



The Effectiveness of the Use of Canva Media on Indonesian Language Learning Outcomes for Grade VII Students SMP Negeri 2 Rappang

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ABSTRACT

This research aims to determine the effectiveness of using Canva media on Indonesian language learning outcomes for Class VII students at SMP Negeri 2 Rappang. This research uses a one group pretest-posttest design and a quasi-experimental research design. The population in this study was class VII.c of SMP Negeri 2 Rappang, totaling 65 students, while the sample in this study was class VII.c of SMP Negeri 2 Rappang, totaling 19 students. The data collection technique used is a test in the form of multiplechoice questions to measure student learning outcomes in terms of complete learning and timeliness in receiving material. The results of this research show that there is effectiveness in using Canva media on the Indonesian language learning outcomes of class VII students at SMP Negeri 2 Rappang. This is shown from the results of the T-test sample test, the pretest and posttest data on student learning outcomes obtained significance values. From the results of this research which have been analyzed, the average value obtained is M_x (Posttest) = 89,8 > M_y (Pretest) = 63,3. So it can be concluded that this research shows the effectiveness of using Canva media on student learning outcomes.

INTRODUCTION

Education is something very important for everyone. Education is also a type of instruction that aims to maximize the potential of students. Education is carried out methodically to actualize the teaching and learning environment and enable students to realize their greatest potential. Students who receive education can develop intelligence in the field of knowledge, moral character, personality, and skills that are useful for themselves and their environment. Education itself is intended for students so that they can understand anything and develop into critical and superior thinkers. The Independence in Indonesia is closely related to the national goals of this country, which are contained in the formation of the 1945 Constitution in the fourth paragraph, namely: Educating the Life of the Nation. The purpose of education is to improve the quality of life in the country. Education is a key factor in improving the standards of Human Resources (HR).. Every human being has the same right to proper education.

Law No. 20 of 2003 establishing the national education system states that the goal of education is to "develop abilities and form a dignified national character and civilization in order to educate the nation's life." Additionally, it seeks to help students reach their full potential as human beings – people who respect and revere God Almighty, have moral integrity, are intelligent, skilled, creative, and independent – as well as citizens of the democratic world who are accountable to their communities. A person who has received education has the capacity to excel in all endeavors, as education serves as the most effective tool for people to advance their knowledge, attitudes, and behaviors. Those who are entrusted with the responsibility of influencing students to have traits and habits that are in accordance with the principles of education make deliberate and methodical efforts, namely education. with learning objectives (Muhlis & Usman M, 2023).. Therefore, education is an important aspect of human existence that facilitates the acquisition of knowledge through learning.

The learning process is an interaction in the classroom between educators and students. In order to determine student achievement and achieve educational goals, learning and teaching activities are part of the learning process (Putria et al., 2020). The word "effective" is a success in achieving a goal that has been practiced, and this is where the word "effectiveness" comes from. Effectiveness refers to the delivery of influence, achievement, or efficacy. In other words, effectiveness shows the extent to which the results are achieved in accordance with the goals that have been set (Andi Setiawan & Suci Maghfirah, 2021).

Effectiveness is the level of success achieved in accordance with the objectives, especially when a learning model or medium is applied. In this case, the student's learning outcomes show effectiveness. An effective learning model or media is a learning model or media that can improve student learning outcomes, while an ineffective learning model or media is a learning model or media that can reduce student learning outcomes (Rakian et al., 2022).

The Latin word media, which means "medius" in the plural, is the origin of the word. Media, when taken literally, refers to the individual who is between the source of the message and the recipient of the message. Media is a

tool that can facilitate needs and activities and make it easier for everyone to use. Because teachers will be easier in carrying out their teaching tasks and can attract students' attention, the presence of media is considered very beneficial for the learning process.

Learning in general is a process in which students or learners engage with educators or teachers and educational materials in an environment where students and teachers share knowledge. Learning media is a teaching tool that includes instructional resources and organizes them more skillfully and efficiently. Learning media can encourage learning in students and improve learning outcomes. Effective learning requires media that match the student's personality, the subjects taught, the environment, and the necessary infrastructure. Students' drive to learn will increase when they have access to quality learning resources (Syamsunir.Agussalim, 2021).

LITERATURE REVIEW

Canva is a free web software that offers a plethora of simple e templates. Canva is a very helpful app for creating graphics. When generating visual assets for social networking sites such as Instagram, such as magazine covers, image collages, reports, posters, presentations, logos, and documents, using software can help you become more creative (Fitri Zulhandayani, 2022).

