


STUDENTS' BEHAVIOUR ON USING CANVA APPLICATION FOR ENGLISH PROJECT

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ARTICLE INFO	ABSTRACT
<p>Article History: Received: September 12, 2023 Revised: September 29, 2023 Accepted: October 10, 2023 Published: December 30, 2023</p> <p>Keywords: Student behavior English project Canva application</p>	<p>Using technology is increasingly applied in teaching and learning in the 21st century. Technology has become an integral part of our lives and has greatly impacted various fields, including education. To adapt to increasingly massive learning technology, teachers need to be able to develop engaging and cutting-edge educational media for use in the classroom. Teachers today need to use more innovation to create engaging lessons. One of the popular platforms media in learning technology is the Canva application. This study aims to investigate students' behavior in the use of Canva applications for English projects. This research was conducted in January-March at SMPN 21 Semarang. Researchers used a descriptive qualitative method to describe qualitative data using questionnaires. The research sample was the 7th grade of SMPN 21 Semarang. The study results find that student behavior using Canva application for English projects is a fun media for learning, enhancing students' creativity, understanding, and motivation. But also, the Canva application has disadvantages such as the need for a stable connection and enough data for accessing the application.</p> <p style="text-align: right;"><i>This is an open access article under the CC BY-SA license.</i></p> 
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INTRODUCTION

Using technology is increasingly applied in teaching and learning in the 21st century. Technology has become an integral part of our lives and has greatly impacted various fields, including education. In addition, the increase in the use of learning technology in education is due to the COVID-19 pandemic. It has forced teachers and students to implement technology in their learning process. The emergence of online learning has encouraged various

platforms to create applications that support online learning processes. According to (Fuady et al., 2021) The pandemic has affected all human life including social, economic, and educational fields. Schools and universities have been closed during the pandemic.

Therefore, to adapt to increasingly massive learning technology, teachers need to be able to develop engaging and cutting-edge educational media for use in the classroom. Teachers today need to use more innovation to create engaging lessons. When used in the learning process, educational media can inspire and motivate students, encourage learning activities, and even have a psychological impact on young learners. (Mulyati et al., 2022). Due to those reasons, teachers must adapt to educational media. One of the popular media in learning technology is Canva application

According to (Yundayani, 2019), Canva is a website that provides graphic creation tools through an easy-to-use interface. It offers access to over a million images, graphics, and fonts, including a wide variety of typefaces, photos, filters, icons, and shapes. Canva serves as a valuable resource for visual content, allowing users to explore authentic materials beyond language classes.

Numerous previous studies have been conducted by researchers investigating Canva application for learning. The first is from (Mudinillah et al., 2022) that conducted descriptive qualitative method to know the utilization of Canva application as a media for Arabic learning at MTs Negeri Sungai Jambu. Data collection is done by conducting studies of the literature and the description of Canva properties. The result of this data show that by leveraging Canva's capabilities, Sungai Jambu MTs can bridge the technological gap and enhance the overall learning environment. Students will not only improve their Arabic language proficiency but also develop essential digital skills that are becoming increasingly vital in today's technologically-driven world. Moreover, the dynamic and interactive nature of Canva's resources can stimulate active participation and deeper understanding among the students.

(Husniyah et al., 2023) investigating Media Canva: Learning Media Breakthrough for Student Learning Motivation. This study aims to determine the effectiveness of Canva media on students' learning motivation. This study uses a Likert scale learning motivation questionnaire to collect data in a quantitative, quasi-experimental manner utilizing a pretest-post-test control-group design. Students in the fifth grade at SDN Purwamekar made up the research sample, which included one experimental class and one control class. The findings revealed that Canva media increased students' learning motivation in PAI subjects.

(Utami & Djamdjuri, 2021) examines Students' motivation in writing class using of Canva : Student's Perception. The purpose of this study is to find out how students feel about utilizing Canva in writing classes. The research used a qualitative descriptive approach and the research adapted questionnaire and also an interview to collect the data with ten students at Senior High School Bingin Teluk. The technique of collecting data used questionnaire and interview. The participant of this study is the 11st grades students. The finding of this research show

that Canva has positive benefit to enhance student's motivation in writing class. Using Canva presents challenges, such as the need for students to have more time to build programs, the need to pay for a premium account, and the availability of some images without watermarks. These challenges are in addition to the benefits that students experience.

