Engineering
And Technology
International Journal
(EATIJ)

UTILIZATION OF CANVA AS A LEARNING AID IN INFORMATICS FOR MIDDLE SCHOOL STUDENTS

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Abstract

This research explores the utilization of the Canva application as an instructional aid in computer science education at the junior high school level with the aim of identifying how Canva can be effectively used in the learning process and its impact on students' understanding and engagement in computer science subjects. The research method employed is descriptive qualitative with data collected through observation and questionnaires. The findings indicate that the use of Canva enhances student engagement and understanding of computer science concepts. Students responded positively to Canva, feeling comfortable and enthusiastic about using the application as a learning tool. Challenges in Canva implementation include the availability of technological devices and teacher training. This study recommends providing adequate training for teachers, integrating Canva into the curriculum, and improving technology infrastructure in schools.

Keywords— Canva, computer science education, qualitative method.

INTRODUCTION

The rapid development of information and communication technology has brought significant changes in various aspects of life, including education [1]. The integration of technology in the learning process is becoming increasingly important to enhance the quality of education and prepare students to face the challenges of the digital era. One application that can be utilized in the learning process is Canva, a user-friendly graphic design platform with various features that support teaching and learning activities [2].

Canva provides various templates and design tools that allow students to create presentations, infographics, posters, and various other types of visual media easily. The use of Canva in teaching informatics at the junior high school level can help students better understand informatics concepts through engaging and interactive visualizations. Furthermore, skills in using design applications like Canva can also enhance students' creativity and critical thinking abilities [4][5].

This research aims to explore the utilization of Canva as a tool for teaching informatics in junior high school. The primary focus of this research is to identify how Canva can be effectively used in the learning process and its impact on students' understanding and engagement in the subject of informatics. Thus, the results of this research are expected to contribute positively to the development of innovative and effective teaching methods in junior high schools.

The background of this research stems from the need for innovation in informatics teaching methods, which have traditionally been theoretical and less engaging for students. By integrating Canva into the learning process, it is hoped that a more enjoyable and interactive learning environment can be created, thereby increasing students' interest and motivation in the subject of informatics.

Canva

Canva is a graphic design platform that allows users to create visually appealing designs through the web and its application[6]. While not as complex as Adobe Photoshop or Illustrator, Canva is very user-friendly due to its simplicity. Even for those inexperienced in graphic design, often referred to as the "cloud," Canva can be easily utilized. The application provides various ready-to-use templates that can be customized without the need to design from scratch. Canva can be downloaded through the Google Play Store or its official website and accessed through various devices such as iPhones, iPads, Android devices, and PCs.

The advantages of the Canva application include its ease in creating various designs such as posters, certificates, infographics, video templates, presentations, and more[7]. The application offers a variety of attractive templates that facilitate quick design creation. Users only need to adjust preferences related to text, color, size, images, and other available elements. Canva can be easily accessed through Android or iPhone devices and can also be accessed through browsers like Chrome on laptops without the need to download additional applications.

One of Canva's weaknesses is its dependence on a stable internet connection. Users require adequate internet access to effectively use Canva[8]. Additionally, within Canva, various items such as templates, stickers, illustrations, fonts, and others are available for purchase. Although there are also free options, the presence of paid items may be a constraint for some users. However, this drawback is not significant as there are still many attractive template options that can be used for free. Users also have the freedom to rely on their creativity to create unique and appealing designs.

Nevertheless, sometimes designs created by users may bear resemblance to those of others, such as in terms of templates, images, colors, and so on. However, this is not a major issue as users still have the option to choose different designs according to their needs and preferences.

RESEARCH METHODS

This research uses descriptive qualitative methods which aim to understand phenomena in depth through exploring the meaning, perceptions and interpretations of research subjects. This method is suitable for exploring students' experiences and views regarding the use of the Canva application in informatics learning. To collect data, researchers used two main techniques: observation and questionnaires. Observations were carried out to directly observe students' interactions with Canva during the learning process, including reactions, level of engagement, and students' understanding of the material delivered through Canva. Apart from that, researchers also used questionnaires to get written responses from students about the benefits of using Canva in learning. This questionnaire contains questions regarding comfort of use, clarity of information conveyed, and the impact of Canva on students' understanding and interest in learning learning materials.

