

Al-Hashif: Jurnal Pendidikan dan Pendidikan Islam https://jurnal.staiyastispadang.ac.id/index.php/AL-HASHIF/index

# Analysis Student Understanding Stage in Using Learning Media Apps Canva

# Riska Meisyi Putri<sup>1</sup>, Nuria Arisma<sup>1</sup>, Riska Putri Wahyuni<sup>1</sup>, M. Yakub Iskandar<sup>2</sup> Samsurizal<sup>3</sup>

<sup>1</sup>Universitas Islam Negeri Mahmud Yunus Batusangkar, Indonesia <sup>2</sup>Universitas Negeri Padang, Indonesia <sup>3</sup>STAI Balaiselasa YPPTI Pesisir Selatan, Indonesia Sriskameisyi80@gmail.com \*

#### Abstract

### Article Information:

Received July 15, 2023 Revised August 28, 2023 Accepted September 19, 2023

**Keywords:** *Canva, Learning Media, Teacher Understanding.* 

Education today is education in the era of the 21st century. Learning must develop critical thinking and problem-solving creativity and innovation, communication, skills, and collaboration. Therefore, teachers must be creative and innovative in creating learning that fosters high-level thinking in students. One of them is choosing varied and digital-based learning media for educational development. This research aims to describe innovative and creative digital-based learning media, namely in the form of learning videos using the Canva application in learning flat-shaped mathematics. Learning videos using the Canva application in flat mathematics learning is one of the right solutions to support teachers in developing digitalbased learning media. The type of research carried out was descriptive research with a literature study. The research subject is the author as key informant and the research object or research target is articles related to using the Canva application in learning activities. The data collection method used in this research is the documentation method with instruments in printed text soft files or articles. The results of this research show that learning videos using the Canva application in learning mathematics is an interesting and innovative learning media by educational developments in this century. The development of learning media in the form of videos through the Canva application has become a reference for innovative learning media by utilizing effective and efficient digital-based applications in line with 21st-century developments.

# **INTRODUCTION**

Education is one of the main pillars of developing a quality society. Teachers have a central role in ensuring the effectiveness of the learning process. One important aspect of the learning process is the use of innovative and interesting learning media. In this digital era, the Canva application has become a popular tool for creating learning media. Canva is a graphic design platform that allows users, including teachers, to easily create interesting, visual, and informative learning materials (Mayasari et al., 2023; Susilawati et al., 2023).

How to cite:	Putri, M. N., Arisma, N., Wahyuni, P. R., Iskandar, Y. M., Samsurizal, S. (2023). Analysis Student Understanding Stage in Using Learning Media Apps Canva. <i>Al-Hashif: Jurnal</i> <i>Pendidikan dan Pendidikan Islam, 1</i> (2), 117-125.
E-ISSN:	2988-5671
Published by:	STAI Yayasan Tarbiyah Islamiyah (YASTIS) Lubuk Begalung Padang, Indonesia

The development of information technology is increasingly advanced and encourages innovation in the teaching and learning process. This is characterized by the increasing development of new technology, science, artificial intelligence, and the increasing use of the Internet in all areas of life (Budianto et al., 2021; Carbonell et al., 2016). The current development of technological life is proof that life continues to develop and remains innovative from various points of view. Education has a role in creating a new generation of people who are ready to face changing times. 21stcentury education is student-centered learning, students are given the freedom to search for learning resources (Pertiwi et al., 2022; Sias et al., 2017). The Indonesian government supports learning creativity and innovation, communication, and the ability to work together, namely 4C skills (critical thinking and problem-solving, creativity and innovation, communication, and collaboration) (Fitriati et al., 2024; Rosnaeni, 2021). 21st Century which is applied in the 2013 Curriculum, namely. 1) critical thinking and problem-solving, 2) Animated video is a combination of moving audio-visual media. Audio-visual media relies on the senses of hearing and sight.

Elementary school children generally learn 50% from what they hear and see (Agusti et al., 2018; Hikmah & Purnamasari, 2017). So that students understand a lesson better from what they see and hear. The Canva application is an online graphic design application. Canva also has various templates or design options that you want to create. One application that can be used easily and has a wide range of templates is Canva (Pedroso et al., 2023; Sholeh et al., 2020). Using the Canva learning environment can make it easier to save teachers time in designing learning materials and make it easier for teachers to explain learning materials. Canva media can also facilitate students' understanding of lessons because this resource can display text, video, animation, audio, images, graphics, etc. in the desired display and make students focus on the lesson because of its attractiveness. its emergence (Tanjung & Faiza, 2019).

