Journal of Social Development, Vol. 1, (2), November 2023: 117-126
DOI: https://doi.org/10.20527/jsd
Available at online at website: https://ppjp.ulm.ac.id/journals/index.php/JSD

Making Animated Videos With The Canva Application As An Effort To Increase Student Motivation

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Article History

Received: 25/07/23 Review: 12/08/23 Revision: 21/10/23 Available Online: 01/11/23

Abstract

One of the efforts made in increasing student learning motivation is by making fun learning innovations. Then by using learning media based on technology. So that in this service there will be skills training in making smartphone-based learning media with the Canva application. This training was conducted in partnership with SMP Negeri 13 Banjarmasin. The method used in this activity is the lecture and practice method. The lecture method is carried out to convey the advantages of using the Canva application, while the practical method is used to provide opportunities for teachers to practice making animated video learning media. The purpose of its implementation is to provide innovation to teachers so that students are not bored in learning and make it easier for students to understand the material. The abstract is written in a maximum of 250 words in Indonesian and English. The abstract must be clear, descriptive, and must briefly describe the problem under study. The abstract includes the background, objectives, methods, and research results and ends without conclusions. (11pt, Times New Roman, regular)

Keywords: Canva, Animated Videos, Learning Motivation

Abstrak

Salah satu upaya yang dilakukan dalam meningkatkan motivasi belajar peserta didik dengan melakukan inovasi pembelajaran yang menyenangkan. Guru dapat membuat media pembelajaran yang mudah dan efektif satu diantaranya melalui smartphone dengan aplikasi yang beragam dengan berbagai macam fitur yang dapat digunakan satu diantaranya melalui aplikasi canva. Sehingga pada pengabdian ini akan dilakukan pelatihan keterampilan dalam membuat media pembelajaran berbasis smartphone dengan aplikasi Canva. Pelatihan ini dilakukan dengan bermitra SMP Negeri 13 Banjarmasin. Metode yang digunakan dalam pengabdian ini melalui sejumlah tahapan yaitu (1) pendataan peserta (2) Menyiapkan aplikasi dan peralatan pelatihan (3) Pelaksanaan pelatihan pada tanggal 22 Juli 2023 (3) Evaluasi kegiatan (4) Indikator keberhasilan jika video yang dihasilkan minimal 50% dari peserta yang hadir (5) Pembuatan laporan (6) Publikasi kegiatan pada jurnal nasional ber –ISSN. Pada kegiatan pelatihan, peserta sangat antusia dalam mengikuit kegiatan pembuatan video animasi yang diberikan oleh Rusmaniah, M.Pd sebagai narasumber. Video animasi yang dibuat sesuai dengan mata pelajaran yang diampu oleh masing – masing guru, sehingga akan menghasilkan beragam video animasi pembelajaran yang nantinya digunakan sebagai media pembelajaran.

Kata Kunci: Aplikasi Canva, Video Animasi, Motivasi Belajar

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PRELIMINARY

Learning is the process of interaction between students and educators, with learning materials, delivery methods, learning strategies, and learning resources in a learning environment (A. Pane and M. D. Dasopang, 2017). While Sunhaji (2014) defines the learning process as an effort to make students learn, so that the situation is an event of learning, namely an effort to change the behavior of students. According to Hamalik (2016), learning consists of human factors, facilities or equipment, and process mechanisms that are interconnected and influence each other to achieve learning objectives.

Learning objectives, students, education staff (teachers), curriculum, and learning materials, learning techniques, learning facilities (tools, media), and learning evaluation are the main factors needed in teaching and learning activities (O. Hamalik, 2016). The following is the description: (1) The most significant aspect of teaching and learning activities is the existence of learning objectives. This goal is a benchmark for measuring the effectiveness of the teaching and learning process. (2) Learning materials are scientific materials that refer to the curriculum and can help students achieve their learning goals. (3) During the teaching and learning process, the learning method is the method used by the teacher (educator) to provide student-teacher contact. (4) Learning media are all media used to convey information, content, or learning messages, both audio, visual, and audio-visual. (5) Learning assessment is very important in teaching and learning activities because it allows teachers and students to see to what extent the instructional objectives of the learning activities have been met is a major factor needed in teaching and learning activities. The success of the teaching and learning process in schools is determined by the quality of learning. Teachers, as major players in lifelong learning, must be experienced in teaching knowledge and skills (A. Suryanda, E. P. Azrai and D. S. Rini, 2021).

The challenge in learning is to increase student motivation in a fun way and facilitate student understanding. The teacher as an educator must be able to do so. Students will get learning motivation when a teacher carries out learning activities that invite students to be more active in learning (Jumriani et al. 2021, 2022; Mutiani 2019). Teachers can use various media both conventionally and technology-based. But in this day and age, which emphasizes more on technology, it is better for a teacher to use media that are integrated with technology to help increase the motivation to learn from students, which of course will also have an impact on the level of understanding and success of these students as well.

