

## USING CANVA IN CREATING AND DESIGNING E-MODULE FOR ENGLISH LANGUAGE TEACHING

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### Abstract

This paper is a perspective paper describing the use of Canva in making and designing an English e-module. Canva as an online graphic design tool allows educators to generate a variety of creative products such as e-modules of teaching materials. This app can be used to design learning media with attractive templates, and a varied presentation of shapes, images, colors, and letters. Moreover, Canva offers both free and paid access to a wide variety of design tools and options. Canva has provided ‘graphics capabilities for users who cannot or are not good at designing’ by providing various templates ranging from lawyers, elements (icons, photos, lines, illustrations), text with various fonts, and backgrounds. Teachers and lecturers may find Canva to design learning media and develop instructional material. By using Canva, teachers and lecturers can teach material, knowledge, creativity, and skills that will be obtained for students, so that this media can also be used in various areas of their lives. In practice, teachers have the opportunity to determine and modify teaching modules provided by the government so that they can be better adapted to the characteristics of the students they teach. In developing teaching materials, a teacher needs to pay attention to various aspects, such as curriculum requirements, student characteristics, problem-solving in the learning process, and so on.

**Keywords:** *Canva, e-module, English, learning materials*

### INTRODUCTION

Learning media is certainly an important element in learning to support the learning process and make learning more interesting (Subekti & Kurniawati, 2022; Subekti & Kurniawati, 2020). Learning media are tools used by teachers when the teaching process learning media can be in the form of books, pictures, or lecture methods. Learning media must be designed concisely and clearly to maintain the competence and concentration of students. Learning media is needed by

teachers to support and support teaching in the education (Fitria, 2022b).

Teachers make use of a variety of educational resources, such as books and lectures, but they are also required to have a variety of other learning resources at their disposal and to modify both the subject matter and the environment for each student. Everyone is required to comprehend technology as a support for all activities that are now taking place, including in the field of education. This is because technical innovations are becoming increasingly quick and advanced in today's world.

In distance learning, it will be more effective if educators can make teaching materials in digital form (Subekti, 2021). If the teaching materials are made in digital form, the teacher only needs to share the link of the teaching material in the created virtual class, Whatsapp, or Telegram group. After getting the link for teaching materials, students can access them easily to help them understand the material being studied (Fitria, 2022a). To help students understand, the module needs to be designed attractively, combining text, images, videos, and even quiz links at the end of the module discussion.

Interactive online learning media is a solution because it is easier for students to understand learners (Fitria, 2021). Interactive learning media is attractive for students because it involves various senses. In addition, the learning media should also consider the students' abilities to access both of the limited facilities. The selected media is expected to provide a possibility to be studied by students who do not have mobile devices, laptops, or computers, and internet accessibility (Fitria, 2023). One of the information technologies that can be utilized by teachers is the ease of making learning media. Canva is one of the technologically-based learning mediums that can be utilized by both educators and students.

Canva is a web program that offers aesthetically pleasing designs in the form of templates, features, and categories that are provided inside the application itself. The fact that it comes in a variety of styles and is appealing to look at keeps the learning process from becoming tedious. Canva is a web-based tool that allows users to create a variety of different types of graphic designs. Canva provides users with hundreds of different designs and templates that may be used to create greeting cards, book covers, product labels, business cards, posters, brochures, invites, or presentations. Canva is one of the internet tools to create posters, brochures, cards, and even letters for kids and their parents. (Cleveland & Sharp, 2019). Canva is available in several versions, namely version, web, iPhone, and Android version. Canva helps to create presentations, brochures, Infographics, and social media headers, among other things. Canva is a free infographic creator available on the web as well as on iOS and Android (Keane, 2019).

Teachers can impart information, creativity, and skills to their students by having them use the Canva program, which paves the way for them to be able to utilize this medium in a variety of contexts throughout their lives. Canva learning media application is very user-friendly and can be used by students as well as teachers. Canva is a web application that gives users access to aesthetically pleasing designs in the form of categories, features, and themes. It is possible to avoid the monotony and boredom that might come with the learning process by using learning materials that include appealing designs. Canva users do not need to install the app to use Canva to generate designs (Mulyani, 2021). Canva offers a free as well as a premium version of their software.