While Canva offers a variety of features that can enhance the learning experience, teachers' level of familiarity with using them may vary (Hutchison et al., 2012). Some teachers may have a deep understanding of how to utilize Canva effectively in an educational context, while others may only have a basic understanding or have not used it at all. Therefore, this research aims to examine the level of understanding of teachers at UPT SDN 01 Lima Kaum in creating learning media using the Canva application. According to Prameswari et al., (2020) effective use of learning media can influence student learning outcomes. In the current development of digital technology, the Canva application has become a potential tool to help teachers create interesting learning media (Restu Kurnia & Sunaryati, 2023). However, teachers' understanding of using Canva in learning may vary. This research aims to measure and describe the level of understanding of teachers at UPT SDN 01 Lima Kaum regarding creating learning media using the Canva application.

According to Ramorola (2013), the integration of technology into learning can improve the quality of teaching and learning. Therefore, teachers' understanding of digital tools such as Canva has a significant impact on the quality of learning (Fitriyadi, 2013). This research will provide insight into the extent to which teachers at UPT SDN 01 Lima Kaum understand and utilize Canva in their learning. Based on research results, show that the majority of teachers at UPT SDN 01 Lima Kaum have a limited understanding of the use of Canva in creating learning media. Most respondents had a basic knowledge of the tool, but a deep understanding of Canva's potential in creating effective learning media was lacking (Basri et al., 2023).

This research indicates that further efforts are needed to increase teachers'

understanding of Canva use. Professional training and education related to the use of technology in learning can be an effective step to overcome this limited understanding. In the context of learning in the digital era, a deep understanding of learning media creation tools such as Canva is becoming increasingly important in improving student learning experiences. Increasing teachers' understanding of Canva can contribute to the development of more innovative and engaging learning media (Indriani et al., 2023; Ledentsov et al., 2023).

### METHOD

This research will use quantitative research methods. Data will be collected through the use of a questionnaire which will be distributed to teachers at UPT SDN 01 Lima Kaum. The questionnaire will be designed to measure teachers' understanding of using Canva in creating learning media. The collected data will be analyzed using statistical techniques to identify the average level of understanding and variability among teachers. It is hoped that this research will provide valuable insight into teachers' level of understanding in using Canva as a learning medium. The results of this research can be used to develop appropriate training programs or workshops to increase teachers' understanding and thereby increase the effectiveness of learning media in their teaching (Adisel & Prananosa, 2020).

This research uses a qualitative method with a case study approach (Susam-Sarajeva, 2014). Data sources were taken from thirty informants through in-depth interviews who were selected using a purposive sampling technique. The informants selected had met four criteria, namely understanding the problem being researched well, still being active in the field being researched, having time to provide information to researchers, and providing information according to the facts that occur in the field (Usral et al., 2022). To fulfill the criteria as an informant, all informants are active students who chose the profession of Islamic religious teacher education at Padang State University for the 2017, 2018, and 2019 entry years. After the interviews were completed with all informants, a transcription process was carried out, then the author took the themes- themes that suit research needs.

### **RESULT AND DISCUSSION**

The Canva app is an easy-to-use web-based graphic design program for desktop or PC and Android devices. Canva is a website and application that provides tools for creating graphic designs and online publications (Fitria, 2022; Yundayani et al., 2019). Released in 2013, Canvas is now a popular program due to its ease of use even for beginners. Canva can be accessed via the website, desktop, or mobile app. This certainly makes it easier for us to be creative wherever and whenever. Known for its ease of use and ease of use, it's no surprise that Canvas has become a mainstay for those who want to create visual content without having to be an expert in the field. Apart from its ease of use, Canva also offers thousands of templates that can be used very easily for beginners. This program is free to use, but there is also a paid version with additional tools and more complete templates. Opinion Adiputra & Mujiyati, (2017) states that motivation encourages students to behave, including in learning. Students progress towards good academic results if they have strong motivation, so motivation plays an important role in achieving good academic results. For students' learning motivation to grow, stimulators are needed, one of which is a creative teacher. Teacher creativity in learning can be applied in two ways, namely in managing learning in the classroom (Daher, 2022).

