

Development of Canva Application Assisted Learning Media in Class XII Advanced Study Materials with 4-D Models

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Abstract

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This study aims to share learning media using Canva and to find out student responses. This type of research is research using the 4-D development example developed by S. Thiagarajan using 4 stages, namely: the definition stage (Define), the planning stage (Design), the development stage (Develop), the dissemination stage (Disseminate). The research sample was class XII students totaling 38 students. Research instruments include questionnaires and needs analysis in this study using observation, interviews and questionnaires. The technique used in the analysis of this research data is quantitative descriptive analysis. Learning media using Canva can increase student learning motivation. The use of this media is very effective, both offline and online. The development of Canva learning media is also based on phenomena in the field, namely that there has not been development of learning media using Canva for use at MAN 1 Pontianak, as a result it is necessary to develop learning media using Canva that are valid and practical. The purpose of this study is to share learning media using Canva which is used at MAN 1 Pontianak. It is hoped that this learning media can be used by teachers, especially guidance and counseling teachers for learning in advanced study material classes.

Keywords:

Learning Media, Canva, 4-D Model

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INTRODUCTION

Learning is a conscious and structured effort to produce a learning atmosphere in the educational process so that students actively develop their abilities so that they have religious spiritual strength, self-control, character, intelligence, noble character, as well as skills that must be needed for themselves, society, and the nation. as well as the country (Yusuf, 2018: 10)

Data technology is a system that can make it easier for humans to deliver interesting messages or data in education. With the development of computers and modern communication equipment, data and communication technology can be defined as the use of computer equipment and other features as a tool used to process, present, manage information and data based on communication devices. In human civilization, it was accompanied by the development of a method for delivering data from the early era to the present which is famous throughout the world with the existence of data flows known as the internet.



Education at this time really needs a media that will make students more active in the educational process. The media is a data carrier that is specifically goal-oriented in a teaching and learning environment. Media is used as a teaching aid in the methodological component of the teacher for designing learning areas. Not only that, educational media can be used to channel messages, trigger students' thoughts, feelings, attention, and expertise so that they can enhance student learning.

In the process of education, teachers must be able to design and create interesting and innovative educational media. At this time, teachers must be more creative in producing interesting education. Educational media in the learning process can generate new desires and attention, generate motivation and stimulate learning activities, and even have psychological influences on children. For teachers with the presence of media can provide convenience in delivering the module otherwise for students there is ease in mastering the lesson modules that are informed. The media displays advantages in assisting the teacher's position in delivering educational messages and is faster and easier for children to grasp.

Educational media is as anything that can deliver messages through various channels, can trigger the attention, attention, thoughts and feelings of students so that they can encourage the creation of a learning process to add new data to students so that educational goals can be achieved properly (Hamid et al, 2020). The main role of having educational media is to help deliver modules to students that can attract attention and increase student enthusiasm for learning in the success of the teaching and learning process. The benefits of educational media for students are trying to work on making something of that reasoning real, making creative work and being active students. Thus helping teachers and students reach the predetermined lower competencies.

Educational media is a tool used to deliver and distribute messages to recipients so that recipients can carry out the learning process effectively and efficiently in a planned manner so that a conducive learning environment is formed, so that education is more quickly understood by students and attracts students' attention to further learning (Jeklin, 2016). Educational media is used by teachers as facilities that facilitate student learning (Nababan, 2020). So that educational media can be put to good use if adapted to the learning. A teacher can familiarize educational media with what education is being tried. In connection with the growth of technology which continues to advance, it also has an impact on all educational activities in schools (Saripudi & Suhandra, 2018). Where in the learning process teachers are expected to be able to use up-to-date technology, both teachers who are young or teachers who have only a few years left to work to make learning activities creative, enthusiastic and skilled. One method of using technology in education is the use of technological energy sources as media in the educational process (Akhmadan 2017).

The results of interviews with counseling teachers for class XII MAN 1 Pontianak, if the school has not had time to carry out education using the Canva application, the education that is being tried is still conventional in nature, namely by means of dialogue and lectures, the use of media in education has also been tried a little so that students feel bored in study. So that students' motivation to master the module and the use of media in counseling tutorial education, in mastering the

module students have low motivation. One of the developments in technology as an educational medium today is the Canva application, which is an online and offline design application in which there are various designs of posters, graphics, brochures, presentations, logos, videos, novel covers and others and can also be connected to the social media that we have. Its use and its benefits make teaching media attractive with existing designs. Teachers and students are creative in producing interesting works to be displayed as educational media in class.

Canva is an online design program that has a variety of editing tools or tools for creating various graphic designs. The use of Canva media can increase teacher creativity in preparing media and facilitate the process of delivering educational modules. This media can also help facilitate students in mastering the delivery of messages or educational modules in the form of readings and videos. Not only that, Canva's educational media can help students become more focused on observing education with a more attractive appearance.

