

Student Innovation in Adopting Canva Based Interactive Teaching Materials as Appropriate Technology

Novi Ismiasih¹, Budi Mahardika²

¹Universitas Sunan Drajat, noviismiasih33@gmail.com

² Universitas Islam Lamongan, budimahardika@gmail.com

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ABSTRACT

The purpose of this study is to describe Canva media in terms of its use in the Pancasila Education learning process and Citizenship (PPKn). The method used in this study is descriptive method. Descriptive method is directed at efforts to reveal the current situation, then analyzed and interpreted with starting from real events. Researchers develop concepts and collect data, but do not perform hypothesis testing. The data that obtained from the results of observations, interviews and documentation, then analyzed by using interactive model techniques. Data validity techniques on This research was conducted through triangulation. The results of this study describe that utilization of the Canva application in learning Pancasila Education and Citizenship (PPKn) is interesting, because first, students are directed to have mastery of new skills, related to the revolution 4.0. Second, learning media facilities in the sense of utilizing technology as a practical learning medium, practical in terms of its use, time, and the results that can be obtained. Third, students' visual literacy in Pancasila and Citizenship Education learning.

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Corresponding Author:

Novi Ismiasih

Universitas Sunan Drajat; noviismiasih@gmail.com

INTRODUCTION

One of the main subjects in school is Citizenship Education. This aims to develop the intelligence of citizens. the state in spiritual, rational, emotional and social dimensions, developing responsibility as citizens, and develop students to participate as citizens so that become a good citizen. In civics learning, the ability to master the methods learning is one of the main requirements that teachers must have. The method chosen In learning PPKn, it must be adapted to the characteristics of the

objectives of learning, characteristics of civics learning materials, student learning situations and environments, development levels and students' learning abilities, available time and the students' own needs (Lion, & Alexandro, 2015).

In the process of citizenship education, we must distinguish between the aspects knowledge, attitudes and opinions (*attitudes and opinions*), intellectual skills (*intellectual skills*), and participation skills (*participatory skills*) (Juanda, & Rahayu, 2019). These aspects must be integrated in the learning process to form a synergy so that learning messages can be captured by students correctly and optimally and can be applied in daily behavior. Teachers can strive to make this happen by implementing the right learning process. Three main groups are involved in the learning process namely: teachers, students, and learning materials. The interaction between these three elements requires appropriate means and infrastructure, such as models, methods, media and the environment in which the learning process takes place.

Education is a very important thing for every generation, especially the younger generation. In the advancement of good educational science and increasing the knowledge of human resources exist in a country, generally the Unitary State of the Republic of Indonesia. With the advancement of technology which is increasingly sophisticated, every teacher and student is encouraged to understand technology as an effort in improving the quality of education. One of the good, effective teaching methods, which also follows technological developments in the learning process are through the existence of learning media as a reference for teaching and learning (Tarkuni, 2021). By using learning media as a tool in the teaching and learning process, enabling teachers and students to apply learning by mastering new skills, creating something in media applications learning. If we also look at it, the current curriculum hones students to think creatively, skilled, independent, and technology-driven, without relying on media in the form of books and teachers as the only learning media used in education. Like wise at this time, we have entered the era of revolution 4.0 which relies on technology as media for any activity, including learning (Nurrita, 2018).

The 21st century era is synonymous with with the era of the industrial revolution 4.0 marked by various forms of paradigmatic change. There are six macro trends sweeping the world as we enter the 21st century. First, the digital revolution. developing very rapidly, one of which is in the world of education. Second, globalization is increasingly strengthening integration between parts of the world is marked by rapid technological developments informatics, communications, and transportation. Third, globalization, corporations cause world landing. Fourth, the world is changing very rapidly. Fifth, the growth of new communities such as knowledge, information, and network societies. Sixth, the phenomenon of

increasingly rapid demands for creativity and innovation as individual capital in facing competition ongoing (Jelantik, 2019).

In a narrow sense, media can be defined as a component of a learning system. Broadly, media can be defined as the maximum utilization of all components of learning resources and systems to achieve specific learning objectives. According to Hamidjojo, media refers to all forms of intermediaries used by people in learning. dissemination of ideas, so that the ideas reach the recipient. Meanwhile, the term learning is efforts to teach learning. In learning efforts, communication occurs between learners (students) with teachers (instructors), so that the learning process like this is part of communication process between humans (Miftah, n.d.). It can be interpreted that learning media is a tool or intermediary in assisting the teaching and learning process between teachers and students in realizing good and technology-based learning.

The increasingly rapid development of information technology in the current era of globalization is not can be separated from its influence in the world of education. Global demands require the world of education to always adapting to technological developments to improve the quality of education. future educational performance requires information systems and information technology. which not only functions as a means of support, but as the main weapon to support the success of the world of education so that it is able to compete in the global world (Karo-Karo, & Rohani, 2018). One of the many applications that have appeared in the world of technology is Canva. Canva is an online design program that provides various tools such as presentations, resumes, posters, pamphlets, brochures, charts, infographics, banners, bookmarks, bulletins, and so on are provided in the Canva application. The types of presentations available in Canva include creative presentations, education, business, advertising, technology, and so on. The advantages of the Canva application can be seen as follows. Efforts to have a variety of attractive designs are able to increase the creativity of teachers and students in designing learning media because of the many features that has been provided. Save time in practical learning media. In designing, does not have to use a laptop, but can be done via gadget (Tanjung & Faiza, 2019). In addition

Apart from the advantages that can be obtained from the Canva application, there are also fundamental disadvantages that can be obtained from it. this application, namely if you want to use Canva, each user must have a data package to be able to use it. connected and can use Canva, besides that, the designs presented in the Canva application There are some paid templates, but this is not a problem, because there are many nice template but free to use.