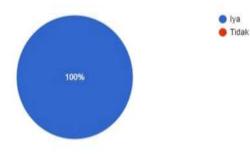
In the use of educational media (Oktiani, 2017). Choosing the right learning

environment can increase students' learning motivation. This cannot be separated from the teacher's creativity in carrying out learning activities using a learning environment that can increase student learning motivation (Murniyetti et al., 2016). Educational media facilitates communication between teachers and students and helps the learning process run more optimally (Rohma & Sholihah, 2021). Using the Canva learning environment can make it easier to save teachers time in designing learning materials and make it easier for teachers to explain learning materials (Asnawati & Sutiah, 2023). With the Canva application, teachers can use these educational videos as a reference to create educational videos according to their wishes and needs. Teachers can also choose to use it for free or for a fee. Available models vary by sector. Educational and non-educational needs are also available, even for advertising and business (Davies, 2018; Engkizar et al., 2018). Based on relevant previous research, it can be said that Canva training videos can be one solution because the file size and type of training video using Canva can be selected when uploading the video, so we can choose according to our needs.

Survey results regarding the description of the level of understanding of creating learning media based on the Canva application among UPT SDN 01 Lima Kaum teachers with the following results. Based on 19 teachers at UPT SDN 01 Lima Kaum, filled out the questionnaire distributed by researchers. A total of 19 teachers, meaning 76% of the total number of teachers at UPT SDN 01 Lima Kaum, have filled out the questionnaire, consisting of Class 1 to Class 6 teachers, each class consisting of 3 local classes, namely A, B, C and subject teachers who have various types of responses are as follows:

### Description of Teacher Respondents at UPT SDN 01 Lima Kaum

The results of the research on the description of the respondent teachers at UPT SDN 01 Lima Kaum with A accreditation, filled by 19 teachers at UPT SDN 01 Lima Kaum are presented in the following circle diagram:

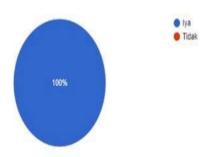


### Figure. 1 Description of Teacher Respondents at UPT SDN 01 Lima Kaum

Based on the picture above, it is clear that 100% means that 19 teachers who filled out the questionnaire using Google Forms stated that the respondents came from UPT SDN 01 Lima Kaum.

# Description of the Level of Knowledge of UPT SDN 01 Lima Kaum Teachers regarding the Canva Application

The results of the answers to the second statement are regarding the level of knowledge of the 19 UPT SDN 01 Lima Kaum teachers who filled out the questionnaire regarding the Canva application which is presented in the following circle diagram:



# Figure. 2 Knowledge level of UPT SDN 01 Lima Kaum teachers regarding the Canva application

Based on the circle diagram above, it is clear that 100% or 19 teachers of UPT SDN 01 Lima Kaum have filled in and given answers to the second statement where all teachers who have filled out the questionnaire stated that all of them already know the Canva application.

# Description of the Level of Understanding of Teachers at UPT SDN 01 Lima Kaum in Using the Canva Application

The results of the answer to the third statement are about the level of understanding of UPT SDN 01 Lima Kaum teachers in using the Canva application, where the results are presented more clearly in the form of the following circle diagram:



# Figure. 3 Level of Teacher Understanding at UPT SDN 01 Lima Kaum in Using the Canva Application

Based on the loop diagram above, it is clear that there are various answers from the 19 UPT SDN 01 Lima Kaum teachers who have filled out the questionnaire, of which 47.4% or 9 teachers stated that they were able to use the Canva application in creating learning media. then 42.1% or 8 teachers did not know how to use the Canva application to create learning media, then 10.5% or 2 teachers were ready to implement the Canva application in creating learning media.

# Teachers' Obstacles in Using the Canva Application

The results of the fourth statement regarding teachers' obstacles in using the Canva application. which have been answered by 19 teachers at UPT SDN 01 Lima Kaum are as follows:

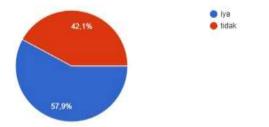


Figure. 4 Teacher Obstacles in Using the Canva Application

Based on the circle diagram image above, 19 teachers at UPT SDN 01 Lima Kaum have filled out the questionnaire and stated that 42.1% or 8 teachers had no problems using the Canva application, then 57.9% or 11 teachers at UPT SDN 01 Lima Some people experience problems using the Canva application.