Seeing of those previous studies some only focuses on the utilization and the motivation enhancement of using Canva application. To feel the existing gap to research toward the impact of emerged positive and negative of student behaviour bring this research to happen.

Students' Behaviour

Learning technology can change student behaviour on learning activities. (Cycle et al., 2020) assumed that the media functions as a part of the learning environment for students that might inspire educational activities. Activity learning is a deliberate series of activities that might cause changes in the learner's knowledge or abilities. Clarifying this statement, (Amri, 2023) reveal goals of learning media are to enhance student learning outcomes. In other words, the media may stimulate students' interests, resulting in increased motivation and activity. Student motivation is an attitude that displays a readiness to engage in the learning process and an openness to receiving instruction, direction, and information. Through feedback on each learning stimulus, there will be a two-way communication process with incentives.

In conclusion, the students' behaviour is stimulated by learning activity. Learning media is one of learning environments that can change learner's knowledge and ability. Learning media may stimulate and improve student's interest, motivation, and activity. From the explanation of the research background, this research was conducted to answer the following research questions: What are students' behaviour on using Canva application for English project?

Canva Application

Canva application is one of the popular learning media. The online design tool Canva offers several templates for presentations, resumes, posters, brochures, graphics, and infographics, among other things. The Canva application offers a variety of presentation styles, including those for education, business, advertising, technology, etc. (Annisa Ramadina Andani Putri & Marhamah, 2022; Christiana, 2021). According to a prior study, the Canva application's benefits include having a wide variety of attractive designs, which can inspire teachers and students to be more creative when creating learning media because of the various options offered, as well as saving time when creating actual learning media. (Meeting & Group, 2021).

Canva application can design learning media that can be utilized as alternative learning because it can explore many attractive templates and designs. The previous study by previous study state that Canva application can enhance writing ability and motivation. Based on their responses, nearly all participants agreed that learning to use Canva media could benefit students in writing classes. Canva has many advantages for students, particularly in raising their motivation in the classroom, particularly in writing classes.(Utami & Djamdjuri, 2021).

English Project

. English project term is related to Project Based learning method. PBL is one of the student centre approaches. According to (On et al., 2018) A student-centered learning strategy known as project-based learning takes the shape of an investigation, involves decision-making based on data analysis, teamwork, is goal-oriented, and requires document preparation. PBL can be used by teachers to deliver curriculum based on predetermined learning outcomes, making it a teaching methodology. Because PBL is founded on theories of learning like constitutionalism and learning by experience, it is referred to as a learning approach.

RESEARCH METHOD

This research was conducted using qualitative method. The qualitative method was chosen because to know students' behaviour on using Canva application for English project in SMPN 21 Semarang. Subsequently, the technique used for collecting data is use anonymous online observation by Google Forms consisting of close-ended questions. Technique collecting data of qualitative method can also be gathered through verbal, written text, and visual pictures that are typically used in conjunction with research procedures like case studies, grounded theory, ethnography, and phenomenology. Observation, which is defined as "the systematic description of events, behaviours, and artifacts in the social setting chosen for the study," is another method for gathering qualitative data. (Tiong & Sim, 2020).

In addition, to prove those statements (Kobakhidze et al., 2021) state that the use of Google Forms during remote data collection proved to be a successful method for gathering consent and demographic information. Only the research team had access to all of these documents. Our team established data security measures, erased personal identifiers from Google forms, and substituted anonymized codes to meet privacy issues.

The subject of the research

The subject of the research is the students seven grade VII C at SMPN 21 Semarang in the academic year 2022/2023. There were 39 students in one class but only 20 students filled out the questionnaire.

Instrument

In this research, the researcher uses online questionnaires consisting of close-ended questions for gathering the data. The questioner was given in online form by Google Forms. It was consisting of 10 close-ended questions for 22 participants. The questionnaire contained ten statements about students' behaviour consisting of the advantages, disadvantages, and challenges of students' behaviour on using Canva application. The findings were collected using a five-point Likert Scale questionnaire survey. According to (Yusuf & Suwardana, 2023) in their study state that the Likert scale can be used to measure a variety of social phenomena, including attitudes, views, and some perceptions.