The data collection procedure begins with the preparation of observation instruments and questionnaires as well as setting the implementation schedule in the class to be studied. Next, the researcher observed classroom learning sessions using Canva, recording various student interactions and responses. After observation, questionnaires were distributed to students to complete anonymously, so that they could provide honest responses. Data collected through observation and questionnaires was then analyzed using the thematic analysis method, which includes coding, categorization and interpretation of findings based on the categories formed. To ensure the validity and reliability of the data, this research uses a triangulation method by comparing data from observations and questionnaires. In addition, this research follows the principles of research ethics by obtaining informed consent from participants, maintaining confidentiality of participant identities, and ensuring participation is voluntary without any pressure.

With a descriptive qualitative approach and data collection techniques through observation and questionnaires, this research is expected to provide in-depth insight into the benefits of the Canva application in informatics learning at junior high school level. It is hoped that the results of this research can contribute to the development and application of learning media that are more effective and appropriate to student needs.

RESULTS AND DISCUSSION

Results

This research reveals various important findings regarding the use of the Canva application as an informatics learning aid at the junior high school level. Data collected through observations and questionnaires provides a clear picture of students' experiences and perceptions of using Canva in learning.

1. Observation Results

Observations during the learning process show that using Canva significantly increases student engagement. Students look more active and enthusiastic when interacting with the learning material presented via Canva. They ask questions more often and participate in class discussions. Apart from that, Canva helps visualize abstract informatics concepts, so that students can more easily understand the material being taught.

2. Questionnaire Results

Kuesioner yang diisi oleh siswa mengungkapkan bahwa mayoritas siswa merasa nyaman menggunakan Canva sebagai media pembelajaran. Mereka menilai bahwa Canva mempermudah mereka dalam memahami materi, karena informasi disajikan dengan cara yang lebih menarik dan interaktif. Beberapa siswa juga mengungkapkan bahwa penggunaan Canva meningkatkan minat mereka terhadap mata pelajaran informatika. Secara keseluruhan, siswa memberikan tanggapan positif terhadap Canva, dengan banyak yang menyatakan bahwa aplikasi ini membantu meningkatkan pemahaman dan minat belajar mereka.

Discussion

Questionnaires filled out by students revealed that the majority of students felt comfortable using Canva as a learning medium. They think that Canva makes it easier for them to understand the material, because the information is presented in a more interesting and interactive way. Several students also stated that using Canva increased their interest in informatics subjects. Overall, students responded positively to Canva, with many stating that the app helped improve their understanding and interest in learning.

Additionally, using Canva also provides an opportunity for students to develop basic graphic design skills, which is an added value to their education. Canva's easy and intuitive use allows students to quickly learn how to create effective designs, which in turn increases their confidence in using technology tools.

The following are the results of a questionnaire from classes VII 1, VII 2, and VII 3 regarding the use of the Canva application which makes it easier for students to learn, with the categories very good, good, not so good, or not good.

