The Influence Of Use Of Canva Media On Students' Science Learning Outcomes Class X Tkj And Communication SMKS Muhammadiyah Sidenreng Rappang

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ABSTRACT

This research uses quantitative methods and this type of experimental research which aims to test the effect of using Canva media on learning outcomes for students in class X TKJ and Communication at SMKS Muhammadiyah Sidenreng Rappang. The population in this study were all class X TKJ and Communication students Muhammadiyah Rappang Vocational School numbered 16 people and the sampling technique used was saturated sampling, so the sample in this study was 16 people. The independent variable in this research is the influence of using Canva media (x), while the dependent variable is the learning outcomes of class X TKJ and Communication students (y). This research was carried out in Muhammadiyah Sidenreng Rappang Vocational School. Data collection techniques use observation, documentation, and test Which Then analyzed using mean formula. Based on the results of data analysis, values are obtained X= 84 > value Y = 55 so it can be seen that there is an influence of using Canva media on students' science learning outcomes class X TKJ And Communication vocational school Muhammadiyah Sidenreng Rappang. The results of the research concluded that there was an influence of using Canva media on the science learning outcomes of class X TKJ and Communication SMKS Muhammadiyah Sidenreng Rappang students. This shows that the working hypothesis which states that there is an influence of the use of Canva media on the science learning outcomes of class X TKJ and Communication at SMKS Muhammadiyah Sidenreng Rappang, is accepted.

Say key: Influence, Media Canva, Results Study

INTRODUCTION

Education is the most important thing In improving human quality, every human being has the right to obtain and is expected to develop. Education in general means A the process of developing a person's personality so that they can life and carry on his life.

According to Law no. 20 of 2003 concerning the National Education System "Education is efforts and planning in creating a learning atmosphere and learning process so that students actively develop their potential to have religious strength, control, personality, intelligence, morals, and the skills needed by themselves and society. nation and state" (Ministry of National Education, 2003).

Teachers should be able to create developmentally appropriate learning And demands era. .Creativity teacher becomes factor important factors that influence student success on learning (Lamalla & Hanafi, 2019). For example, developing skills in making learning media that will be used if the media does not yet exist (Irawan & Napitupulu, 2022).

The key component in supporting successful learning is learning media, which is a component. As an aid to the teacher's use of distribution aids and as a facilitator in the teaching process, learning media functions to convey teaching material to students in the classroom. (Mila et al., 2021).

Canva is a platform for graphic design that helps users create and edit various creative designs. There are several versions of Canva available, including web, Android, and iPhone. Canva can be used offline or online by users.

In Canva there are templates for designing quickly and easily, including poster templates, sheets, logos, documents, uploading social media photos, wallpapers , reports, layouts, newspapers, cover pages, infographics, story boards, and templates for posting photos or videos to social media. These and other templates can also be easily shared on various websites (Tri Wulandari, 2022).

RESEARCH METHODS

This research method uses research quantitative with type of experimental research, and this research uses One class as subject Data analysis techniques are

a very decisive step in research, because data analysis plays a role in formulating results study. Data analysis is a research process that is carried out after all the data obtained to solve the problem under study has been completely obtained.

In this technique the data collected were analyzed using descriptive statistical techniques deep *mean* form . The steps for analyzing the data are that the student test results are used to determine the classification of student grades. Scores are converted to grades in the formula below :

research, in this study there was only one group which functions as a control group and experimental group to test the effect of using *Canva media* on the learning outcomes of class X TKJ and SMKS Communication students Muhammadiyah Sidenreng Rappang. The dependent variable in this research is the outcome Study IPA   student   class   class   X   TKJ

kor perolehan

Score Maximum

SP : Acquisition score SM   : Maximum score N   : Value

100 : Score highest

X 100

and Communication at SMKS Muhammadiyah Sidenreng Rappang, while the independent variable is *Canva media*

The population in this study were all students of class X TKJ and Communication at SMKS Muhammadiyah Sidenreng Rappang 16 student Technique sampling used that is sampling fed up. Determination of samples This done when all p o p u l a t i o n members are used as samples. So the classes taken to be used as samples were all students in class X SMKS TKJ and Communication Muhammadiyah Sidenreng Rappang, totaling 16 students. Students are divided into two groups, namely, students who have odd serial numbers were included in the experimental group and students who had even serial numbers were included in the control group.