METHODS

This research is a qualitative research. The type of research used is descriptive method. The descriptive method is a method that attempts to reveal the conditions

that happening now, to be further analyzed and interpreted. explains that the descriptive method intended for careful measurement of certain social phenomena (Semiawan, 2010). Researchers develop concepts and collect data, but do not conduct hypothesis testing. The data obtained from the results of observations, interviews and documentation, were then analyzed using using interactive modeling techniques. The data validity technique in this study was through triangulation. The data sources for this research are informants, observable activities and documents.

FINDINGS AND DISCUSSION

Canva is one of the many applications that teachers can use to create learning media. Canva is an online design application that provides a variety of designs graphics consisting of; presentations, posters, pamphlets, graphics, banners, invitation cards, photo editing and covers facebook (Dian et al., 2021; Rahma Elvira Tanjung, 2019). Canva makes it very easy for teachers to designing learning media, as (Triningsih, 2021) stated that Canva make it easier for teachers and students to carry out technology-based learning processes, skills, creativity, and other benefits. This is because the design results use Canva. able to increase students' interest in learning activities and improve Motivating students by presenting teaching materials and materials in an interesting manner.

According to Sari, Rusdiana, & Putri,. (2021) stated that the use of Canva in creating media Learning has many advantages, namely; with Canva we can create various types of designs which is equipped with various animation features, templates and page numbering that can be encourage creativity and time efficiency for both teachers and students in activities designing attractive media that can be used as presentation material, in the form of slides, mind maps mapping and posters. This is because there are many features that are available, such as loading 'drag' and drop' which makes it easier for users to apply it, even students can collaborate in the design process so that students can work in groups. The same is true with Garris Pelangi (2020), he stated that the Canva application has the following advantages: (1) various attractive designs are available; (2) it increases creativity.

In developing the use of the Canva application in learning Pancasila Education and Citizenship (PPKn). This is interesting, the reason is because firstly, the impact of the revolution Industry 4.0 where students are directed to have mastery of new skills, which seen from the influence and relationship with the 4.0 revolution, namely the transformation of all aspects through the development of technology and the internet as a goal. Second, learning media facilities in the meaning of utilizing technology as a practical learning medium, practical in terms of its use, time, and the results that can be obtained. Third, students' visual literacy in learning Pancasila and Citizenship Education. In learning Pancasila and Citizenship Education Citizenship There are many subjects that can be applied in special technology. on the Canva application (Rahmatullah, Inanna, & Ampa, 2020).

Interesting things as examples such as learning literature in the form of poetry, students are not only focused on books and written texts. It's common to see it, but how does visual literacy on Canva utilize the eyes, poetry lessons written by students by directly pouring out their thoughts, creativity, and their emotions by relying on color, atmosphere, images, and other symbols which can be utilized through designs on the Canva application. With the development and elaboration which will be presented in the development of this research, is expected to be able to provide lessons positive, how an application that is already widely available can be used as a medium technology-based learning.

The Canva application can be used in creating learning media. As a beginner who doesn't have the ability to create computer-based media designs, in our opinion the application Canva is perfect for use. The various features available are easy to apply according to your needs, the designer's (in this case the teacher's) wishes. Because it is quite easy to use, we personally motivated to learn to create any design using this application. Not only media. Besides learning, this application can also be used for other purposes. For example: creating designs school brochures, posters on implementing health protocols, making photo collages, activity proposals, designs logos, meeting presentation slides and much more. Efforts to recommend for teachers who do not yet have design skills such as using the Canva application. At first it might be quite difficult because you are not used to using it, based on experience. We remain enthusiastic about trying to create designs and the most important point is to show the results. design to colleagues and ask for comments on the design results.

With learning media through Canva media, learning becomes more interesting and can direct students to be interested in learning (Mahardika, Wiranda, & Pramita, 2021). In addition, they can understand the material being studied well. In addition, the teachers with making several points in the learning design and learning media can convey the core lessons. Students' understanding is helped by the presence of an attractive display. Therefore, adequate understanding can influence the learning process that begins with interesting media. From this situation, teachers are challenged to continue to improve the design learning that follows technological changes over time. The goal is for innovation increasingly applicable in classroom learning.

CONCLUSION

Conclusion of research on the use of Canva-based learning media in subjects Pancasila and Citizenship Education. Is, firstly, the use of the Canva application in The study of Pancasila and Citizenship Education (PPKn) is interesting, because first, Students are directed to have mastery of new skills, which are related to the revolution 4.0. Second, learning media facilities in the sense of utilizing technology as a medium. practical learning, practical in terms of its use, time, and the results that can be obtained. Third, Visual literacy of students in learning Pancasila and Citizenship

Education. Suggestions research, for teachers, efforts are made to develop and explore various features further in the Canva application which can be used as a learning medium.

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