The free edition of Canva is an option for teachers to make learning media (Singh et al., 2019). Canva is an application for the generation of graphics that is so straightforward that even amateur designers may use it. Canva is not only simpler to use, but we can also use its content to make designs that include all of its features without having to pay for them. Canva is an application that has many benefits, one of which is that it is extremely simple to use and is an excellent choice for inexperienced users who want to learn how to generate graphic designs in a way that is creative and original. Painter & Small (2022) define that Canvas offers the structure we need to organize, control, and self-contain our teaching and learning. They are similar to organizing strategies that we have used in our personal and professional lives. According to Pacansky-Brock (2017), Canva provides hundreds of photos and icons.

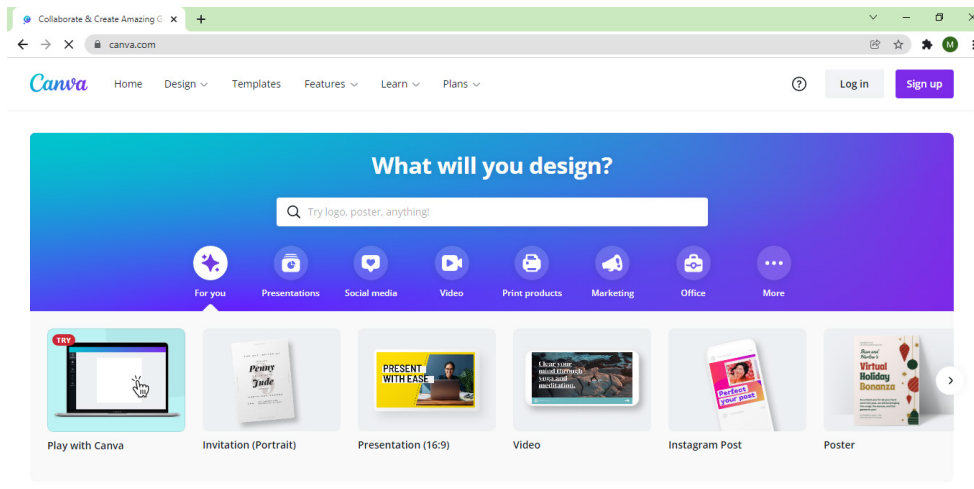
There are several previous studies related to the Canva app. First, Tanjung & Faiza (2019) state that from the three tests' results, using Canva learning material in the learning process is a viable option. Second, Puspita et al. (2021) state that the mean value of validation for the presentation, content, grammar, and assessment system components is 91.48%. Therefore, the e-module for basic chemistry lab work is beneficial and appropriate for use as instructional material in an online learning environment. Third, Rahmatullah et al. (2020) state that the audio-visual learning material based on the Canva program is acceptable for use in pilot schools. Combining audio-visual learning media based on the Canva application with excellent criteria makes it simpler for students to grasp labor subjects. Fourth, Hapsari & Zulherman (2021) state that the validation results show that the overall average increase in student learning outcomes is 0.56%, with the "Medium" category. Fifth, Agustini et al. (2021) state that learning media using e-books developed using Canvas has a percentage yield of 90%. The results of the assessment of linguists, materials, and media experts got an average score of 4.02 (adequate), 4.30 (very feasible), and 4.25 (very feasible). Hence, Canva is very feasible to use. Sixth, Wiryani et al. (2021) state that the development of Canva for high school students shows that learning materials are valid and effective criteria. Based on the proofs as stated, the author intends to develop teaching materials in the form of an electronic module (e-module) with the Canva application. Therefore, the objective of the study is to simulate the Canva app in making and designing an English e-module.

## DISCUSSION

The objective of the study is to simulate the Canva application in making and designing an English e-module. The advantage of the e-module is it can be accessed online via link-sharing or PDF interactive and offline with a printed PDF. Teachers or lecturers do not have to worry about how to design a cover page and display its contents because Canva has provided various templates that are left to be filled with teaching materials that have been used so far in offline learning. Here are the steps to create an interactive e-module with Canva.