There are several benefits of using deep learning media (Teni Nurrita, 2018) as learning aids, namely:

1. Learning that attracts students' attention and inspires them to learn
2. Teaching materials are clarified to help students understand their meaning and achieve
3. Learning objectives well and can master the material.
4. Learning methods are varied and not solely verbal communication through the teacher's oral words so that students don't get bored and the teacher doesn't exhaust.
5. Students are involved in additional learning activities because they are not only listening to the teacher's explanation.

Based on the survey, data was obtained that by using the Canva application, the percentage of student learning outcomes showed an increase. This shows that it is easier for students to understand the module by using learning media based on the Canva application with very good criteria. Thus, the media raised can be used in online or offline education (Rahmatullah, et al.2020).

Previous research findings also indicate that the use of Canva-based learning media is appropriate for use in learning activities (Elvira & Delsiana, 2019). Other research findings also state that learning media using Canva can increase students' learning motivation (Pelangi, 2020). The use of this media is very effective, both offline and online. The development of Canva learning media is also based on phenomena in the field, namely there is no development of learning media using Canva for use at MAN 1 Pontianak, as a result it is necessary to develop valid & practical learning media using Canva. The purpose of this study is to share learning media using Canva which is used at MAN 1 Pontianak. It is hoped that this learning media can be used by the teacher, especially the counseling guidance teacher for learning in advanced study material classes.

METHODS

This type of research includes development research. The research and development method are a research method used to make certain products, and investigate the effectiveness of these products in learning (Sugoyono, 2019). The stages of developing the examples used in the research are examples of 4-D development examples. The 4-D development model is a form of developing various types of sense of teaching and learning activities with character, which can be used to enhance various types of senses of teaching and learning activities. This model was raised by Sivasailam Thiagarajan, Dorothy S. Semmel, and Melvyn I. Semmel. The 4-D development model consists of 4 important steps, namely Define or Defining, Design or Compilation steps, Develop or is Development and Dissemination steps or levels for Dissemination. In this study, a learning media was developed which was designed through the implementation of Canva in advanced study material.

In this research needs analysis was carried out using student response questionnaires distributed to learning media and interviews using guidance counseling class XII teachers at MAN 1 Pontinak. The research instrument used was a questionnaire with the number of samples in this study being 38 students of class XII IPA 1. The data collection tools used were observation, interviews & surveys while the technique used in data analysis was quantitative narrative analysis. The purpose of distributing this questionnaire is to find out student struggles on using learning media. In this development period, an initial draft of learning media using Canva's design program was prepared. The results of the final preliminary analysis serve as the basis for designing media using Canva's design program. The designed media is then consulted by an expert or media expert to become a media validator.

RESULT & DISCUSSION

This flow is based on the development of learning media earlier and can be explained in several terms, (1) define terms; (2) terms of design; (3) terms of development; and (4) terms of disseminate. However, this research focuses on the terms of defining and developing as the primary emphasis for putting learning to students on developing learning media based The Canva application. The following are the stages in developing 4-D in creating learning media based on the Canva application, namely:

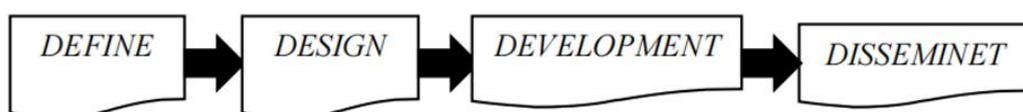


Figure 1. 4-D Models

1. Define stage

This stage is the initial term before carrying out the Canva learning media design term, in this term observations or field observations will be carried out regarding the obstacles experienced by the teacher when carrying out learning in class, especially when teaching advanced study material topics in counseling guidance learning. The following are the steps taken in define terms. Conduct initial analysis by observing and interviewing one of the counseling guidance instructors regarding the instructional media that the teacher often uses, and observing the obstacles experienced by the teacher when teaching in class. In this term, we will analyze the coverage that occurred in the field and carry out a case settlement to choose the right step for the development of the synchronous media that the teacher and students expect.

The next stage is concept analysis which has the aim of choosing how the contents of the discussion or material contained in Canva media are being developed. The focus of the discussion in this Canva media is advanced study material on counseling learning. This analysis is formed by creating a simple method that is used as a vehicle for achieving certain competencies, by identifying and systematically compiling charts. The third stage is an analysis of learning objectives carried out to determine goals based on teaching learning indicators for students, based on the material and curriculum used. By knowing the indicators and objectives based on learning, you can put an understanding of what media will be displayed in the Canva application.

In counseling guidance learning about advanced study material through observation and interviews with teachers, especially counseling guidance teachers, the next term is the design term. This stage is useful as a form of creating the Canva media design to be used in guidance and counseling lessons. The design stages can be described as follows: Media selection is the initial stage before creating learning media, in this term the researcher uses learning media in the form of implementing Canva which can be used on Canva's cellphone or using a device, as a result it can be accessed anywhere without having to carry a laptop everywhere. The use of Canva as a medium for learning guidance and counseling in advanced study material can be accessed via the canvas link on its website www.canva.com. It is hoped that current technological developments will make it easier for students or teachers to access more interactive learning media.

