The Effect of Using the Canva Application on Social Science Learning Outcomes of Class VII Students of Upt UPT SMP Negeri 3 Pitu Riase

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Abstract— This This study uses a quantitative method with the type of experimental research that aims to testThe Effect of Using the Canva Application on Social Science Learning Outcomes of Grade VII Students of UPT SMP Negeri 3 Pitu Riase.The population is 29 students with sampling technique using saturated sampling or total sampling. There are 2 variables in this study, namely the independent variable The Effect of Using the Canva(X) Application and the dependent variable, namely Social Science Learning Outcomes of Class VII Students of SMP Negeri 3 Pitu Riase (y). This research was conducted at UPT SMP Negeri 3 Pitu Riase.Data collection techniques using documentation and tests. The collected test results data were analyzed using the mean formula. Based on the results of data analysis, it was obtained that the value of X = 75.53> the value of Y = 67.71 so that it can be seen that there is an effect of using the Canva application on the learning outcomes of Class VII students of SMP Negeri 3 Pitu Riase.Based on the research results obtained, it can be concluded that the Effect of Using the Canva Application on the Social Science Learning Outcomes of Class VII Students of SMP Negeri 3 Pitu Riase, this shows that the working hypothesis states that There is an Effect of Using the Canva Application on Social Science Learning Outcomes of Class VII UPT Students SMP Negeri 3 Pitu Riase,accepted

Keywords: **Canva, Learning, Outcomes**

I. INTRODUCTION

Education is a means to develop and improve the quality of human resources(Anna Pertiwi, 2022). Education is the main key to creating quality human resources(Anjeliani et al., 2022). So it is very important in the learning process which is closely related to intelligence both in the field of knowledge, noble character, personality, and skills that are beneficial to him and those around him.According to Law no. 20 of 2003 concerning the National Education System is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual strength, self-control, personality, intelligence, noble character, and the skills needed by themselves, society , nation and state(Inkiriwang et al., n.d.)Education is closely related to the learning process, in learning there are components of the educational process including instructors, students, objectives, methods, materials, instructional media (media), and evaluation(Rohayati et al., 2022). Education itself is aimed at students so that they understand the situation and make students think critically and with quality and have significant advantages in the survival of a country.(Rahmayanti & Jaya, 2020).

Melinda (2021) in(Ristyanti et al., 2022)argues that an effective learning process requires support such as learning media that can assist teachers and students in achieving learning goals. The presence of learning media is expected to help teachers when conveying material to students so that it can stimulate students' minds, foster student enthusiasm for learning and instill confidence in students, so that student learning success can be achieved(Wahyuni & Napitupulu, 2022). The existence of learning media is not only used as a tool to convey information in the learning process besides that, learning media can increase student learning motivation and stimulate student curiosity(Rahmayanti & Jaya, 2020).

According to Pelangi (2020) in(Johan et al., 2022)concluded that learning media is needed to support an education. The media presented at this time prioritized technology and communication to be implemented in educational domains, one of which was learning Social Sciences. How learning media provide tools in the form of knowledge, as well as hone the creativity and skills of students in their learning at school.Technological developments in the era of globalization have a good impact on education, especially in the use of learning media(Rohayati et al., 2022). The use of technology is very important in the field of designing, analyzing, evaluating, developing or implementing material in the learning process(Merdiana & Yamlean, 2022). If previously teachers only used textbooks to convey material to students, now there are many applications that offer ease of use for learning new material. conveyed in the learning process(Rohayati et al., 2022). To create a multimedia learning environment that can stimulate students' thoughts, feelings, concerns and interests, the authors try to apply learning using the Canva application to the learning outcomes of Class VII Students of SMP Negeri 3 Pitu Riase.The Canva application can be used in the realm of education. Canva is an online application that has a variety of templates and features available to help teachers (teachers) and students (learners) make it easier to do technology-based learning, skills, creativity, and other benefits obtained. The Canva application really attracts attention and interest in learning by presenting interesting material. Canva is a medium for graphic design that helps users create and design various kinds of creative designs. Canva allows users to more easily create various types of creative content online, Canva can be accessed through applications that can be installed on computers and through its website(Johan et al., 2022).

The history of Canva began in 2012 on the 1st of January to be precise. The Canva app was founded in Sydney, Australia by Melanie Perkins, Cliff Obrecht and Cameron Adams. This app was released in 2012 and became popular in 2018 and is still being used today. In the first year that Canva was introduced, Canva skyrocketed by posting a record number of 750,000 users. Five years running, in 2017 Canva reached a face where the company started to record profits. Canva is available in several versions, namely web, android and iphone. Users can use Canva both online and offline. Starting from designing brochures, advertisements, presentations, videos to infographics, you can make them through Canva. The advantage of Canva is that it provides a variety of designs and templates, making it easier for teachers to create interesting material(Merdiana & Yamlean, 2022).