According to Tanjung and Faiza, 2019 in (Sunarti, 2022) canva is one of the educational tools that can simplify the process and save teachers time when creating educational materials. When text, animations, images, and videos are displayed according to the desired look, students will focus more on the lesson with an attractive appearance, which makes it easier for them to learn the lesson while using canva. Learning outcomes are related to educational activities because education is a process. Learning objectives cover all areas of psychology. This happens as a result of the influence of what students encounter and learn in the classroom at school. According to (Nasution:2000) the skills that students acquire from educational experiences are known as learning outcomes. Experience in the cognitive, emotional, and psychomotor domains has been accumulated by students. Because learning outcomes provide educators with information about how well students are performing in meeting their learning objectives through instruction and additional learning activities, learning outcomes play an important role in the learning process (Nabillah & Abadi, 2019).

Some of the researchers that are relevant to this research topic include research on the Use of Canva Application-Based Learning Media in Improving Chemistry Learning Outcomes, Noor Hanifah (2022) this study shows how student learning outcomes can be improved by using Canva application-based learning media. Furthermore, the research conducted by Tanjung & Faiza (2019) on Canva as a Learning Media in Basic Electrical and Electronics subjects aims to find out whether the use of Canva as a learning medium in Basic Electrical and Electronics subjects class X Refrigeration and Air Conditioning Engineering at Smk Negeri 3 Pariaman can be applied in the 2018-2019 school year.and research conducted by Rizka Salsabila Nasution & Rohani (2022) about the

Effect of the Application of Canva on Biodiversity Materials on Cognitive Learning Outcomes Students aim to determine the effect of the application of Canva on biodiversity materials on the cognitive learning outcomes of grade X students of MA Negeri Batubara in Lima Puluh District, Batubara Regency.

After the researcher made observations and saw the learning process carried out by students in grade VIIc of SMP Negeri 2 Rappang, the researcher found that when making observations, students had difficulty understanding the material and easily got bored when learning through lecture methods and media that were still simple, which lowered their motivation to learn. The only learning resources that teachers use in the classroom are books provided by the school, so they are basic.

METHODOLOGY

This study utilised a one group pretest-posttest design and was quasi-experimental in nature. In order to determine the exact impact or efficacy of using Canva media, this study used a preliminary test rather than a comparison class. Using the acquired data, the effects of the pretest and posttest on the application of Canva media on Indonesian language learning outcomes were compared.

This research was conducted at SMP Negeri 2 Rappang class VII.c with a total of 19 students. The total population in this study is 65 students.

Table 1. Researcher Population n

NO	Class	L	P	Sum
1.	VII a	14	9	23
2.	VII b	14	9	23
3.	VII c	12	7	19
Total 66 People				

Source: Data from SMP Negeri 2 Rappang

The sample in this study consisted of 19 students in grade VIIc, where the technique used was probability sampling with a simple random sampling type. Probability Sampling is a sampling technique in which all individuals in a population, either individually or together, are given the same opportunity to be selected as members of the sample.

Table 2. Sample of Researchers n

NO	Class	L	P	Sum
1.	VII c	12	7	19
Total 19 People				

Source: Data from SMP Negeri 2 Rappang

In this technique, the collected data is analyzed using statistical techniques. As for converting score data into values with the formula:

N = Student Score

SP = Earning Score

SM = Maximum Score

100 = Standard Score

RESULTS AND DISCUSSION

SMP Negeri 2 Rappang, located in Jl. A. Pangeran Pettarani no.9, Panca Rijang, Lalebata, Panca Rijang District, Sidenreng Rappang Regency, South Sulawesi Province, is the location of the research site for this study. Based on a research permit granted by the South Sulawesi Provincial Government's Office of Investment and One-Stop Services in the Field of Implementation of Licencing Services, this study was carried out from June 4 to July 4, 2024. Canva media was used to collect data for this study from Indonesian individuals. It is possible to finish this research in the allotted time. Because Canva media makes the information easier for pupils to understand, the learning process takes less time. The time is spent reviewing the prior information and making connections to it with the content that will be covered in its totality using Canva medium. Students are given questions at the final minute to determine how well they understand the content that has been covered. During the first week, the topic is discussed at a set time. Then, at the last minute, the researcher administers a test to gauge how well the students have learned and comprehended the content. Additionally, throughout the following week, the researcher carried out the learning process using Canva media with a predetermined time and after that at the last minute the researcher conducted a test to measure the completeness of student learning in receiving and understanding the material.