Table 1: Sugiyono Likert Scale (2017)

No	Responses	Score (Positive)	Score (Negative)
1	Strongly Agree	5	1
2	Agree	4	2
3	Neutral	3	3
4	Disagree	2	4
5	Strongly Disagree	1	5

Data Analysis

To obtain the student behaviour toward using Canva application for English project, The researcher then started to analyse the questionnaire data by neatly compiling the responses of respondents and converting them into percentages using the equation:

$$P = \frac{S}{N} \times 100\%$$

Information:

P = Percentage of score components

S = Total of score components were obtained

N = Maximum score

The researcher will next proceed to determine the qualitative criteria listed below, draw conclusions, and use the relevant study to confirm the results of the available data. This practice aims to gather student response to Canva application in English project learning.

Table 2. Percentages Ranges and Qualitative Criteria (Hanas Ulfah Safitri & Peptia Asrining Tyas, 2022)

No	Percentages Ranges	Qualitative Criteria
1	81%-100%	Very Good
2	61%-80%	Good
3	41%-60%	Enough
4	21%-40%	Low
5	≤ 20%	Very Low

RESEARCH FINDINGS AND DISCUSSION

The finding of the research was obtained by questionnaire with Likert scale techniques of collecting data. The questionnaire used to know student behaviour toward using Canva application for English project. This study discussed the students' behaviour to the use of Canva application in English project. Following are the findings obtained during this study which were collected through a questionnaire.

Table 3. Students' behaviour on using Canva application for English project

No	Item's Indicator	SA	A	N	D	SD	P	Cr
1.	Canva is a fun media for learning.	10	8	2	0	0	88%	Very good
2	Canva increases students' motivation in English project learning.	12	7	1	0	0	91%	Very good
3	Canva is interesting media and easy to use	11	6	1	2	0	81%	Very good
4	Canva increases students' creativity in English project learning.	8	9	3	0	0	85%	Very good
5	Using Canva application for English projects is difficult	1	1	3	6	9	81%	Very good

6	Using Canva application in English project, make student feels confuse.	0	0	4	7	9	85%	Very good
7	Using Canva application for English project is not increase the students' understanding in English project.	0	1	5	9	5	77%	Good
8	Using Canva application for English project is need more time to understand the feature	1	1	2	10	6	79%	Good
9	Canva is paid application and needs more cost for payment for full access.	10	5	4	1	0	84%	Very good
10	Canva application is online application which need stable connections and enough data for learning.	10	5	2	2	2	81%	Very good

Table 3 above show the result of 10 statements about students' behaviour on using Canva application for English project. The result of the first statement to students' behaviour were "very good" because the percentages result was 88 %. which means that most students chose to agree that Canva application is fun media for learn English project. The result consists of 10 strongly agreed, 8 agreed, 2 neutral, and 0 for disagree and 0 strongly disagree that Canva application is fun media for learning. For the percentage of the following statements, it showed 91 %. Which means the students 'behaviour to Canva application were "very good". The result show that 12 strongly agreed, 7 agreed, 1 neutral, 0 disagreed, and 0 strongly disagreed. The result show that most of student agreed that Canva increase students' motivation in English project learning. Furthermore, as many as 81 % students had "very good" behaviour that Canva is interesting media and easy to use for English project. The finding shows that 11 strongly agreed, 6 agreed, 1 neutral, 2 disagreed and 0 strongly disagreed. It means the most of student agreed that Canva application is interesting media and easy to use for English project. The next percentage result is 85 %. Which means the students' behaviour to Canva application were "very good".

The result consists of 8 strongly agreed, 9 agreed, 3 neutral, 0 disagreed, and 0 strongly disagreed. The finding research indicate that most of students feels that Canva application can increase their creativity in English project learning. Then 81 % of students' behaviour result were "very good". The result based on the questionnaire are 1 strongly agreed, 1 agreed, 3 neutral, 6 disagreed, and 9 strongly disagreed. It means that most of the student disagreed to the statement about using Canva application for English project is difficult. The same thing happened in sixth statement. The percentage of the students' behaviour is 85 %.

