviews, observations, and documentation.

In this best practice, the researcher uses the method of descriptive analysis research with a qualitative approach. For example, Mukhtar (2013) descriptive study of Qualitative research intends to naturally reveal a fact in detail. So this research is very concerned with the process, event, or activity. Researchers also use the integration between theory and factual data in the field, then arrange systematically and emphasise accurate data rather than the conclusion so that the data obtained in the area must be natural or natural and not manipulative data.

This research activity uses three ways to obtain data accurately, namely:

1. Interview

Interviews are designed to determine interviewees' motivation, perceptions, attitudes, and behaviour. Researchers conducted interviews with several students about using Canva in learning.

2. Observation

a researcher-made observation more than once because the aim was to enrich, complete, and bring out the truth of the data. Researchers carry out activities these observations on the results of student work using Canva media.

3. Documentation

Sources of data collected in this study are data from respondents and documentation. Research subjects or research respondents who will be used as samples are grade VIII students. Each activity stage occurs, and the researcher takes documentation to be used as authentic evidence of best practice.

3. RESULTS AND DISCUSSIONS

1. Interview and Observation Activities

This activity carried out best practice activity in 5 face-to-face meetings. The obtained initial study in the preparation of learning designs using the Canva application through direct interviews with students. The information obtained is that, in general, students agree to use English learning media with the Canva app. So that makes them increasingly interested in learning more using the Canva app in English learning.

One more reason learning media design uses applications: This Canva needs to be developed is that learning during this Covid-19 pandemic must be done online using an easily accessible application by students and teachers. Teachers can present engaging presentations to increase students' motivation to learn English. Before using the Canva, the teacher should ensure that this application is valid. The results of the expert assessment are presented in the following table:

Table 1: Student Observation Result Score

ASPECT	Score				Σ Weight	Σ Score	Σ Max	Percent %
	1	2	3	4				
Completeness Design	0	7	9	9	76	25	96	76,04
Attractiveness Design	0	7	6	6	55	25	64	73,43
Total					131	50	160	81,8

The results of the assessment of these aspects are as follows:

$$P = \frac{\text{Result score}}{\text{Max Score}} \times 100\%$$

$$P = \frac{131}{160} \times 100\% = 81,8\%$$

The assessment results regarding the intention of learning media using the application Canva got 81.8%, which means that the design results are sufficiently suitable for learning at school. It

indicates that students are very interested in learning to use the application. Because so far, they think that writing activities in Bahasa English are tricky, so using the Canva app has become more accessible and enjoyable.

2. Learning Activities

Step 1 (open an account and get to know the Canva application)

In this learning activity, the educators made three face-to-face meetings. At stage 1, students and teachers were trying to open Canva app accounts. The first step to using this application is visiting the site www.canva.com and then logging in using a registered account. After that, design media learning on Canva is now possible. The second step is to find a template to start the design. After successfully logging in, the main page will appear. Then, we can design by selecting the menu "create a design". After that, choose the right type of template for the design you want because researchers give you the freedom to choose the layout that students wish according to the template provided by Canva. Here the teacher explains a little about how to use it to design accordingly to their ideas. After choosing a template, then for the third step, we can start preparing according to what we want. Canva has provided a variety of various types of ready-made templates, so it doesn't take us long to organise them. Canva also offers a variety of elements that are very useful for beautifying the design.

In addition to elements, Canva also provides uploads. With this feature, we can upload a photo or image we want as a background, background, or other. So that the things we make come alive. To add text can be used in two ways. The first step is to stick with the text provided in the canva templates. The second step is by selecting manually on the text menu. With these features, we can determine the appropriate form of writing for our invitations.

Step 2 (practising Canva)

In this 2nd stage of learning, students are accompanied by a teacher who practices using the Canva application with various feature templates.

Step 3 (student presentation)

In stage 3 learning, students present the results of their work independently of their learning experience in terms of design using the Canva application. Other students can also ask questions so that teachers and students can conclude this learning activity.

3. Evaluation Activities

In every learning, educators must try to find out the results of the learning process he did. The results in question are good, not good, us or not helpful, etc. It's important to know this result because it can go wrong as a benchmark for educators to find out the extent of the learning process they do can develop the potential of students. That is, if the learning does achieve good results, educators can undoubtedly be said to be successful in the learning

process and vice versa. The educators can evaluate the effect of their study to know that they achieve their study goals. The assessment carried out by this educator can be in the form of a review of learning outcomes and learning evaluation.

The following are the results of the evaluation conducted by the researcher:

- Students and teachers together reflect on the entire learning sequence. Start with introducing the Canva app, features of using the Canva app, and how the presentation was carried out.
- The impact for students from this best practice activity is that students can use the Canva app to increase their creativity in developing drawing design skills.
- The impact for teachers from this best practice activity is that the teacher can display exciting and fun learning media for students using the Canva app.

Practical and fun learning becomes a must to provide quality education in schools. Quality education becomes the birth of quality human resources. One of the benchmarks is how education is carried out comprehensively and continuously at all levels and aspects of life (Rahmatullah& Inanna, 2017). Education is a vehicle for developing talented human resources and being ready for changes (Alazam et al., 2012). Education plays an essential role in realising a moral and dignified human being. One reason for the learning process's success is the teacher's readiness (Rahmatullah et al., 2019).



Figure 1: Sample of students' results



Figure 2: sample of students' results

4. CONCLUSION

Based on the results of the best practice activities, how to use the Canva application to attract students' attention through the observations of several student observations showed 81.8%. This result indicates that Canva applications are worthy of being used as learning media in design. After doing this activity, the researcher can conclude several things as follows:

1. That audio-visual-based learning media with the Canva application is feasible for learning. Its use is very effective, both used offline and online. In the learning situation during the current COVID-19 pandemic, the media developed is very suitable and makes it easier for educators and learners in the learning process. Using Canva media in This learning also provides a new colour for the ongoing process of learning English subjects at the junior high school level
2. This activity also positively impacts students and teachers. While I previously felt writing activities were quite tricky, then the existence of the Canva application is beneficial for students in finding writing ideas and fun activities. Teachers can also be creative in making a variety of fun learning media. Learning material design is one factor that influences learning with appropriate media so that students feel comfortable and easily understand the theory.

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