Teachers as motivators have a role to provide motivation and encouragement in the learning process to students. As a motivator, of course, this role is very important for a teacher

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because it can arouse interest, and direct students related to their interests. In learning will be said to be successful when students have learning motivation, therefore teachers are required to be able to grow student learning motivation. Teachers must be able to be creative in an effort to arouse and increase learning motivation from students with steps that can be taken such as clarifying the goals to be achieved, arousing student interest, creating a pleasant atmosphere in learning for students, giving praise to students for the success they receive, providing assessments, commenting on student work, and creating competition and cooperation between students (Abdullah & Fahmi,2022),

Teachers in creative and innovative matters become a must to have, especially in making learning media that utilize technology to support the learning process that attracts attention to students. The rapid growth of technology in today's modern era has helped progress various aspects of human life. Education is no exception. The most important aspect of technological advancement is information and communication technology aided by electronic technology. Humans as technology users must be able to take advantage of current technology and technological advances in the future. Humans, especially in the field of education, must be able to adapt to technological advances and can become people who are able to take advantage of technology that is increasingly developing today. The initiative of a teacher must arise from themselves, because the easy search for information related to new things will certainly be very helpful for teachers, especially in the learning process that uses learning media by utilizing technology as a channel to convey knowledge to students so as to make learning interesting with various variations that can be done by teachers through the learning media created.

Learning media by utilizing information technology will bring learning situations that were originally learning with effort to learning with fun. Learning media can be visual, audio, and audio visual. Visual learning media itself is a media that contains messages, information with more especially subject matter that is presented interestingly and creatively that can only be observed by the sense of sight such as images, then for audio learning media is a media that has messages and subject matter which of course is presented interestingly and creatively using only the sense of hearing such as sound from the radio, and audiovisual learning media, namely media that combine the senses of sight and hearing to make learning more interesting, of course, for example with learning animation videos (Sablia &; Yulianto, 2022).

Teachers can create easy and effective learning media, one of which is through smartphones with various applications with various features that can be used, one of which is through the Canva application. Canva is a graphic design application that helps users to create various types of creative materials online. Canva's design menu includes creating online books

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or e-modules, presentations, video presentations, posters and more. Canva can be used on laptops via web browsers and mobile phones (iOS and Android) through the Canva application. The availability of templates with a variety of very attractive themes makes Canva much popular and makes it easier for novice users. According to Tanjung and Faiza (2019), the use of Canva as a learning media creation can make it easier and save teachers' time in designing learning media and explaining subject matter. One that can be used in Canva is in making animated videos, where Canva has a variety of interesting features both from elements and designs that are already available, so that teachers can take advantage of this to make learning more interesting and can increase learning motivation for students. Canva can be used anytime and anywhere and is equipped with features that can be adjusted for all ages, so that animated videos in learning can be made using the Canva application which has many benefits.

Based on previous research by Bambang Subiyakto and Jumriani (2022) on the development of android educational game learning media based on local products of the thematic village of Banjarmasin City to improve creative thinking skills, in research producing android-based learning media which can improve students' creative thinking skills.

METHOD

Learning is the process of interaction between students and educators, with learning materials, delivery methods, learning strategies, and learning resources in a learning environment (A. Pane and M. D. Dasopang, 2017). While Sunhaji (2014) defines the learning process as an effort to make students learn, so that the situation is an event of learning, namely an effort to change the behavior of students. According to Hamalik (2016), learning consists of human factors, facilities or equipment, and process mechanisms that are interconnected and influence each other to achieve learning objectives.

The activities carried out were in the form of community service about training teachers in making animated videos with the Canva application with an effort to improve student learning and were carried out at SMPN 13 Banjarmasin. The goal is to assist teachers in conducting learning through unique learning media so as to improve student learning. There are a number of stages, namely:

1. Participant Data Collection

   Data collection of participants will be carried out for 2 weeks by giving invitations to partner schools, namely SMPN 13 Banjarmasin. This training is expected to be carried out offline with a limited number and also online to be able to attract participants who have the desire to attend the activities made.

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2. Set up training applications and equipment

   Prepare the Canva application as a guide in training briefings and prepare equipment for training purposes.

3. Training implementation

   Training will be conducted in a blended manner. Online training will be conducted through video conferencing applications, while offline training will be held in the hall of SMPN 13 Banjarmasin. The training is planned for MayOctober 2023. The training materials include: content preparation for animated videos using the Canva application, introduction to features in the Canva application, and animation video editing techniques using the Canva application.

4. Evaluation

   At the end of the activity, participants will fill out a questionnaire about their responses to the training activity.

