THE INFLUENCE OF INTEGRATED CANVA LEARNING MEDIA GOOGLE WORKSPACE FOR EDUCATIONS AGAINST STUDENT LEARNING MOTIVATION AND CREATIVITY ON CULTURAL ARTS SUBJECTS STUDENTS OF SMKN 1 MODAYAG BARAT

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ABSTRACT

Abstract— This research uses a quantitative approach with descriptive methods. The purpose of this study was to determine the effect of the application of Canva for Education learning media on student learning motivation and creativity in Cultural Arts subjects of students of SMKN 1 Modayag Barat. Canva learning media integrated with Google Workspace for Education is an online platform for graphic design in designing various creative designs with ease for users such as designing posters, info graphics, videos, and presentations.

Keywords: Canva Integrated Learning Media For Education Google Workspace For Educations, Student Motivation and Learning Creativity

INTRODUCTION

Based on the results of learning achievements and school quality report cards, motivation and creativity are still not visible, so I conducted learning research using CANVA media integrated with Google Workspace for Educations to prove whether learning using canva can affect student motivation to learn and can increase student creativity in learning?

Problem Formulation:

Departing from the background of the problem, problem identification, and problem limitation, the research problem can be formulated as follows:

1. Does learning using CANVA media integrated with Google Workspace for Educations motivate students to learn?

2. Does learning using CANVA media integrated with Google Workspace for Educations can lead to student creativity in learning?

According to Sardiman (2018: 75) is "The overall driving force within students that gives rise to learning activities, which ensures the continuity of learning activities and provides direction to learning activities, so that the goals desired by the learning subject can be achieved". Uno (2017: 23), says that learning motivation is an internal and external drive in students who are learning to make changes in behavior, generally with several indicators or elements that support.

According to Atkinson, motivation is explained as a person's tendency to act that increases in order to produce one or more effects. AW. Bernard gives an understanding, motivation as a phenomenon involved in stimulating action towards certain goals that previously had little or no movement towards certain goals.

Based on the definition of learning motivation above, it can be concluded that the definition of learning motivation is a series of encouragement or driving force that comes from within oneself and from outside to carry out learning activities so as to cause changes so that what is the desired goal of the learning subject can be achieved.

According to Purwati and Perdanawanti (2019) in Isnaini (2021), Canva can generally be used for graphic needs such as making flyers, posters, greeting cards, certificates, presentations, and infographics with attractive images and templates.

RESEARCH METHODS

This type of research is quantitative research. The research design used is correlational research which means influence research, using simple regression analysis techniques.

The sampling technique was purposive sampling. The instrument used in this research is a questionnaire instrument.

This study has the following variables:

1. Application of Learning Media integrated with Google Workspace Educations (X) as an independent variable.

2. 2.Student learning motivation in Cultural Arts subjects (Y1) as the dependent variable.

Student learning creativity in Cultural Arts subjects (Y2) as the dependent variable.

The population in this study amounted to 116, the sample in this study amounted to 54 taken based on the formula from Taro Yamane (quoted by Rakhmat in Riduwan, 2011: 65) n = N / Nd2 + 1. The data collection technique in this study was to use a questionnaire (questionnaire). The data obtained can be analyzed using descriptive analysis and inferential analysis.

Motivation is the root word of the Latin movore, which means motion or the urge to move. Motivation in English comes .from the word motive which means motion or reason. Motivation in Indonesian, comes from the word motive which means the effort that drives someone to do something. Motive can be said to be a driving force from within the subject to carry out certain activities to achieve goals. The motive is the basis for the word motivation which can be interpreted as a driving force that has become active.

Sample selection with research design nonequevalent control group design. Based on the results of hypothesis testing, it is known that the Paired Sample T-Test test obtained a Sig (2-tailed) value of 0.001 <0.05. So it can be concluded that there is an effect of the application of Canva learning media integrated with Google Workspace for Education on student motivation and creativity. As for the Independent Sample T Test, the significance result = 0.470> 0.05 was obtained, the learning motivation variable Sig value. = 0.109 > 0.05, and the learning creativity variable Sig value. = 0.109 > 0,402. So it can be concluded that motivation and creativity in students increase with the use of Canva learning media integrated with Google Workspace for Education.

