



Developing Interactive Learning with PowerPoint via the Canva Application"

Warisman Zebua ¹, Sesiwarni Gulo ², Arozatulo Bawamenewi ³, Misi Kristiani Gulo ⁴

¹Universitas Nias, Indonesia

E-mail: Warismanzebu41@gmail.com

²Universitas Nias, Indonesia

E-mail: gulosesiwarniwi@gmail.com

³Universitas Nias, Indonesia

E-mail: arozatulobawamenewi@unias.ac.id

⁴Universitas Nias, Indonesia

E-mail: misikristiani49@gmail.com

Corresponding author: arozatulobawamenewi@unias.ac.id

Abstract— Research with the title "Development of Descriptive Text Learning Media with the Canva Application for Class X Students of SMK Negeri 1 Hiliduho". The problem of this research can be formulated, namely about how students use the Power Point application using the Canva application, as well as how attractive the Power Point learning media using the Canva application is for students, about the suitability of Power Point learning media for students and the effectiveness of Power Point learning media. The aim of this research is to develop interactive learning with PowerPoint using the Canva application. This research uses a qualitative research method with a descriptive approach: the research subjects are students and teachers. The Research Object is the Development of Power Point Learning Media using the Canva Application, the Research Assessment Instrument is a Test Instrument, and an Assessment Rubric which consists of several assessment aspects, namely: appropriateness of material content, media display content, appropriateness of learning support processes, and appropriateness of material presentation. Method It collects data through observations and interviews to describe how students learn to write descriptive text with the help of the Canva application. The data analysis technique used in the research is firstly data reduction, secondly data presentation and thirdly drawing conclusions and identifying the suitability of the material as well as presenting the material using Power Point media, and describing the suitability of supporting the learning media used. The implementation of Canva media in Indonesian language learning went well, was conducive and interactive. Before entering the learning process, of course there are steps to make Canva media. In the implementation of the learning process there are several weaknesses that arise when learning takes place. However, the advantages of Canva's media implementation are more impactful than its weaknesses.

Keywords— Canva, Interactive, PowerPoint

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I. INTRODUCTION

Education is an effort to prepare the younger generation to welcome and face developments in the global era. Therefore, education must be implemented as well as possible to produce good education and increase the quality of human resources. The field of education is influenced by technological advances. The learning process cannot be separated from media, methods and learning outcomes. Media can be used as a tool to provide educational information to students by teachers. However, learning methods depend on how teaching materials are structured and delivered.

Because advances in science always follow advances in technology, technological developments cannot be avoided in our lives. With the presence of teachers, it is hoped that teaching and learning activities can encourage students' creativity and innovation. The aim of this activity is for students to gain knowledge that is not only theoretical, but can also apply this knowledge for the future. The development of knowledge about technology and its integration with content, teaching, and learning in specific contexts are some of the new challenges created by technology in teaching.

The implementation of education is an effort made by all educational components to create and manage a learning climate so that students can be helped in the process of developing their potential, namely the process of growth and development which includes spiritual aspects, training self-control, forming personality, sharpening children's intelligence and social skills (Fajri et al., 2022)

Apart from being responsible for organizing, directing and creating an atmosphere that encourages students to participate in class activities, the role of the teacher is very important for the successful formation of educational and teaching goals in school.

Teaching staff in the era of the industrial revolution 4.0 must have digital competence, for example in education, teaching staff must understand and have competence in the field of digital technology that can be applied in classroom teaching. One technology in education that is able to support the learning process is the selection of

digital-based learning media, namely Augmented Reality. (Hidayat Harefa et al., 2023)

Learning Media is a tool that really supports the learning process, both indoors and outdoors. In the teaching and learning process, it is very important for educators and students to know about learning media so that a creative, innovative and collaborative learning process occurs. The benefit of learning media for an educator is that it creates reasoning for students, helps them think creatively and actively. The benefits of learning media for students are trying to work to make something from this reasoning become real, making creative work and becoming active students. So as to help educators and students achieve the basic competencies that have been determined. (Rizanta & Arsanti, 2022)

Teachers must understand learning media before using them because many teachers do not know about them. Learning media must be in accordance with current technological advances so that learning objectives can be achieved. Students can better understand lessons with the help of media. Learning media is very interesting and effective so it can increase students' interest and desire to learn.

