Influence Use Media Based Canva on Learning Outcomes of Citizenship Education Class XI Students of Private Senior High School (SMAS) Muhammadiyah Pangsid

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ABSTRACT

Background. Based on the results of observations at Private Senior High School Muhammadiyah Pangsid, researchers saw that teachers still used the lecture method in the learning process with voices that were not clear during the learning process. And media which used Still depend on book package Which less interesting so students feel bored and cannot concentrate on what the teacher is saying. With Canva-based media , it is hoped that it can help the teaching and learning process can be implemented well.

Purpose. The research focuses on Canva as a presentation-based learning tool with diverse templates to boost student interest in the material. Observations at Private Senior High School Muhammadiyah Pangsid revealed a concern: low student interest affecting learning quality and school credibility. Addressing this issue is crucial for enhancing overall educational outcomes.Top of Form.

Method. The research This research uses an experimental type of research. Sugiyono explained that "Method study experiment can interpreted as research methods used to find the effect of certain treatments towards others in controlled conditions" (Anggoro, 2016).

Results. The results of the experimental group that used Canva- based media in the learning process obtained higher scores compared to the group control Which No using media based canva on moment learning process. Matter the can seen from the results acquisition analysis that data carried out shows the average value of the experimental group.

Conclusion. Research on the impact of Canva in teaching Citizenship Education to Class XI at Private Senior High School Muhammadiyah Pangsid shows positive results. With an average score of 83.214, significantly higher than the control group's 65, and a t-test result of 8.204 exceeding the critical value, Canva positively influences Citizenship Education outcomes.

KEYWORDS

Citizenship Education, Canva Media, Influence

INTRODUCTION

In contemporary education, the integration of innovative teaching methods and technology has become increasingly vital in enhancing students' learning experiences and outcomes. This research delves into the influence of utilizing Canva-based media on the learning outcomes of Citizenship Education among Class XI students at Private Senior High School (SMAS) Muhammadiyah Pangsid. The modern educational landscape demands a departure

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from traditional approaches, and exploring the impact of multimedia tools, such as Canva, offers an exciting avenue for understanding how technology can positively shape the academic achievements of students in the realm of citizenship education.

Private Senior High School (SMAS) Muhammadiyah Pangsid serves as the focal point for this study, where the selected Class XI students become participants in an experimental exploration. As education evolves, it is imperative to investigate whether the incorporation of Canva-based media into the learning process can effectively elevate the comprehension and engagement levels of students in Citizenship Education. This investigation aims to contribute valuable insights into the potential transformative power of multimedia tools, shedding light on their role in shaping the academic landscape and fostering a more dynamic and interactive educational environment.

Education is the process of acquiring knowledge in humans. Through education We can obtain knowledge, Skills, attitude, as well as behavior in educating life both theoretically and practically to improve human resources in a better direction.John Dewey is a character reformer 20th century education, the concept of progressive education, which places child-centered education so that organized knowledge is learned for goals other Which more big. According to Ivan Illich is process providing humans with various kinds of situations aimed at empowering themselves by considering aspects of awareness, enlightenment, empowerment and behavior change. Meanwhile, according to Trahati (2015), education is activities that done man in a way aware And programmed To use build personality that Good And develop ability or talent Which There is on self human individuals to achieve certain goals or targets in living life.

Based on the description above, it can be concluded that education is an effort to prepare and equip the younger generation with knowledge, experience and ability to solve problems, a process that lasts from birth to the end of life, both physically and spiritually. Ki Hajar Dewantara defines education that is guide all strength nature Which There is on children so that they as man And as member public can achieve the highest benefit and happiness. (Sholichah, 2018).Canva- based media as a learning medium goes deep category pattern learning, Where positioning media as learning system components that are equivalent to other components. Media based Canva own excess Which can with easy utilized other than media learning, Where performance student can seen from results Which obtained so Teacher can know to what extent understanding student to material Whichtaught and will later become a measuring material for overall learning evaluation. With media Canva based so give color new towards learning patterns that are enjoyable for students..

Based on the results of observations at Private Senior High School Muhammadiyah Pangsid, researchers saw that teachers still used the lecture method in the learning process with voices that were not clear during the learning process. And media which used Still depend on book package Which less interesting so students feel bored and cannot concentrate on what the teacher is saying. With Canva- based media , it is hoped that it can help the teaching and learning process can be implemented well.