The data presented is the data on the results of the Indonesian learning test for grade VII.c students of SMP Negeri 2 Rappang to improve student learning outcomes as many as 65 students as the overall population and the number of samples 19. Students are given a test of 30 multiple-choice questions to get a score on the extent of the student's learning ability to participate in learning. The results will be summed based on a predetermined formula with an assessment score of 0 and 1 with the total score of 30 multiple-choice questions with the score divided by the number of questions multiplied by 100. The data presented below are individual scores obtained by students based on the provisions of the test. Up to 19 students at SMP Negeri 2 Rappang participated in the pretest learning outcomes evaluation, which demonstrates the efficacy of utilising Canva medium. Students complete pre-test questions using Canva media before beginning their Indonesian language study. This is done to gauge their learning outcomes before to beginning the learning process. Subsequently, students complete a post-test using Canva media to gauge their learning outcomes.

The following is the data on the pretest and posttest results of grade VII C students of SMP Negeri 2 Rappang which amounted to 19 people for more details can be seen in the following table:

Table 3. Results of Pretest and Posttest for Grade VII Students C SMP Negeri 2 Rappang

Score <i>Pretest</i>	Value	Score <i>Posttests</i>	Value
19	63	25	83
22	73	24	80

20	66	28	93
18	60	25	83
11	36	24	80
18	60	24	80
23	76	23	76
14	46	26	86
15	50	27	90
23	76	28	93
19	63	24	80
19	63	27	90
18	60	26	86
24	80	25	83
13	43	25	83
22	73	24	80
20	66	27	90
22	73	27	90
11	36	26	86

Source: Student pretest and posttest answer sheets

No student gets a perfect score of 100. The maximum score obtained by students in the first test (pretest) was the highest score of 80, while the lowest score obtained by students was 36. Furthermore, in the final exam (posttest), the highest score obtained by students is 93, while the lowest score in the posttest is 76.

The results of the two tests, namely the results of the pretest and posttest tests, were used to see whether or not the use of Canva media was effective or not on the Indonesian learning outcomes of students in grade VII Negeri 2 Rappang. The results in question can be seen in the following table:

Table 4. Calculation of Mean Work

Posttests		Pretest		
Fx	F	X/Y	F	Fy
96	1	96	-	-
186	2	93	-	-
360	4	90	-	-
258	3	86	-	-
332	4	83	-	-
400	5	80	1	80
76	1	76	2	152
-	-	73	3	219
-	-	70	-	-
-	-	66	2	132
-	-	63	3	189
-	-	60	3	180
-	-	53	-	-
-	-	50	1	50

-	-	46	1	46
-	-	43	1	43
-	-	40	-	40
-	-	36	2	72
-	-	30	-	-
1.708	19	Σ	19	1.203
				reviews

The results of the calculation of the posttest and pretest scores with a maximum value of 100 use the mean formula as follows: From the results of the calculation, the students got an average score of 63.3 in the pretest and an average score of 89.8 in the posttest.

This study aims to find out how successful the use of Canva media is in the Indonesian learning outcomes of grade VII students of SMP Negeri 2 Rappang analyzed using Canva media. This research was carried out in class VII.c SMP Negeri 2 Rappang with a sample of 19 students. After that, the researcher conducts a test before using the media, then the researcher will retest the students after using the media.

CONCLUSIONS AND RECOMMENDATIONS

From the results of the research on the Efeactivity of the Use of Canva Media on the Indonesian Learning Outcomes of Grade VII Students of SMP Negeri 2 Rappang, it is concluded as follows:

The use of Canva media in the learning process is effective on the learning outcomes of grade VII.c students of SMP Negeri 2 Rappang. This is because students find Canva media more interesting and easy to accept during the learning process. Based on the results of this study that have been analyzed, the average value of M_x (Posttest)= 89.8 > M_y (pretestt) = 63.3.

The effectiveness of the use of media, especially Canva media, on the Indonesian learning outcomes of grade VII students.c SMP Negeri 2 Rappang can be known based on the average score obtained. The end result of this study is that students who learn to use Canva media have a very positive impact on students compared to learning as usual.

FURTHER STUDY

This research still has limitations so it is still necessary to carry out further research on the topic "The Effectiveness of the Use of Canva Media On Indonesian Language Learning Outcomes."

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