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Learning media are tools used to make teaching run well and help teachers and students communicate and interact with the messages contained therein. The benefits of each learning media depend on the willingness of teachers and students to communicate and interact with the messages contained therein.

In developing the Canva application for Indonesian language education, there are two interesting reasons to discuss. The first is the impact of the industrial revolution 4.0, which encourages students to master new skills. The second is the way technology is used as a learning

medium, which makes it practical in terms of time, results and use.

Third, students have visual literacy during the learning process. Technology can be applied to many subjects in the Canva application, especially Indonesian.

By using the Canva application, it is hoped that the learning process will attract more students' attention and the lesson material will be easier to understand.

Media can be considered as part of the learning system in a narrow scope. In a broader scope, media can be defined as the optimal use of all elements of learning resources and systems to achieve certain learning goals. According to Hamidjojo, what is meant by media is all types of intermediaries that people use to spread ideas, so that the ideas reach the people who receive them.

The use of learning media in schools has not been maximized. Learning media has not been widely used in the classroom learning process or independent learning. This research aims to create interesting and practical media as a medium for learning Indonesian Language and Literature. More specifically, Procedure Text Learning. Procedure Text is a text that explains the sequence of steps in which the work is carried out, relating to what is done, how to do it, when to do it, where to do it, and who does it. (Widiyastuti, nd)

When using the Canva application as a learning medium, an interesting reason to discuss is the impact of the industrial revolution 4.0. The industrial revolution 4.0 requires students to be creative, innovative and work together, as well as master new skills. The influence and relationship with the industrial revolution 4.0, which changes all aspects through the development of the internet and technology as a goal, attracts attention. Second, the learning media approach involves the use of technology as a practical learning medium, both in terms of time spent, expected results, and students' visual literacy. Many technologies can be used in learning, especially the Canva application.

One interesting example of learning literature is poetry. In this example, students do not only rely on books and written texts that they are already familiar with. They also use visual literacy on the Canva application to express their thoughts, creativity and feelings into their poetry using colors, atmosphere, images and other symbols.

The use of interactive learning media based on the Canva application has been proven to have a positive impact on students. So that later researchers can utilize interactive learning media based on the Canva application to improve students' mathematical connection abilities. (Fitriana et al., 2024)

Use as learning media as a learning model, and can be used as a utilization. Media users can use writing learning media for students to improve writing skills. As well as, increasing the ability to have a positive impact on students' language skills covering various aspects. It is stated that use in learning activities is defined as active learning. Therefore, teachers can change learning styles and learning instructions. So that the learning method does not get bored easily, so that it can encourage or provide positive learning things to students. (Putri & Hasanudin, 2023)

The Canva application is one of the supports for the process of creating learning media, the Canva application provides various kinds of graphic design tools ranging from posters, invitation cards, covers, photo editors and video creation as well as many others, not only that, Canva is also easily accessible, available on desktop or mobile (Hadana et al., 2023)

Research with the title "Development of Descriptive Text Learning Media with the Canva Application for Class X Students of SMK Negeri 1 Hiliduho" attracted the interest of researchers.

Formulation of the problem

The problem of this research can be formulated, namely about how students use the Power Point application using the Canva application, as well as how attractive the Power Point learning media using the Canva application is for students, about the suitability of Power Point learning media for students and the effectiveness of Power Point learning media.