LITERATURE REVIEW

According to the Big Indonesian Dictionary (KBBI), influence is the power that exists and arises from something (person/object) which helps shape character, beliefs or actions (Istiani & Islamy, 2020). Influence is a force or power that arises from something, be it people or objects and everything that exists in nature so that it influences everything around it.According to surakhmad, influence is strength Which can arise from an object or person and also internal symptoms that can provide changes that can form beliefs or changes (Computer & Jikem, 2022). From several opinions

according to the experts above, researchers can conclude that influence is a power or force that can arising from something, be it a person, object, character, belief and actions of a person that can influence the environment around him. Djamarah, Syaiful Bahri and Zain (2002) Media is a vehicle for transmitting learning information or conveying messages. If media is a source of learning, then media can broadly be interpreted as people, objects, or events that enable students to gain knowledge knowledge and skills.Azhar Arsyad (2002) According to Sadiman (2008) media learning is all something which can be used to channel messages from the sender to the message recipient. Media learning is means physique For convey learning content/materials such as books, films, videos, slides and so on (Agussalim & Syamsunir, 2021).According to Suprapto et al, state that media learning is an effective auxiliary tool that can be used by teachers to achieve the desired goals. According to Tafonao (2018), the role of learning media in the learning and teaching process is an integral part of the world of education. Learning media is anything that can be used to channel the sender's message to the recipient, so that it can stimulate students' thoughts, feelings, attention and interest in learning.From the results of previous research research above, there are similarities with the current research, namely that they both test the effect of use c anva from results Study student. As for the differences on the material that will be included in the Canva learning media study inifocus to results Study student after use the media .

Learning media is a tool used to channel messages to students in the learning process. Learning media influences students' learning process because teachers are required to be able to choose and utilize media. Canva is a presentation-based learning media with varied templates, so that students can increase their interest in learning about the material presented by the teacher.Based on the results of observations at the school, researchers found a problem, namely the lack of interest in learning among students at Private Senior High School Muhammadiyah Pangsid, which caused the quality of learning to decline, because when students have a high interest in learning, it will affect the credibility of the school. itself.

Based on the explanation, the framework for this research can be described as follows:
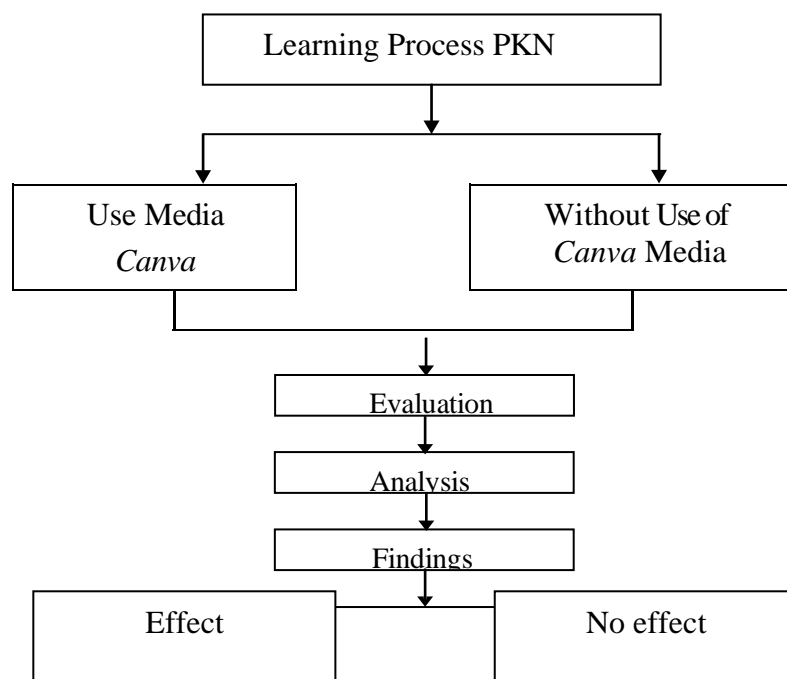
RESEARCH METHODOLOGY

This research uses a quantitative approach method. According to (Sugiyono, 2013), quantitative research methods can be interpreted as research methods that are based on the philosophy of positivism, used to research certain populations or samples, collecting data using research instruments, quantitative/statistical data analysis, with the aim of testing hypotheses that have been established. set.

This research uses an experimental type of research. Sugiyono explained that "Method study experiment can interpreted as research methods used to find the effect of certain treatments towards others in controlled conditions" (Anggoro, 2016).

Table 3.1 Design Study

Group	Treatment
Experiment (E)	X
Control (K)	-

E =Group experiment Which get treatment with use Canva- based media .

K=Group comparison (control) which received treatment with do not use Canva- based media .

X =Treatment Which given to group experiment.

The sample is a portion or representative of the population studied (Arikunto, 2010). If the subjects are less than 100 people, it is best to take all of them so that the research is a population study. Furthermore, if the number of subjects is more than 100 people, then between 10-15 % or 20-25% or more can be taken. Because the population is relatively small, the entire population was sampled, with the term population sample or total sample, namely 27 people, 14 experimental people and 13 control people.