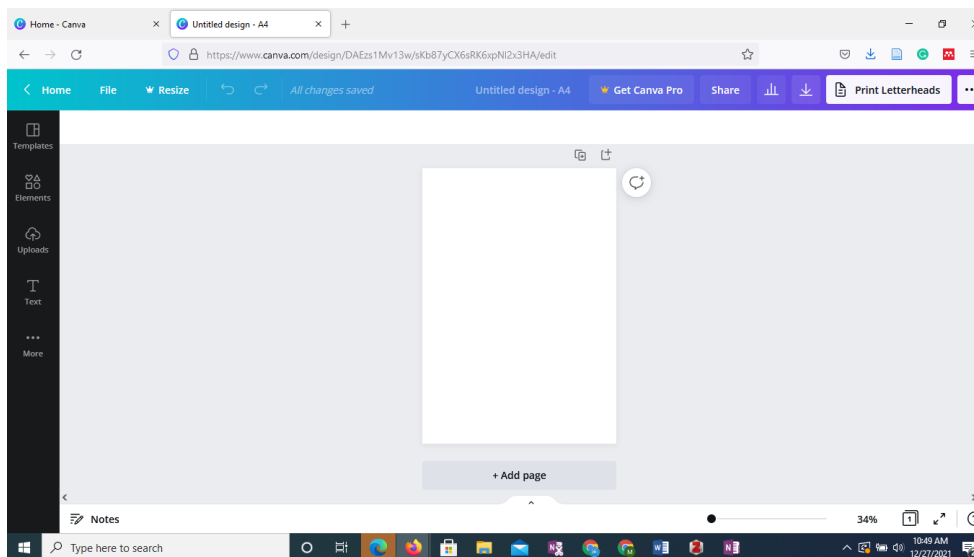
1. Register first by accessing [canva.com](https://www.canva.com).

### Figure 1. Canva Interface



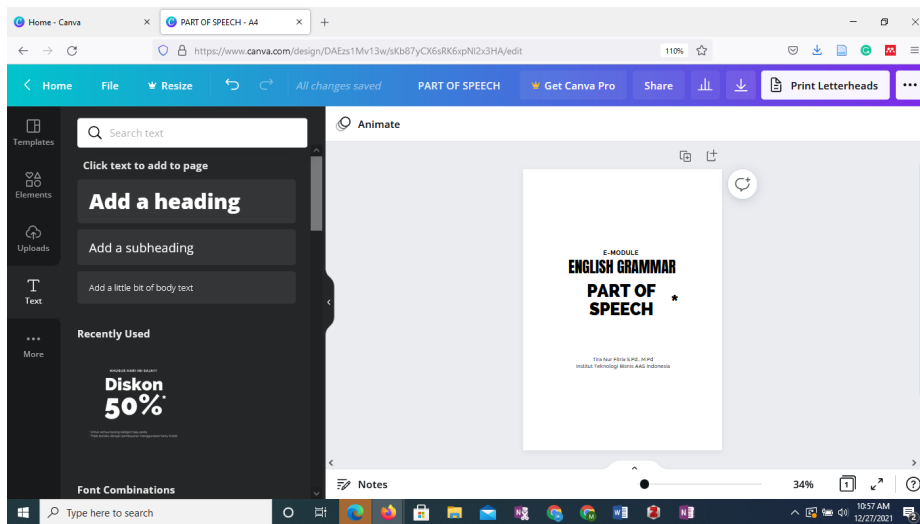
2. Click sign up with Google and enter our Gmail address and password.
3. To start making the module, choose the paper size as A4.
4. Choose the template for the module design as seen in Figure 2.

**Figure 2. Choosing the Design in Canva**



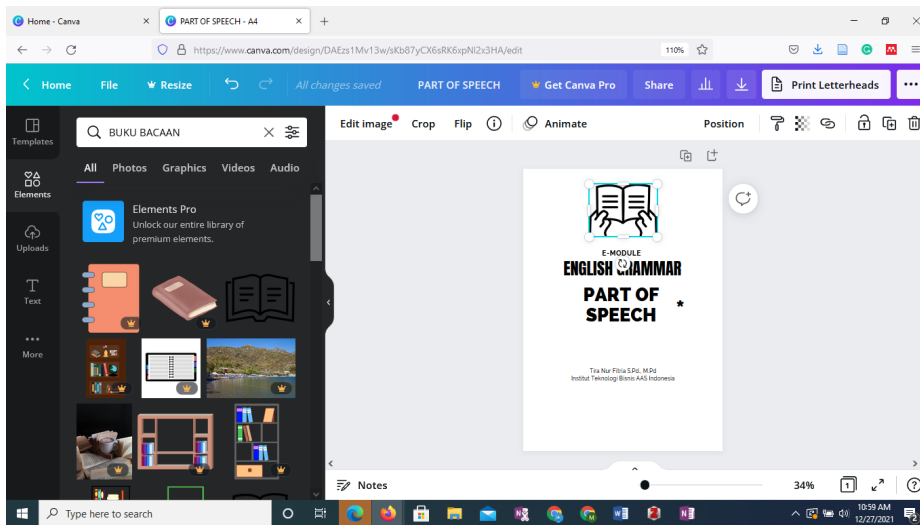
5. To edit and enter text in the module, simply double-click on the text.
6. Choose the size of the text and change the font or the color of the text as seen in Figure 3.