The questionnaire result show that 0 strongly agreed, 0 agreed,4 neutral, 7 disagreed, and 9 strongly agreed Which means that most of student disagreed that Canva application make students confused in English project learning. Additionally, the percentage of seventh statement result is 77 %. The result indicates that students' behaviour to Canva application were "good". The finding of the statement shows that 0 strongly agreed, 1 agreed, 5 neutral, 9 disagreed and 5 strongly disagreed. It means that most of the student disagree that using Canva application is not increase students' understanding in English project learning. The next percentage result is 79%. The percentage result show that students' behaviour was "good". The statements result show that 1 strongly agreed, 1 agreed, 2 neutral, 10 disagreed, and 6 strongly. Which means that the most of the students disagreed to the statement about need more time to understanding the feature of Canva application for English project. For the next statement, the result of the percentage is 84 % of students who agreed that Canva is paid application and needs more cost for payment and full access.

The result consists of 10 strongly agreed, 5 agreed, 4 neutral, 1 disagreed, and 0 strongly disagreed. That was a "very good" students' behaviour because it had that many percentages. The last statement also showed "very good" response criteria. The result show that 10 strongly agreed, 5 agreed, 2 neutral, 2 disagreed, and 2 disagreed. Because as many as 81 % of the students agreed that Canva application is online application which need stable connections and enough data for learning. It means needs cost to buy the online data for learning.

DISCUSSION

This research is investigating the students' behaviour on using Canva application for English project. Overall, from the finding research above all student gave "good" behaviour regarding the Canva application in English project learning. The first statement is based on the advantages of Canva application. Most of student agreed that using Canva application is fun media for learning, increase their motivation and creativity for learning English project. As mentioned in previous research by (Nanda & Fatimah, 2023) that the students seem very interested in learning English through Canva as media. They develop into students who are punctual in their study habits, persistent in reviewing material, and highly enthusiastic about studying, especially English. In addition, (Larasati & Rustandi, 2022) in their study found that student's perception about the use Canva as media, from questionnaire show that mostly student enjoy creative learning using Canva as media.

The next finding research is the statements based on disadvantages of using Canva application. The result show that most of student disagree about the disadvantages statements of using Canva application. Even though there are any of them who agree about disadvantages but the percentages criteria were "very good". It was indicated that most of the student were disagree that using Canva application for English project difficult, make confused, and not increase students' understanding to the English project. It support by previous research by (Mudinillah & Rizaldi, 2021) mention that based on their finding study, Canva application

is easy to use and along with helping students develop their knowledge, creativity, and skills, educational programs can also help students' cognitive ability.

The last finding statements based on challenge of students' behaviour on using Canva application for English project. The statements result show that the students' behaviour was had "very good" criteria. Which means most of the students agreed that Canva application is paid application and need more cost for full access payment. They also agreed that using Canva application for learning is need stable connection. Those statements are challenge for student on using Canva as learning media. According to (Mudinillah et al., 2022) the weakness of using Canva application is Canva cannot be utilized or supported in the design process if there is insufficient or unstable internet connectivity on a device or laptop that will connect to the Canva application. For a price, templates, stickers, graphics, typefaces, and other items are available in the Canva application. Some are thus paid, while others are not.

So, from Mudinillah statements above conclude that there are some challenges for student and teacher for accessing the media. But it is not big problem because Canva application still can be use freely without payment. (Nurwijayanti & Fitriana, 2019) State that Teachers or instructors' function more as learning facilitators. The secret to making learning enjoyable is for teachers to be able to create and implement effective learning designs. Collaborative and student-centered learning is effective and pleasant.

CONCLUSION

The finding of this research concludes that the students' behaviour to Canva application for English project are very good. This evident can be show on ten indicators presented questionnaire result consisting of advantages, disadvantages, and challenges which they got on English project learning through Canva application. Eight of the criteria showed "very good" student responses, those are statement about the advantages of using Canva application for English project and two criteria about the challenges of using Canva application for English project. The advantages criteria result show that the students consider Canva application as a fun media. The students also agreed that learning English project trough Canva application can increase their motivation. It indicates that using Canva application for English project has many advantages such as fun media, increase motivation, easy to use, increase creativity and so on. Furthermore, for the disadvantages indicators the students disagree that using Canva application for English project is difficult. In addition, the student also disagreed that using Canva application is not increase their understanding about the English project. Which means from the students' behaviour result show that they disagreed about the statements. The challenges criteria result show that using Canva application still have problem on payment and need stable connection. It means that as a teacher we should ensure the students have a stable connection and enough online data.

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