Table 3.3 Research Sample

Group	Student
Experiment	14
Control	13
Amount	27

Technique Analysis Data

In this technique the collected data is analyzed using descriptive statistical techniques. The steps for analyzing data are student test results used to determine student grade classification. Scores are converted into grades in the formula below:

$$N = \frac{Skor\ perolehan}{Skor\ Maksimal} \times 100$$

Figure 3.1. Conversion score student

Analysis formula mean

For know There is or not influence use media Canva based on the citizenship education learning outcomes of class XI SMAS Muhammadiyah Pangsid students, the following m ean formula is used :

Information:

M x : Mark average experimental group

∑fx : Number of experimental group values

N x : Amount student group experiment

M y : Mean value of control group

∑f y: Number of control group values

N y : Amount student control group

RESULT AND DISCUSSION

Research carried out in class XI at Private Senior High School (SMAS) Muhammadiyah Pangsid. The classes selected as samples were all classes XI of SMAS Muhammadiyah Pangsid. In this study, it was divided into 2 groups, namely the experimental group where the learning activity process would use Canva -based media and the control group where the learning activities would not use Canva-based media. After carrying out the teaching and learning process, the two groups were given a test.Study This done with Meaning For know exists The influence of using Canva- based media on the citizenship education learning outcomes of class XI students at Private Senior High School (SMAS)Muhammadiyah Pangsid. The location of this research was at Private Senior High School (SMAS)Muhammadiyah Pangsid, taking a sample of 27 students. In determining the division into experimental and control groups, the division is based on attendance numbers.

The research was conducted in Class XI at Private Senior High School (SMAS) Muhammadiyah Pangsid, where all Class XI students were selected as samples. The study involved dividing the participants into two groups: the experimental group, utilizing Canva-based media in the learning process, and the control group, which did not use Canva-based media. Following the teaching and learning activities, both groups underwent a test to assess the impact of Canva-based media on Citizenship Education learning outcomes. The research, conducted with a sample of 27 students, aimed to determine the influence of using Canva-based media on the Citizenship Education outcomes of Class XI students at Private Senior High School (SMAS) Muhammadiyah Pangsid. The grouping into experimental and control groups was based on attendance numbers for a comprehensive examination of the media's effectiveness in enhancing learning outcomes.

Based on the values obtained in this research, it shows difference results Study Education Citizenship student class XI Private Senior High School (SMAS)Muhammadiyah Pangsid which uses Canva- based media in the process Study more Good compared to student Which do process Study as usual. Learning outcomes can be seen from the comparison of test results that have been carried out on students at the end of the learning process.The results of the experimental group that used Canva- based media in the learning process obtained higher scores compared to the group control Which No using media based canva on moment learning process. Matter the can seen from the results acquisition analysis that data carried out shows the average value of the experimental group (Mx = 83.214) while the control group (My = 65). This value shows that the Mx value is greater compared to My (83,214 > 65) And on test t. test get T count 8,204> from T table 5% (2,060) or 1% (2,787) with db 25.

The findings of this research reveal significant differences in the Citizenship Education study outcomes of Class XI students at Private Senior High School (SMAS) Muhammadiyah Pangsid when Canva-based media is incorporated into the learning process, as opposed to the conventional study methods. The comparison of test results conducted at the end of the learning process indicates superior academic performance in the experimental group utilizing Canva-based media, as evidenced by their higher scores in comparison to the control group. Specifically, the experimental group attained an average score (Mx) of 83.214, while the control group's average (My) was 65. This substantial difference (83.214 > 65) is statistically supported by the t-test result (8.204), which surpasses the critical values at both 5% (2.060) and 1% (2.787) significance levels, considering the degrees of freedom (db) as 25.

In summary, the utilization of Canva-based media in the learning process positively correlates with improved Citizenship Education outcomes among Class XI students at SMAS Muhammadiyah Pangsid, highlighting the potential efficacy of multimedia tools in elevating academic performance and engagement levels in the educational setting.

Based on the results obtained in the statement above, the hypothesis stating that there is an influence of the use of Canva- based media on the Citizenship Education learning outcomes of class XI SMAS Muhammadiyah Pangsid students is "accepted" . As a consequence of this acceptance, the hypothesis which states that there is no effect of using Canva- based media on the Citizenship Education learning outcomes of class XI Private Senior High School (SMAS) Muhammadiyah Pangsid students is "rejected" .

Thus it can be concluded that the use of media is based canva in the process Study can give influence Which positive. Matter This is shown by using Canva- based media in the learning process, student learning outcomes are quite satisfactory compared to learning outcomes that do not use Canva- based media in the learning process.

CONCLUSION

Based on the results of research regarding the influence of using media-based canva to results study Education Student citizenship class XI Private Senior High School (SMAS) Muhammadiyah Pangsid can be concluded as follows: The use of Canva- based media in the teaching and learning process has an influence on the Citizenship Education learning outcomes of class XI Private Senior High School (SMAS) Muhammadiyah Pangsid. Based on the results of this research which has been analyzed, so obtained mark average $M x = 83,214 > M y = 65$ And on test t. test get T count 8,204> from T table 5% nor 1%. From results The average value found shows the influence of media-based use canva to results Study Education Citizenship student Class XI of Private Senior High School (SMAS) Muhammadiyah Pangsid. The final results show that students who Study use media based canva own impact Which positive compared to students who study as usual.

AUTHORS' CONTRIBUTION

Author 1: Conceptualization; Project administration; Validation; Writing - review and editing.
Author 2: Conceptualization; Data curation; In-vestigation.
Author 3: Data curation; Investigation.
Author 4: Formal analysis; Methodology; Writing - original draft

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