**Figure 3. Choosing the Text in Canva**



7. Insert images or other elements (photos, graphics, audio, and video) by clicking the Elements button as seen in Figure 4. There are 2 ways to insert an image, first, using an image provided by Canva or uploading the image from the computer.

**Figure 4. Inserting Elements in Canva**



8. Add other media by entering the link of WeTube video, Vimeo video, TED video, Spotify audio, SoundCloud audio, Google Maps, or other media.
9. To share the e-module with students when the module has been created, click share and then copy the link.

The utilization of learning material via the use of technology is interesting. Visual, audio, and audiovisual learning mediums are all options. Memorable and simple-to-understand learning activities may be created using appealing learning material. In practice, teachers have the opportunity to determine and modify teaching modules provided by the government so that they can be better adapted to the characteristics of the students. In developing teaching materials,

teachers need to pay attention to various aspects, such as curriculum requirements, student characteristics, problem-solving in the learning process, and so on. Apart from that, several objectives in compiling teaching materials include some aspects such as 1) presenting teaching materials that are relevant to curriculum demands, 2) adapting teaching materials to the characteristics of the social environment, 3) making the learning atmosphere more effective and comfortable, and 4) helping students to get alternative teaching materials other than books.

Modules are one of the important instruments in learning materials. With this module, the learning process will be more focused and easier. Apart from that, there are still many benefits that will be gained by both students and teachers who create a module. The module contains related material and instructions from the teacher to students to achieve certain learning goals. This will help students achieve the expected competencies in learning. On the student's side, the presence of learning modules written by the teacher will be very useful. One of the functions of the module is to enable students to learn independently and know the direction of competency that will be achieved from this learning.

Canva is one of the many applications that provide the facility to create images e-modules or e-books. Canva offers free access as well as options for its users to make various professional designs including e-module creation. Canva is a module-based structure that allows students to build apps, making it easy for them to use (Daniela, 2020).

Visual content, audio content, and audiovisual content are the three primary types of learning media (Rusdiana et al., 2021). Engaging media can make educational activities more memorable and straightforward to comprehend. Canva is an online graphic design application that enables users to produce a wide variety of creative content without leaving their browsers (Sinduningrum et al., 2021). Using Canva as a learning medium can make it simpler for instructors to create learning media. The use of the application Canva for a variety of learning materials with visualizations that represent the content of the learning itself has the potential to improve teachers' capabilities in terms of their ability to be creative. The learning process is less tedious by the inclusion of a variety of appealing designs. Teachers can teach students knowledge, creativity, and skills by using the application Canva (Monoarfa & Haling, 2021). Canva is an online graphic design application that enables users to produce a wide variety of creative content without leaving their browsers. Sari et al. (2021) state that if educators use Canva as a learning medium, the process of designing learning media may become simpler for them.

Related to the Canva app, especially in its validation, Tanjung & Faiza (2019) state that the mean value of validation, as assessed by experts and educators, is 0.83. This value corresponds to the validity threshold of 0.667, thus classifying the assessment as valid. As indicated by the Cronbach's Alpha value of 0.731 for the media dependability test, the criteria for media dependability were stringent. The mean scores obtained by instructors and students on the practicality test of the media were 96% and 86%, respectively. These results suggest that the media fell within the extremely practical category. It is evident from the outcomes of the three evaluations that incorporating Canva learning materials into the educational process is a feasible alternative.

Puspita et al. (2021) state validation results indicate that the mean validation value for the components comprising the assessment system, presentation, content, and grammar is 91.48