### Needs of UPT SDN 01 Lima Kaum Teachers in Using the Canva Application

The results of the last statement, namely, the needs of UPT Teachers at SDN 01 Lima Kaum in Using the Canva Application which were answered by the teacher are presented more clearly in the following diagram:

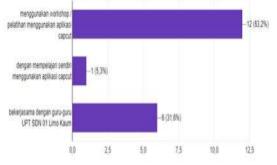


Figure. 5 Percentage of needs for using the Canva application

Based on the diagram above, it can be said that as many as 19 UPT SDN 01 Lima Kaum teachers have filled in the last statement with different answers. As many as 63.2% or as many as 12 teachers stated that in overcoming obstacles teachers need workshops or training using the Canva application, then as many as 5.3% or as many as 1 teacher stated that in overcoming obstacles in using the Canva application by learning on their own, then The final answer was 31.6% or 6 teachers who stated that overcoming obstacles in using the Canva application was by collaborating with UPT SDN 01 Limo Kaum teachers.

### CONCLUSSION

Teachers at SDN 01 Limo Kaum already know the Canva application, but some teachers have not mastered how to create or use the features in the Canva application and have not been able to implement it in creating learning media, so teachers experience problems when using the Canva application. Therefore, researchers have held workshops, training, and self-study in collaboration with UPT SDN Limo Kaum teachers to make it easier for teachers to implement the Canva application, and obstacles in using the media can be overcome properly. The Canva application can develop educational media in the form of interactive videos, and an interesting learning platform, and can be used as a reference for new educational media that uses efficient and effective digital applications in line with 21st century developments. Educational videos with the Canva application are suitable for elementary school students learning.

#### REFERENCES

- Adiputra, S., & Mujiyati, M. (2017). Motivasi dan Prestasi Belajar Siswa di Indonesia: Kajian Meta-Analisis. *Konselor*, 6(4), 150–157. https://doi.org/10.24036/02017648171-0-00
- Adisel, A., & Prananosa, A. G. (2020). Penggunaan Teknologi Informasi dan Komunikasi dalam Sistem Manajemen Pembelajaran pada Masa Pandemi Covid 19. Journal Of Administration and Educational Management (ALIGNMENT), 3(1), 1–10. https://doi.org/10.31539/alignment.v3i1.1291