Table 1. Results of Student Responses

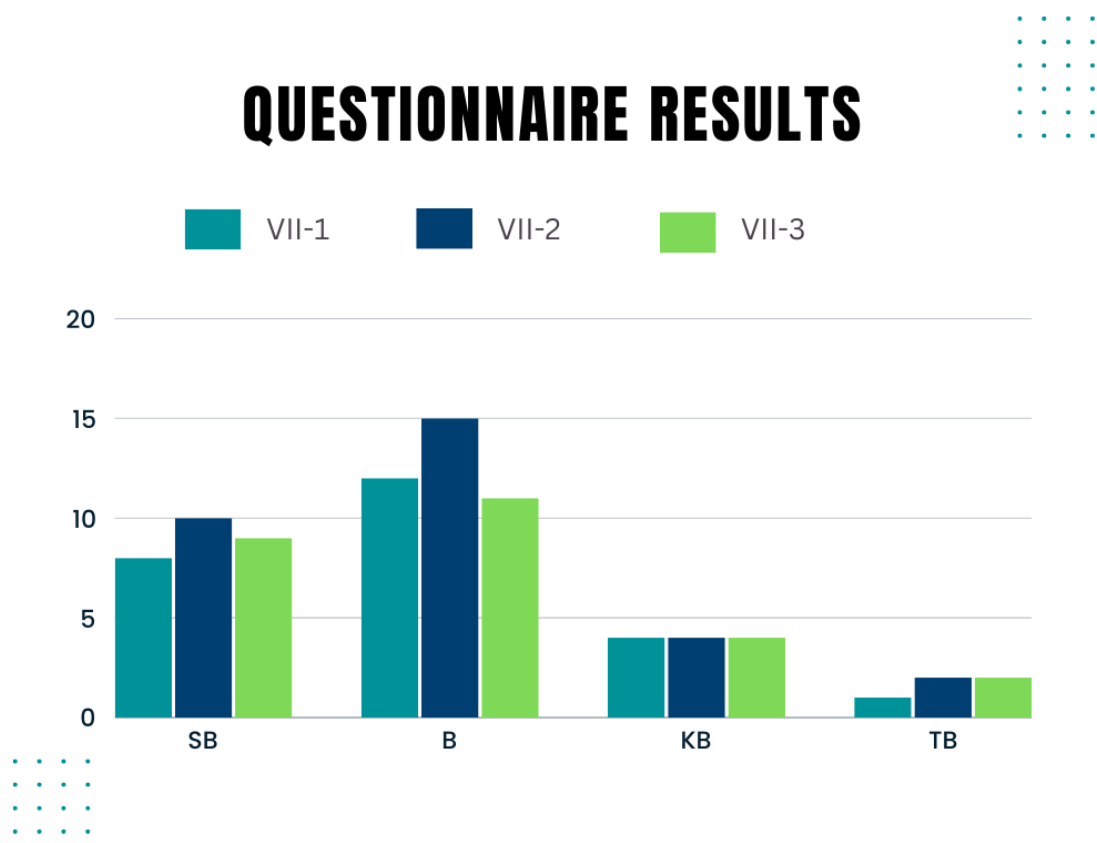| Class	Questionnaire Results by Students				Number of Students/i
	SB	B	KB	TB	
VII 1	8	12	4	1	25
VII 2	10	15	4	2	31
VII 3	9	11	4	2	26

QUESTIONNAIRE RESULTS

Figure 1. Questionnaire Results

Positive responses from students regarding the comfort of using Canva and the clarity of the information presented show that this application has succeeded in meeting students' learning needs well. Canva helps present material in a more engaging way, which not only improves understanding but also makes learning more fun.

However, there are several challenges that need to be considered in implementing Canva in the classroom. For example, the availability of technological devices and adequate internet access are important prerequisites to ensure that Canva can be used smoothly. Apart from that, teachers also need to be trained to maximize the use of Canva in designing effective and interesting learning materials.

Overall, this research shows that Canva is an effective and useful learning tool in informatics learning at the junior high school level. Proper implementation and adequate technical support can further optimize the benefits of Canva, thereby making a positive contribution to improving the quality of learning and student learning outcomes. Thus, the results of this research can be used as a basis for the development and application of more innovative technology-based learning media in the future.

CONCLUSION

This research highlights the importance of using the Canva application as an informatics learning tool at the junior high school level. Based on the results and discussions that have been presented, several main conclusions can be drawn as follows:

1. The research results show that Canva is an effective learning tool in increasing student engagement and their understanding of informatics material. Using Canva provides interesting and interactive visual media, helping students understand informatics concepts better.
2. Positive responses from students towards using Canva show that this application can meet their learning needs well. Students feel comfortable and enthusiastic about using Canva as a learning medium, and many find that Canva helps increase their interest and motivation in learning informatics.
3. Although Canva has great potential in improving the quality of learning, there are several challenges that need to be considered in its implementation. The availability of technological devices and teacher training are key factors that need to be considered to ensure successful use of Canva in the classroom.
4. Based on research findings, it is recommended that schools and teachers actively use Canva as an innovative learning tool. Adequate technical support and training is required to ensure smooth and effective use of Canva in the learning environment.

SUGGESTION

Based on the results of this research, there are several suggestions that can be given to increase the use of Canva as an informatics learning tool at the junior high school level:

1. It is important for schools to provide adequate training and education to teachers on how to effectively use Canva in learning. Teachers need to be given a deep understanding of Canva's features and strategies for using them to increase learning effectiveness.
2. Schools can consider integrating the use of Canva into the informatics learning curriculum. By integrating Canva directly into the curriculum, teachers can structuredly teach students how to use Canva to create creative projects relevant to the subject matter.
3. Schools need to ensure the availability of technological devices and adequate internet access to support the use of Canva in the classroom. This could include improving technological infrastructure in schools as well as providing necessary devices such as laptops or tablets.
4. Teachers can share experiences and best practices in using Canva as a learning tool. This collaboration can be carried out through regular meetings between teachers, workshops, or online discussion forums.

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