The subject of Social Sciences is a science that examines social life systems starting from

social systems, government systems, economic systems, and studying the surrounding environment. In Indonesia, the subject of Social Sciences is one of the subjects that must be followed by students starting at the elementary, junior high, and senior high levels. With the Social Sciences subject, it is expected that students can overcome the problems that exist in their lives and contribute well to society. Because in essence humans definitely need other humans to live side by side in various aspects(Rohayati et al., 2022).Based on the results of initial observations made in class VII SMP Negeri 3 Pitu Riase, especially social science subjects, that what affects student learning outcomes is due to the low level of learning motivation and less interesting learning media. This happens because learning activities still use conventional methods and delivery. learning material that is packaged is less attractive which will tend to make students feel bored and unable to concentrate optimally in receiving learning material, so that the achievement of indicators designed by social science subject teachers is still far from what was expected.

The use of Canva media can increase teacher creativity in/1 compiling media and make the process of delivering learning material more efficient. This media can also help students more easily understand messages or material in the form of text and even video. Plus, Canva can help students become more focused so they understand the lesson by using eye-catching illustrations.Based on the explanation above, the researcher is interested in using Canva to be used as a learning medium for Social Sciences subjects. This media was developed in the form of presentations and videos which of course will attract students' learning motivation so that students can more easily understand the learning material and receive maximum learning outcomes.

II. RESEARCH METHODS

In this study researchers used a quantitative approach. Quantitative, namely research that is required to use numbers, starting with data collection, interpretation of the data, and the appearance of the results(Leviasari, 2021). This study uses an experimental research type that aims to examine the effect of using the Canva application on social science learning outcomes for Class VII UPT SMP Negeri Pitu Riase. The independent variable in this study is the effect of using the Canva application, while the dependent variable is the learning outcomes of class VII students of SMP Negeri 3 Pitu Riase. The independent variable (X) in this study is the use of the Canva application as a tool in the learning process.The population in this study were students of class VII UPT SMP Negeri 3 Pitu Riase, totaling 29 students. The sampling technique used is saturated sampling or total sampling. This sampling technique is carried out when all members of the population are used as samples, so in this study the researchers took all of the population to be used as samples, namely as many as 29 students. The results of the sample are divided into two groups, namely Experiment and Control. The group division for more details can be seen in table 3.3 as follows:

Table 3.3Research sample data

Class	Sample
Experiment	15
Control	14
Amount	29

The technique of collecting data in this study is in the form of a test. The test was carried out after being given the treatment, the test used was in the form of multiple choice as many as 30 items consisting of 4 choices, namely A, B, C and D to measure student learning outcomes in Social Sciences Class VII subject at SMP Negeri 3 Pitu Riase. The collected data analysis technique was analyzed using descriptive statistical techniques in the form of the mean.

The steps to analyze the data are student test results used to determine the classification of student scores. Scores are converted to grades in the formula below:

$$\boxed{X100}$$

Source: Arifin (2012:96)
Information:
N = Value
SP = Acquisition Score of Each Student

SM = Maximum Score
100= Standard Score
To find out whether there is an effect of using the Canva application learning media on social science learning outcomes for UPT VII class students of SMP Negeri 3 Pitu Riase. Then the mean formula is used as follows:

$$M_y = \frac{\sum f_y}{N_y} \qquad\qquad M_x = \frac{\sum f_x}{N_x}$$

Source: Arifin (2012:96)

Information :

Mx = Symbol Mean X

My = Mean Y symbol

x/1 = Variable Value x

y/1 = Variable Value y

∑fx = The number of frequencies of each individual value x

∑fy=Sum of the frequencies of each individual value

III. RESULT AND DISCUSSION

The research was conducted in class VII.A and class VII.B. The class is a sample of the selected class VII SMP Negeri 3 Pitu Riase. In the research that has been carried out, it is divided into 2 groups, namely the experimental group in the process of learning activities will use Canva and the control group in the process of learning activities does not use Canva. After carrying out the learning process the two groups were given a test.

Data presentation

Based on the results of research conducted using documentation and multiple choice tests as data collection instruments, the following results are obtained:

Variable data X, is data on social science learning outcomes using Canva (experimental group)

Variable data Y, is data on social science learning outcomes that do not use Canva (control group)

To facilitate the analysis process, the collected data will be presented first and then analyzed, then proceed with testing the hypothesis using statistical techniques as shown in table 4.1.