- Agusti, F. A., Zafirah, A., Engkizar, E., Anwar, F., Arifin, Z., & Syafril, S. (2018). the Implantation of Character Values Toward Students Through Congkak Game for Mathematics Instructional Media. *Jurnal Penelitian Pendidikan*, 35(2), 132–142. https://doi.org/10.15294/jpp.v35i2.13947
- Asnawati, Y., & Sutiah, S. (2023). Pengembangan Media Vidio Animasi Berbasis Aplikasi Canva Untuk Meningkatkan Motivasi Belajar Siswa. *Journal of Islamic Education*, 9(1), 64–72. https://doi.org/10.18860/jie.v9i1.22809
- Basri, S., Fitrawahyudi, F., Khaerani, K., Nasrullah, I., Ernawati, E., Aryanti, A., Maya, S., Aisyah, S., & Sakti, I. (2023). Peningkatan Kemampuan Literasi Digital Di Lingkungan Pendidikan Berbasis Aplikasi Canva. *Pengabdian Masyarakat Sumber Daya Unggul*, 1(2), 96–103. https://doi.org/10.37985/pmsdu.v1i2.65
- Budianto, M. R. R. ., Kurnia, S. F., & Galih, T. R. S. W. (2021). Perspektif Islam Terhadap Ilmu Pengetahuan dan Teknologi. *Islamika: Jurnal Ilmu-Ilmu Keislaman*, 21(1), 55–61. https://doi.org/10.32939/islamika.v21i01.776
- Carbonell, J., Sánchez-Esguevillas, A., & Carro, B. (2016). The role of metaphors in the development of technologies. *The Case of the Artificial Intelligence. Futures*, 84, 145–153. https://doi.org/10.1016/j.futures.2016.03.019
- Daher, W. (2022). Teachers' classroom management for motivating students' creativity. *Middle School Journa*, 53(4), 28–39. https://doi.org/10.1080/00940771.2022.2096818
- Davies, M. (2018). Changes to the training of English and Welsh lawyers: implications for the future of university law schools. *The Law Teacher*, *52*(1), 100–125. https://doi.org/https://doi.org/10.1080/03069400.2017.1394145
- Engkizar, E., Muliati, I., Rahman, R., & Alfurqan, A. (2018). The Importance of Integrating ICT Into Islamic Study Teaching and Learning Process. *Khalifa: Journal of Islamic Education*, 1(2), 148. https://doi.org/10.24036/kjie.v1i2.11
- Fitria, T. N. (2022). Using Canva as media for English Language Teaching (ELT) in developing creativity for Informatics students'. *ELT Echo: The Journal of English Language Teaching in Foreign Language Context*, 7(1), 58–68. https://doi.org/10.24235/eltecho.v7i1.10789
- Fitriati, F., Rosli, R., Iksan, Z., & Hidayat, A. (2024). Exploring challenges in preparing prospective teachers for teaching 4C skills in mathematics classroom: A school-university partnership perspectives. *Cogent Education*, 11(1), 2286812. https://doi.org/10.1080/2331186X.2023.2286812
- Fitriyadi, H. (2013). Integrasi teknologi informasi komunikasi dalam pendidikan: potensi manfaat, masyarakat berbasis pengetahuan, pendidikan nilai, strategi implementasi dan pengembangan profesional. *Jurnal Pendidikan Teknologi Dan Kejuruan, 21*(3). https://doi.org/10.21831/jptk.v21i3.3255
- Hikmah, V. N., & Purnamasari, I. (2017). Pengembangan Video Animasi "Bang Dasi" Berbasis Aplikasi Camtasia Pada Materi Bangun Datar Kelas V Sekolah Dasar. *Mimbar Sekolah Dasar*, 4(2), 182–191. https://doi.org/10.53400/mimbarsd.v4i2.6352
- Hutchison, A., Beschorner, B., & Schmidt-Crawford, D. (2012). Exploring the use of the iPad for literacy learning. *The Reading Teacher*, 66(1), 15–23. https://doi.org/10.1002/TRTR.01090
- Indriani, L., Nugrahaeni, D. A., & Manggolo, N. S. K. H., Rahardi, P. (2023). Teacher professional development: "Be a force for good". *Journal of Community Service* and *Empowerment*, 4(3), 500–511. https://doi.org/10.22219/jcse.v4i3.28191
- Ledentsov, A., Fatmawati, S., & Seviawani, P. (2023). Basic Electricity and

Al-Hashif: Jurnal Pendidikan dan Pendidikan Islam

Vol. 1, No. 2, hal. 117-125, 2023

Electronics Subjects using Canva as a Learning Medium. International Journal of Cyber and IT Service Management, 3(2), 120–129. https://doi.org/10.34306/ijcitsm.v3i2.136