For   know   There is   or not

Canva media to results Study student class X TKJ and Communications at the Muhammadiyah Sidenreng Rappang Vocational School." So the m *ean formula is used* as follows:

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

Source : Arifin (2012:96)

Information:

M $_x$: Symbol Mean X M $_y$: Symbol Mean Y $_x$:

 Mark Variable x

y   : Mark Variable y

$\sum$fx :Amount frequency each   each individual value x

$\sum$f y :Amount frequency each each individual y value

Nx : Amount individual X Mrs : Amount individual Y

RESEARCH RESULT

Table 4.1 Score And Mark Study IPA Experimental Group

NO	Student's name	Score	Mark
1	Andi Akbar Bin Andy Tahir	19	95
2	Ferdi	18	90
3	Ikbal	18	90
4	Muh. Rizal	15	75
5	Risal	17	85
6	Sakka	15	75
7	Suswanto	16	80
8	Reno Setiawan	16	80

Data source : Results Test

From table 4.1 it is known that the overall students are the highest Which

that Value The highest score a student got was 75, then the lowest score was 50.

For know is Using *Canva* will influence the learning outcomes of Class X TKJ Science and Communication at SMKS Muhammadiyah Sidenreng Rappang. Based on the analysis data, the text test calculation table will be used for analysis, like Which showed in lower This.

Results Study

fy^2	FX	X/Y	F	$F X$	fy^2
9,025	95	95	-	-	-

16,200	80	?	90	-	-	-
7,225	185		85	-	-	-
12,800	160	?	80	-	-	-
11,250	150	?	75	2	150	11,250
-	-		65	2	130	8,450
-	-		55	2	110	6,050
-	-		50	1	50	2,500
56,500	670	?	Σ	8	440	28,250

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

get 95, whereas mark the lowest is 75.

Table 4.2 Score And Mark Study IPA Control Group

NO	Nama Siswa	Skor	Nilai
1	Alfin	15	75
2	Baharuddin	10	50
3	Ibrahim	13	65
4	Ilham	13	75
5	Rijal	15	50
6	Tika Karina	10	75
7	Muh Fadhil	11	55
8	Muh. Rasya Adriyansyah	10	50

Data source : Results Test

From   the results   learning   science   in the Control
            Group   above,   shows

Based on these findings, it is clear that the test results in the control group given by the staff have an average of 55, while the test results in the experimental group have an average of 84. The difference is, the experimental group tests using *Canva media* have higher scores than the tests The control group was carried out without using *Canva media* .

DISCUSSION

Based on research findings which found that in class X Science, TKJ and SMK Muhammadiyah Sidenreng Rappang, students who studied using Canva were more successful than those who studied through traditional media. Learning outcomes can be seen as a comparison with the student's score at the end of the test, namely Mx is higher (84) than My (55) or 84 > 55.

Based on these findings, it can be concluded that there are benefits to using media Canva in in relation to science for class X TKJ and SMK Muhamamdiyah Sidenreng Rappang "Accepted" learning outcomes.

CLOSING

Canva media in the process. Use of Canva media during the learning process improves science communication results for class X TKJ and SMK Muhammadiyah Sidenreng Rappang. Matter This is due to the fact that by using Canva media animations, teachers and students can simplify the learning process while providing information which is useful and interesting to students.

Based on the research results, Mx = 84> My = 55 was chosen as the best hypothesis to test. This means that the difference in rates indicates that there are benefits to using Canva media in terms of science for class X TKJ students and communication at Muhammadiyah Vocational School. Sidenreng Rappang. Results analysis secondary shows that students who learn through Canva Media perform much better than students who learn using media traditional.

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