percent. 0.903 is the mean alpha value of Cronbach's alpha test. Based on the results of the response questionnaire, the mean score for the application of the e-module laboratory courses was 8.88, and the average answer score for each questionnaire item was greater than 8.00. This illustrates that the e-module designed to assist students with fundamental chemistry lab work is advantageous and suitable for implementation as educational content within an online learning setting. Third, Rahmatullah et al., (2020) state that the audio-visual learning material based on the Canva program is acceptable for use in pilot schools. The first cycle 1 field trials had a 67.13 percent success rate and the second cycle yielded an 88 percent success rate. The proportion of students that have positive learning outcomes has risen. This demonstrates that combining audio-visual learning media based on the Canva application with excellent criteria makes it simpler for students to grasp the materials. As a result, the generated material may be utilized for both online and offline learning. Fourth, Hapsari & Zulherman (2021) state that the validation results show that media experts get an average of 65.45% which is included in the "Valid" criteria, for the results of the validation material experts and teachers get the "Very Valid" category with the results of 86% and 85.57% respectively, and the validation test students obtained results of 90% which are included in the "Very Good" criteria. The test results show that the overall average increase in student learning outcomes is 0.56%, with the "Medium" category. It can be concluded that this Canva application-based animated video product can increase student motivation and achievement and is suitable for use in the learning process. Fifth, Agustini et al. (2021) state that learning media using e-books developed using the Canva application has a percentage yield of 90%. The results of the assessment of linguists, materials, and media experts respectively got an average score of 4.02 (adequate), 4.30 (very feasible), and 4.25 (very feasible). Through the results of this study, it can be concluded that using an e-book created using the Canva application as a learning medium is very feasible to use in the teaching and learning process. Sixth, Wiryani et al. (2021) state that the development of Canva website-based learning media for the subject of History in high school shows that the media validation results are 4.25 with a very valid category. The result of material expert validation is 3.88 with a valid category. The results of the validation of instructional design experts are 4.35 very valid categories. The results of the validation of linguists are 4.54 with a very valid category. The average validation test results at the alpha test stage were 4.25 with a very valid category. The results of the field test stage obtained a normalized n-gain value of 0.72 (high category effectiveness).

Besides, using Canva increases the students' creativity as stated by Pelangi (2020) and the results show that using Canva in producing text advertisements and writing poetry for high school students. In terms of cognition, students are honed with knowledge, technology, art, and other creativity (Fitria, 2022c). Not only can this advertisement or poem be performed on a laptop or electronic device, but it can also be printed into physical form on posters that have already been created and designed. It can be utilized or exhibited in the school wall magazine, allowing members of the school body to observe the accomplishments of individual students while also enhancing and supplementing the current publication. This is supported by Irkhamni et al. (2021) that by utilizing the Canva application, educators can create more interesting e-modules for teaching materials. Therefore, interesting Mathematics subject e-modules can strengthen students' learning interest in distance learning.

Moreover, there are various applications that can be integrated or linked into the Canva app. Some of them are Facebook, Instagram, WeTube, QR Code, Google Maps, and more. Furthermore, Canva has a 'share' facility. The shared facility in this section is intended for editing mod-

ules with people who get the link. Some of the options available in this section are as follow. Canva has a print letterhead feature. Then, it allows the users to download jpg, jpeg, png pdf, or video files. The results of the download in PDF can be shared with students online or offline after printing. Canva also provided shareable links to the e-modules. Sharing Canva module links in this way makes it possible to read or view without being able to change the contents of the module. Lastly, Canva has a preview feature to review e-modules that have been made before being downloaded or shared.

In making e-modules, there are some of the components that need to be included. Those components are:

1. The cover; cover consists of the name of the subject/lecture, the title of the subject/sub-subject, how many meetings, class or level, and the name of the teacher or lecturer who made the module, and the name of the school or campus.
2. The learning objectives that are tailored to the subject
3. The content of the module is the core part of the module. The mandatory content is in the form of a narrative with the option to add or link audio-visual videos, illustrations, or simulations according to the need to be able to understand the material.
4. The exercises; exercises are used to evaluate the material that has been given. Evaluation can be directly written in the module or can also be linked with various other applications such as Quizizz and Kahoot.
5. Additional references such as note about other books that are suggested or relevant to the e-module.

With the facilities and conveniences provided by e-modules, there are some benefits of e-modules such as 1) diverting students' attention from opening content on smartphones and internet networks that are less useful for more useful learning content, 2) providing options for participants to explore interesting, interactive learning resources and answer their curiosity, 3) providing solutions for students to be able to use information and communication technology wisely, and 4) giving choices to teachers to answer the challenges of technological progress and information, whether they like it or not, which will have an impact on the world of education and learning.

## CONCLUSION

Canva is a graphic design application that helps users to create various types of creative materials online. To create an e-module using Canva, we can follow these steps 1) open the Canva application either on a laptop or a mobile phone by accessing canva.com, 2) register an account if we do not have an account on Canva yet, we can use a Google account, 3) start to make the module, 4) choose a template for the e-module, 5) edit and add the texts, 6) upload an image from the image library provided by Canva, and 7) share the e-module link with students. Creating an interactive and interesting module is certainly a challenge. As teachers and lecturers, making interesting e-modules is important for them to engage and motivate learners to learn.



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