Research purposes

The aim of this research is to develop interactive learning with PowerPoint using the Canva application

II. METHOD

Research methods

This research uses a qualitative research method with a descriptive approach: the research subjects are students and teachers. The Research Object is the Development of Power Point Learning Media

using the Canva Application, the Research Assessment Instrument is a Test Instrument, and an Assessment Rubric which consists of several assessment aspects, namely: appropriateness of material content, media display content, appropriateness of learning support processes, and appropriateness of material presentation. Method It collects data through observations and interviews to describe how students learn to write descriptive text with the help of the Canva application. The data analysis technique used in the research is firstly data reduction, secondly data presentation and thirdly drawing conclusions and identifying the suitability of the material as well as presenting the material using Power Point media, and describing the suitability of supporting the learning media used.

III. RESULTS AND DISCUSSION

Based on research that has been carried out, both observations and interviews, the implementation of Canva media in Indonesian language learning is going well, conducive and interactive. Before entering the learning process, of course there are steps to make Canva media. In the implementation of the learning process there are several weaknesses that arise when learning takes place. However, the advantages of Canva's media implementation are more impactful than its weaknesses. Monotonous and boring learning can be overcome with the Canva application as an interactive medium. (Hadana et al., 2023)

21st century technology is experiencing quite rapid development. This can be viewed from various aspects, technology has a very pronounced impact. No exception in the field of education, technological developments also have an impact on learning both offline and online. Technology-based learning nowadays is familiar to educators and students. The use of technology in learning has various elements in it. (Hadana et al., 2023)

The impact of technology on education is very important in terms of educational progress. With the help of knowledge developed at the educational level, educational progress adapts to the realities of the times. Therefore, teachers must actively participate in developing the media used in the classroom according to the situation and circumstances of the students and the school.

When studying material in Indonesian, teachers are also encouraged to choose and use learning tools that are relevant to their students and the material they are teaching. (Suwito & Syakur, 2023)

Advances in information & communication technology are growing very rapidly, of course this has an impact on the world of education. Therefore, as a teacher you must be able to take advantage of all these advances & conveniences in the teaching and learning process. (Shelly et al., nd)

To realize good and smooth classroom management, teachers are required to be able to organize and plan learning that suits the interests and characteristics of students, so that children will be motivated in learning which will result in learning being meaningful, that is, students in learning will be motivated and interested in playing a role. active in learning activities. (Fajri et al., 2022)

Media is anything that can be used to channel messages from the sender to the recipient so that it can stimulate students' thoughts, feelings, attention and interest and attention in such a way that the learning process occurs. (Widiyastuti, nd)

The current learning media which is one of the results of technological developments is the Canva application. Quoted from the Canva account site, the Canva platform provides features or utilities in education. It was explained that Canva is a creativity and collaboration tool for all existing classes. Canva is a design platform needed for learning.

Learning media is not just an introduction to material, but also a means of generating imagination, interest and a pleasant atmosphere. Media can arouse enthusiasm for learning which enlivens the learning atmosphere so that students' understanding of teaching material increases. (Oktavia & Harjono, 2020)

Digital-based learning media in delivering language learning material is greatly influenced by the ability of educators to deliver material creatively and interactively. (Wardana et al., nd)

Using the Canva application, students can use an Android cellphone which can overcome inadequate facilities and infrastructure, especially in designing using the Canva application. The aim of developing Canva-based learning media is an effort to provide educators with insight into interactive learning media, so as to increase

students' understanding of learning. (Harida et al., 2023)

Learning media is a teaching aid that is useful for conveying messages or learning materials so that students can receive learning materials well. Therefore, the use of appropriate learning media in learning will have a big influence on students' acceptance of subject matter (Azqiyya et al., 2023)

The implementation of Canva media is carried out so that interactive, conducive and enjoyable learning can be created. This exciting learning makes it easier for students to digest the material presented. The Canva media used in learning is in the form of Power Point. Power Point is software developed by Microsoft. The main function of Microsoft Power Point is to create attractive multimedia presentations using slides, text, images, graphics, video and sound. Power Points made from Canva can attract more students' interest in conducting more interactive learning because there are many interesting templates for making learning slides. Designs are made as creative as possible and tailored to needs. You can add elements or photos to the design you create.