- Mayasari, M., Djibu, R. ., Nurchayati, N., Fayola, A. D. ., Rahmah, S. ., & Hakim, M. L. (2023). Pelatihan Penggunaan Fitur Canva Dalam Pembuatan Media Pembelajaran. *Community Development Journal : Jurnal Pengabdian Masyarakat*, 4(4), 6913–6919. https://doi.org/10.31004/cdj.v4i4.18518
- Murniyetti, M., Engkizar, E., & Anwar, F. (2016). Pola Pelaksanaan Pendidikan Karakter Terhadap Siswa Sekolah Dasar. *Jurnal Pendidikan Karakter*, 7(2). https://doi.org/https://doi.org/10.21831/jpk.v6i2.12045
- Oktiani, I. (2017). Kreativitas Guru dalam Meningkatkan Motivasi Belajar Peserta Didik. Jurnal Kependidikan, 5(2), 216–232. https://doi.org/10.24090/jk.v5i2.1939
- Pedroso, J. E., SULLEZA, R. S., FRANCISCO, K. H. M. C., NOMAN, A. J. O., & MARTINEZ, C. A. V. (2023). Unlocking the Power of Canva: Students' Views on Using the All-In-One Tool for Creativity and Collaboration. *Journal Of Digital Learning* And Distance Education, 2(2), 443–461. https://doi.org/10.56778/jdlde.v2i2.117
- Pertiwi, A. D. ., Nurfatimah, S. A. ., & Hasna, S. (2022). Menerapkan Metode Pembelajaran Berorientasi Student Centered Menuju Masa Transisi Kurikulum Merdeka. Jurnal Pendidikan Tambusai, 6(2), 8839–8848. https://doi.org/10.31004/jptam.v6i2.3780
- Prameswari, N. S., Saud, M., Amboro, J. L., & Wahyuningsih, N. (2020). The motivation of learning art & culture among students in Indonesia. *Cogent Education*, 7(1), 1809770. https://doi.org/10.1080/2331186X.2020.1809770
- Ramorola, M. Z. (2013). Challenge of effective technology integration into teaching and learning. *Africa Education Review*, 10(4), 654–670. https://doi.org/10.1080/18146627.2013.853559
- Restu Kurnia, I., & Sunaryati, T. (2023). Media Pembelajaran Video Berbasis Aplikasi Canva Untuk Meningkatkan Minat Belajar Siswa. *Jurnal Educatio FKIP UNMA*, 9(3), 1357–1363. https://doi.org/10.31949/educatio.v9i3.5579
- Rohma, A., & Sholihah, U. (2021). Pengembangan Media Audio Visual Berbasis Aplikasi Canva Materi Bangun Ruang Limas. *Jurnal Pendidikan Matematika Universitas Lampung*, 9(3), 292–306. https://doi.org/10.23960/mtk/v9i3.pp292-306
- Rosnaeni, R. (2021). Karakteristik dan Asesmen Pembelajaran Abad 21. Jurnal Basicedu, 5(5), 4334–4339. https://doi.org/10.31004/basicedu.v5i5.1548
- Sholeh, M., Rachmawati, R. Y., & Susanti, E. (2020). Penggunaan Aplikasi Canva Untuk Membuat Konten Gambar Pada Media Sosial Sebagai Upaya Mempromosikan Hasil Produk Ukm. SELAPARANG Jurnal Pengabdian Masyarakat Berkemajuan, 4(1), 430. https://doi.org/10.31764/jpmb.v4i1.2983
- Sias, C. M., Nadelson, L. S., Juth, S. M., & Seifert, A. L. (2017). The best laid plans: Educational innovation in elementary teacher generated integrated STEM lesson plans. *The Journal of Educational Research*, *110*(3), 227–238. https://doi.org/10.1080/00220671.2016.1253539
- Susam-Sarajeva, Ş. (2014). The case study research method in translation studies. *The Interpreter* and *Translator Trainer*, *3*(1), 37–56. https://doi.org/10.1080/1750399X.2009.10798780
- Susilawati, F., Ramadhani, Ikhsan, R., Safwan, & Ichsan. (2023). Pemanfaatan Media Pembelajaran Berbasis Digital Di Madrasah Aliyah Ruhul Islam Anak Bangsa Aceh Besar. KALANDRA Jurnal Pengabdian Kepada Masyarakat, 2(6), 261–266.

https://doi.org/10.55266/jurnalkalandra.v2i6.338

Tanjung, R. E., & Faiza, D. (2019). Canva Sebagai Media Pembelajaran Pada Mata Pelajaran Dasar Listrik Dan Elektronika. Jurnal Vote Teknika. Vokasional Teknik Elektronika Dan Informatika, 7(2), 79. https://doi.org/10.24036/voteteknika.v7i2.104261

Usral, Z., Desfi, A., Qolbina, F., Anggraini, I., & Sabrina, R. (2022). Enam Motivasi Mahasiswa Mengikuti Program Kampus Mengajar di Masa Pandemi Covid-19. *PAKAR Pendidikan*, 20(1), 99–107. https://doi.org/10.24036/pakar.v20i1.263

Yundayani, A., Susilawati, S., & Chairunnisa, C. (2019). Investigating The Effect Of Canva On Students'writing Skills. *English Review: Journal of English Education*, 7(2), 169–176. https://doi.org/10.25134/erjee.v7i2.1800

> **Copyright holder :** © Putri, M. N., Arisma, N., Wahyuni, P. R., Iskandar, Y. M., Samsurizal, S.

> > **First publication right:** Al-Hashif: Jurnal Pendidikan dan Pendidikan Islam

> > > This article is licensed under:

# CC-BY-SA