DISCUSSION

1. This research variable data includes an explanation of the overall results of the management of the collected data, starting from the average value, standard savings / standard deviation, variance, hypothesis requirement test consisting of normality test and linearity test then continued with hypothesis testing. Calculation and analysis of data in this study using the computer calculation facility of the Statistucal Product and Service Solutions (SPSS) version 18 program.

2. The data obtained from the questionnaire of learning media canva integrated google workspace for educations (variable X), student learning motivation (variable Y1) and student learning creativity (variable Y2) in Cultural Arts lessons. The research results that have been obtained by researchers are described in detail for each variable. The discussion of variables is carried out using quantitative data, meaning that the data processed is in the form of numbers or scores which are then interpreted qualitatively.

3. The description of the scores achieved by 54 respondents from 23 items of the Canva learning media variable instrument on a four-choice verbal frequency scale with a theoretical score range of 23 - 92 is: empirical score range 60.00 - 89.00, total score 3868.00, mean (Mean) 71.6296 standard deviation (Std. Deviation) 5.59749, variance of 31.332, Range of 29.00, mode (Mode) of 73.00, and median of 73.0000.

4.   The description of the scores achieved by 54 respondents from 18 items of the learning motivation variable instrument on a four-choice verbal frequency scale with a theoretical score range of 18 - 72 is: empirical score range 60 - 73, total score 3600, mean (Mean) 66.6667 standard deviation (Std. Deviation) 4.00942, variance (Variance) of 16.075, Range of 13.00, mode (Mode) 70.00, and median 68.0000.

5.   With the help of SPSS version 18, the test results in Table 4.7 show that the value of each variable, namely the Canva learning media variable Sig value. = 0.470> 0.05, learning motivation variable Sig value. = 0.109> 0.05, and variable learning creativity Sig value. = 0.109 > 0,402.

6.   The results of significance testing show Fh = 8.057 > F(0,05;1/52) = 4.02, and show Fh = 0.740 < Ft (0,01;11/41) = 2.02, which means that learning motivation (Y1) on Canva learning media (X) is significant and the relationship between the two data is linear.

7.   The value of Canva learning media in the significant column (ρ) on learning motivation with a value of ρ is 0.006. From this result when compared to the probability value of 0.05, it is greater than the value of ρ = 0.006 or the value of 0.006 ≤ 0.05, then H0 is rejected and Ha is accepted, meaning it is significant. In other words, Canva learning media has a significant influence on learning motivation. The standardized coefficients column shows a beta coefficient value of 0.366. This shows the understanding that the contribution between Canva learning media (X) to learning motivation (Y1) is 0.3660 (r2 = 0.134 = 13.40%), while 86.60% is caused by other variables.

8.   The results of the analysis show that there is a significant influence between Canva learning media on learning motivation. Hypothesis H1 is accepted. From the analysis results show that there is a significant influence on learning creativity. Hypothesis H1 is accepted.

9.   Based on the test results, it shows that there is a significant influence between Canva learning media on the learning motivation of students of SMK Negeri 1 Modayag Barat. This means that Canva learning media contributes 13.40%, to the learning motivation of students of SMK Negeri 1 Modayag Barat. From the statement.

10.   Based on the test results, it shows that there is a significant influence between Canva learning media on the learning creativity of students of SMK Negeri 1 Modayag Barat. This means that Canva learning media contributes 12.46%, to the learning creativity of students of SMK Negeri 1 Modayag Barat.

CONCLUSION

Based on the results of data analysis and hypothesis testing in this study, it can be concluded that there is a significant influence between Canva learning media on learning motivation of students of SMK Negeri 1 Modayag Barat and there is a significant influence between Canva learning media on learning creativity of students of SMK Negeri 1 Modayag Barat.

This research is carried out so that in the future it can foster a sense of enthusiasm and interest in students according to their learning style in participating in learning by using methods and media that are varied, reflective, innovative, effective and efficient. As part of the selection for teachers who want to innovate with Canva-based learning, as input for schools to transform the learning system.

This study aims to: 1) analyze the effect of using Canva media in learning on student creativity learning in CULTURAL ARTS subjects. 2) analyze the effect of using Canva media in learning on student learning outcomes in CULTURAL ARTS subjects. 3) analyze the effect of using Canva media in learning on creativity and CULTURAL ARTS learning outcomes of students, then the basis of the research taken is relevant and has an influence on student learning creativity.

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