The current learning media which is one of the results of technological developments is the Canva application. It is stated that the Canva application is an online-based design platform that has various designs for infographics, posters, videos, graphics, charts, brochures, logos, presentations, book covers and so on and can be connected to your social media. Canva is very useful in creating interesting learning media with designs from the available templates. Teachers and students can create creative and interesting work. These creations can be displayed as learning media in class. (Hadana et al., 2023)

Learning media is an important element to help realize learning objectives. As a learning aid, learning media must be varied because this is a benchmark for a quality learning process. Learning media is a technology that can be used for learning purposes, learning media is a physical means of delivering learning material. Learning media is also a means of communication in the form of print and hearing, including hardware technology. Meanwhile, in order to realize the effectiveness of learning, students must interact with the learning environment that has been arranged by educators through a learning process with interesting and

innovative learning media. (Anugraheni & Izzulhag, nd)

Learning media in education and in the teaching and learning process is very much needed and plays an important role in the development of students at school so that the knowledge and material obtained by students can be well received. Therefore, the choice of media must be adapted to developments in the digital era, teachers are expected to be able to utilize technology for the learning process and streamline the learning process so that it runs effectively (Lubis & Silalahi, 2023)

Canva can be a supporting media application in the learning process in the independent curriculum which focuses on meaningful and more useful learning where students are given the knowledge and recognition that Canva is not just an ordinary design application but can also hone their creative abilities. (Ninta, nd)

One of the factors that really determines the success of the learning process is how the media used is designed in an attractive way so that students' attention focuses on the material presented. The Canva application used in designing learning media is very appropriate, because it contains templates that can be used to design interesting material content, as has been developed in this research. Students can understand the material well if the learning media is made interesting and appropriate. (Widiyastuti, nd)

Apart from motivation and interest in achieving learning success, one of them is utilizing relevant and interesting media. So the availability of interesting learning media will make students happy, enthusiastic and motivated to learn. The function of learning media can clarify material information in learning so that it can create a conducive learning climate and improve student learning achievement. (Fajri et al., 2022)

Implementing Canva media in learning is one answer for teachers who are still confused about choosing learning media. Apart from being very easy to use, the Canva application also has many interesting options and a unique appearance. This Canva application can also be accessed from both laptops and devices. Apart from that, the Canva application can also increase the creativity of teachers and students. Monotonous and boring learning can be overcome with Canva media.

Interesting and fun learning media will certainly increase student activity and achievement.

IV. CONCLUSIONS

Based on the results and discussion, it can be concluded that the interactive learning media based on the Canva application is valid (suitable for use), practical and effective, and can improve students' mathematical problem solving abilities. The validity of the learning media that has been developed is included in the category of very suitable for use.

The use of visual learning media based on the Canva application makes children more active and enthusiastic in learning, because the appearance of Canva media is attractive, the images and colors are appropriate and attracts children's interest in learning which is supported by children's curiosity about this visual media is very high. so that children do not get bored of learning, with preparation steps the teacher before the learning process must be able to prepare a learning plan according to the material, media, characteristics of the students, and the teacher must be able to pay attention to supporting factors and obstacles to the learning process. During the learning process, teachers also provide opportunities for students to collaborate, confirm and ask questions about the material being studied. Teachers must also have the ability to select and sort relevant learning materials and media so that learning becomes more effective and efficient. The supporting factor is making media using the Canva application which is very interesting, in accordance with students' learning interests and development, making it easier for teachers to deliver material so that it can increase children's motivation and interest in learning which results in increasing children's learning achievement. Apart from supporting factors, there are also inhibiting factors, namely not all teachers are able to operate the Canva application. Teachers must be able to manage time and manage learning.

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