2. Design Stage

The next stage is the selection of the format which is carried out with the aim that the Canva application-based learning media format can be aligned with the learning material delivered by the teacher. The selection of learning media formats is aimed at designing the contents of learning materials, organizing, and designing Canva learning media. At this stage the teacher can determine the learning design that has been made & provided in the Canva application. So, for using the Canva application, teachers don't need to bother designing, because there is already a format provided in the previous application using various and interactive designs.

The next stage is the initial design, namely designing the Canva application media that has been made & made during the Canva implementation. It is hoped that the use of the implementation of Canva can put the understanding of counseling guidance learning into advanced study material which is more concise and easier for students to understand. Making the initial design is also an effort to find out how

the form of learning media based on the implementation of Canva is, whether it has been perfectly used in counseling guidance learning.

Test Results of Using Canva Media in Counseling Guidance Learning At this stage students collect data using the output of a survey given to students regarding satisfaction and level of understanding of students using learning media by implementing Canva in further study material using a total number of students who answered the survey were 38 students.

3. Development Stage

The third stage in the development of 4D example learning media is development (develop). The development stage is the term for producing a development product. This stage consists of 2 steps, namely expert appraisal (expert evaluation) accompanied by revisions and developmental testing (development trials).

a. Expert Assessment

Expert is a technique for receiving material improvement suggestions Thiagarajan et al. By evaluating the expert & receiving suggestions for upgrading the learning media that was developed, then it was revised according to the expert's advice. Expert judgment is needed to make learning media more precise, effective, tested, & has high technique.

b. Development trials.

Development trials are carried out to receive direct input in the form of responses, reactions, comments from students, observers on the learning media that has been prepared. Trials & revisions are carried out repeatedly with the aim of obtaining effective & consistent learning media. The stages in the Develop flow are as follows:

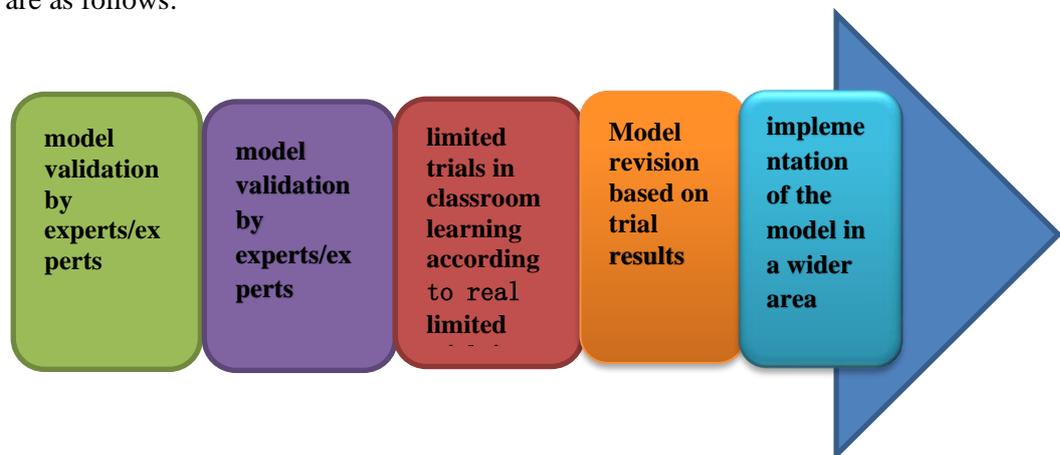


Figure 2. Development Flow

4. Dissemination Stage

The last stage in the development of 4-D model learning media is the dissemination stage. The dissemination stage is carried out to promote the product resulting from the development so that it is accepted by users by individuals, groups or systems. Material packaging must be selective in order to produce the right shape. there are three main stages in the disseminate stage namely validation testing, packaging, and diffusion and adoption. In the validation testing stage, the product that has been revised at the development stage is implemented on the actual target or target. Furthermore, after being implemented, researchers/developers need to observe the results of achieving goals, goals that have not been achieved must explain the solution so that it does not

repeat itself when the product is disseminated. At the packaging and diffusion and adoption stages, product packaging is then disseminated so that it can be absorbed (diffusion) or understood others and can be used (adopted).

CONCLUSION

Based on a questionnaire that was distributed to class XII students, regarding the use of learning media assisted by the Canva application for further study material. The Canva application is easy to use for teachers & students. The Canva application makes it easier for students to learn guidance and counseling & get a good response, namely using the convenience and level of understanding of students in knowing learning.

Through this Canva media, students are also motivated to take part in learning, as a result it can foster students' enthusiasm and creativity in learning, as a result student do not feel bored with the material presented by the educator. The researcher also hopes that other educational institutions can also access the learning media, especially in counseling guidance learning, the media used is Canva. Because Canva is very interesting to be used as a supporting tool in the learning process, and other educational institutions can also use learning media according to the times. So that it can make it easier for educators to store learning material.

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