5. Success indicators

   Participants who succeeded in making an animated learning video on one of the materials in the textbook. Indicators of the success of training activities in terms of process can be seen from the results of the evaluation which is based on the level of participant response regarding the usefulness of training activities. The success indicator is that more than 50% of participants can make animated learning videos. For example, the participants who attended met 20 people, then the minimum learning videos made were 11 animated videos.

6. Report generation

   The final report is prepared after the implementation of the activity is completed. The report is created according to a predefined format.

7. Publication of activities

   Publication is carried out by submitting activity articles in national journals with ISSN.

RESULTS AND DISCUSSION

The community service activity "Training on Making Animated Videos with the Canva Application as an Effort to Increase Student Learning Motivation" was held on Monday, July 10, 2023. Its execution is carried out several hours. This service included teachers from SMPN 13 Banjarmasin as training participants in the training activities. This is intended so that educators can develop and improve the use of electronic learning media to increase student

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learning motivation. So that students can get explanations from learning media clearly and materially and interestingly.

The implementation of this activity was carried out socialization by the resource persons regarding how to edit animated videos using the Canva application which can be downloaded via each participant's cellphone and can practice according to the directions given by the resource persons. The purpose of the implementation is to provide knowledge for participants about how to use the Canva application in producing more interesting learning media.

This activity began with an opening opened by H, Rokhman as the principal of SMPN 13 Banjarmasin, the activity continued with socialization about developing learning media in the form of animated videos in the Canva application. So that it can increase the motivation of students to learn in learning. Moreover. The use of Canva is very easy to use by teachers in making material in the form of animated videos.

Picture 1. Training Opening

In the training activity, participants were very enthusiastic in participating in material giving activities on how to use Canva to make animated videos given by Rusmaniah, M.Pd as a speaker or narsum. This activity can provide and improve soft skills to teachers in making animated videos. Involvement of parties in working together in community service activities in carrying out teacher skills training. So that through this training activity can provide knowledge and ability in using electronic media as learning materials with the aim of increasing learning motivation. And can develop teacher creativity in applying it in learning.

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Picture 2. Delivery of Training Materials

In this activity, an animation video editing competition was also held using Canva which was determined as an interesting learning medium and could make participants more enthusiastic in participating in the activity and trying to make the results as interesting as possible. With this competition, tenta will get prizes given to participants with the most interesting results. Three participants with the best results will get prizes in the form of gifts that have been provided by the speaker as an appreciation of the work.

Picture 3. Giving prizes to participants

Activities carried out by the Social Studies Education study program in optimizing the use of the Canva application in making learning media in the form of animated videos as innovative teaching materials with the aim of making it easier for teachers to deliver learning materials and can provide student understanding, especially audio-visual will be better understood related to the illustrations presented so that the results will be more effective and efficient in the teaching and learning process.

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In the service activity, there were several participants who were practicing still having difficulty in using the features available in the application. Given the age factor that is an obstacle so that in understanding in practice the Canva application has various difficulties. In this activity there is an animation video editing competition as a learning medium and the three best participants will get prizes in the form of gifts that have been provided by the committee.

Picture 4. Group Photo

In Syaparuddin and Elihami's research entitled "Increasing Student Learning Motivation through Videos on PKN Learning in Package C Schools" the results of their research were obtained through two cycles. In the first cycle, namely the learning motivation test, students get 70.75% results which are categorized as moderate. While in the second cycle it increased to 75.73% in the high category (Syaparuddin &; Elihami, 2019). Then in the research of Dian Laras Utami, Yuni Wibowo, Tutiek Rahayu entitled "Preparation of Neural System Animation Video Learning Media to Increase Learning Motivation of Class XI Students of SMA Negeri 1 Kasihan Bantul" the results of his research showed that this video-based learning media animas could be rated well by 76.05% and the positive response of students reached 82.5% so that this learning media is about the processes that occur in the nervous system for grade XI high school students suitable for use (Utami et al., 2017).

Meanwhile, in Suyanti, Maya Kartika Sari, and Vivi Rulviana's research entitled "Powtoon Media to Increase Learning Motivation of Elementary School Students" the results of her research in the form of the use of powtoons can increase student learning motivation at SDN Kebonalas and their use can simultaneously improve student learning outcomes at SDN Kebonalas in each cycle from 72.88 to 89.90 (Suyanti et al., 2021). So it can be said that this video media by using Canva on the material can increase motivation and learning achievement and is suitable for use during learning.

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CONCLUSION

Community service activities "Training on Making Animated Videos with the Canva Application as an Effort to Increase Student Learning Motivation" can have a good impact on teachers' knowledge of the use of mobile phones as a medium in making interesting and easy-to-use teaching materials. With audio-visual learning to students, it can increase their learning motivation and understanding of the material learned during teaching and learning activities. It is hoped that this activity can provide and improve soft skills to partners, namely teachers at SMPN 13 Banjarmasin.

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