Table 4.1 Scores and Scores of Study Results Social Studies Experiment Group

Data Source: Student ProjectFrom the results of learning social science in the Experimental Group above, it shows that no students got a score of 100. The highest score was 90, then the lowest score was 63.

Furthermore, table 4.2 below presents the results of the project obtained by the control group of class VII students of SMP Negeri 3 Pitu Riase.

Table 4.2 Scores and Scores of Control Group IPS learning outcomes

No	Sample Code	Score	Mark
	AD	20	66
	AH	19	63
	AL	19	63
	E	15	50
	I	18	60
	KH	25	83
	MG	20	66
	N	18	60
	NS	24	80
0	RA	19	63
1	hospital	19	63
2	SS	26	86
3	BC	21	70
4	W	23	70

Data Source: Student Project

Based on table 4.2 of the control group above, the highest score obtained was 86 and the lowest value was 50.

Data Analysis

To	15	Z	21	70

find out whether there is an effect of using the Canva application onlearning outcomes of Social Sciences Class VII students of SMP Negeri 3 Pitu Riase, then data on learning outcomes of the two groups will be processed and analyzed in the mean calculation table as follows.

Table 4.4 Mean Calculation Work

Experiment Group			Learning outcomes	Contro
fx2	Fx	F	X/Y	F
8,100	90	1	90	-
-	-	-	86	1
13,778	166	2	83	1
12,800	160	2	80	1
17,328	228	3	76	1
10,658	146	2	73	-
19,600	280	4	70	1
-	-	-	66	2
3969	63	1	63	4

-	-	60	
-	-	50	
86,233	1.133	15	$\sum$

Data Source: Processed from table 4.3

The mean of the experimental group (X) and the control group (y) with the formula:

$$Mx = \frac{\sum FX}{Nx}$$

$$Mx = \frac{1.133}{15}$$

$$= 75.53$$

$$My = \frac{\sum Fy}{Ny}$$

$$My = \frac{949}{14}$$

$$= 67.78$$

DISCUSSION OF RESEARCH RESULTS

The purpose of this study was to find out whether the Canva application had an effect on the learning outcomes of class VII students at SMP Negeri 3 Pitu Riase, by taking a sample of 29 students from class VII SMP Negeri 3 Pitu Riase. Students from the experimental and control groups were identified using the saturated sampling method. The results of the experimental group that used the Canva application in the learning process obtained higher scores compared to the control group that did not use the Canva application during the learning process. This can be seen from the results of the data analysis that was carried out showing the average value of the experimental group ($Mx = 75.53$) while the control group ($My = 67.78$). This value indicates that the Mx value is greater than My ($75.53 \geq 67.78$).

Class VII students of SMP Negeri 3 Pitu Riase who use the Canva application in the learning process are better than students who carry out the learning process without using the Canva application, according to research findings comparing learning outcomes. Given students' final exam scores, the findings of these studies are comparable. Based on the gains obtained in the statement above, the hypothesis which states that there is an effect of using the Canva application on social science learning outcomes for class VII students of SMP Negeri 3 Pitu Riase is "accepted". As a consequence of this rejection, the value hypothesis which states that there is no effect of the use of the Canva application on learning outcomes in Social Sciences Class VII Students of SMP Negeri 3 Pitu Riase is "rejected" Thus it can be concluded that the Canva application can have a beneficial impact on learning outcomes in Social Sciences class VII subject at SMP 3 Pitu Riase. This is shown by the student learning outcomes which are quite good when compared to student learning outcomes where Canva is not used in learning activities

IV. CONCLUSIONS

Based on the description of the results of the study regarding the effect of using the Canva application on Social Science learning outcomes for fifth grade students of SMP Negeri 3 Pitu Riase, it can be concluded that there is an effect of using the Canva application on Social Science learning outcomes for fifth grade students of SMP Negeri 3 Pitu Riase. This indicates that the Canva application can be used for the learning process because the Canva application-based learning media is very useful for educators and also students in carrying out learning activities that are more interesting and can foster interest and motivation in learning for students. Based on the research results, in accordance with testing the hypothesis through data analysis, the average value was obtained, namely $Mx = 75.53 > My = 67.78$. This means that the difference in the average scores indicates that there is an effect of using the Canva application on the social studies learning outcomes of class VII students of SMP Negeri 3 Pitu Riase. The results of the analysis using the mean formula show that students who learn using the Canva application have a positive impact compared to students who do not learn using the Canva application.

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