IMPROVING VOCABULARY MEMORIZING SKILLS USING CANVA APPLICATION-BASED GRAPHIC DESIGN MEDIA OF SMA TAKHASSUS AL-QUR'AN STUDENTS

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Abstract

The importance of selecting learning media is an important support to minimize the ineffectiveness of the classroom atmosphere to be fun and not boring, especially in mastering english vocabulary. This was a CAR with qualitative approach which consists of 4 stages, namely planning, implementation, observation, and reflection. the sample taken is class XI H at SMA Takhassus AL-Quran. The instruments used in this research namely, observation checklist, test, interview and documentation. The results showed that Canva application based graphic design media can improve students' vocabulary mastery based on checklist observation data increased from 33.7% to 63.7% in cycle I and in cycle 2 to 88.75%. Vocabulary test data increased from an average of 70.7% to 74% in Cycle I and to 86% in Cycle 2. The improvement in the interview can be seen from the responses to each question, which indicate that Canva's application media can increase students' motivation in learning English, especially in mastering English, and is very efficient to use in learning. From the above data, it can be concluded that the use of Canva application based graphic design media can improve students' vocabulary mastery.
Keywords: Media Learning, Vocabulary, Graphic Design Media, Canva Application

Abstrak

Pentingnya pemilihan media pembelajaran menjadi penunjang penting untuk meminimalisir ketidakefektifan suasana kelas menjadi menyenangkan dan tidak membosankan, terutama dalam penguasaan kosakata bahasa Inggris. Penelitian ini merupakan penelitian Tindakan kelas. Metode penelitian yang digunakan adalah penelitian tindakan kelas, yang terdiri dari 4 tahap yaitu perencanaan, pelaksanaan, observasi, dan refleksi. Sampel yang diambil adalah kelas XI H di SMA Takhassus AL-Quran. Instrumen yang digunakan dalam penelitian ini adalah, observasi ceklis, test, wawancara dan dokumentasi. Hasil penelitian menunjukkan bahwa Media desain grafis berbasis aplikasi Canva dapat meningkatkan penguasaaan kosa-kata siswa berdasarkan data observasi ceklis meningkat dari 33,7% menjadi 63,7% di siklus I dan pada siklus 2 menjadi 88,75%. Data tes kosa-kata meningkat dari rata-rata 70,7% menjadi 74% disiklus I,dan pada siklus 2 meningkat menjadi 86%. Peningkatan pada wawancara dapat dilihat dari jawaban pada setiap pertanyaan menyatakan bahwa media aplikasi Canva dapat meningkatkan motivasi siswa dalam belajar bahasa Inggris, terutama dalam penguasaan bahasa Inggris, dan sangat efisien untuk digunakan dalam pembelajaran. Dari data diatas, dapat disimpulkan bahwa pengunaan media desain grafis berbasis aplikasi Canva dapat meningkatkan penguasaan kosakata siswa.
Kata kunci: *Media Pembelajaran, Kosa-kata, Media desain grafis aplikasi Canva*

INTRODUCTION

Education is an effort to develop individual abilities and personalities through certain processes or activities (teaching, counseling, or training). In the Law No. 20 of 2003 on the National Education System, Article 1, Paragraph 1 states that "Education is a conscious and planned effort to create a learning atmosphere and process so that students actively develop their potential to have religious spirituality, strength, self-control, personality, intelligence, noble morals and skills needed by themselves, society, nation, and state.

Awareness of the importance of learning English can provide better hope for the future to easily communicate between countries in the world. Education is a manifestation of human culture that is dynamic and requires development. Therefore, change or development in education especially in English, are things that must occur along with changes in the culture of life, because language can be a means of communication that can be used as a tool pf thinking, as an initial source of human information about understanding and knowledge. In language, it will be straightforward if supported by other language skills, namely speaking skills. When we speak, we listen to what we have said or what others have said, making it easier for us to learn the language. The next language learning skill is reading skill, which is used with speaking skills. In learning a language, if we often practice speaking, we will more easily get used to processing sentences and paragraphs in written form. Therefore, the last skill used is writing skill. This skill is used to absorb vocabulary by reading more.

Based on the results of researchers on the learning process that has been carried out, the mastery of English language material, especially in terms of vocabulary, is still relatively low. The low mastery of factors, one of which is that the techniques or models in learning used by teachers are still ineffective. The mastery of vocabulary in question is the ability of students to understand and know the meaning of words, both orally and in writing.

The use of media is one of the learning components that plays an important role in the learning process. The use of media must be part of the attention of the teacher who is a facilitator in any learning activity. Therefore, every teacher needs to learn how to identify learning methods to achieve effective educational goals in the teaching and learning process. This is also the case in English language learning, especially to improve students' vocabulary mastery (Dwita,2023). At present, many media can be used to teach vocabulary to students, one of which is the use of graphic design media based on the Canva application. The use of graphic design media based on the Canva application can improve the quality of vocabulary in the teaching and learning process. Because various kinds of design objects can be selected according to what is desired and will make learning more interesting (Asnawi, & Sutiah, 2023).

At this time there are still many learning methods that use various forms of learning media. The use of media such as guidebooks, whiteboards, and markers makes learning less effective and seems boring and monotonous. The current traditional vocabulary teaching methods used by most schools are less interesting and ineffective (Pekanbaru,2024). So, students feel bored and less interested in learning, especially in improving their English vocabulary in school, although English should be compulsory learning in school. It can be assumed that graphic design media and animated can increase motivation and interest in learning and are worth using in learning, especially in providing opportunities for vocabulary practice.

Problems related to vocabulary mastery in English occur when students

find it difficult to learn English, especially the meaning of vocabulary. The learning techniques used in the teaching and learning process are less interesting, causing students to get bored while learning English. So, researchers try to improve students' vocabulary mastery with graphic design media based on Canva application and it is known that it has not been widely used to attract students' interest in learning English at Takhassus Al-Qur'an High School.

Canva App-based graphic designs are usually created based on themes or topics that can provide a context for vocabulary learning. To improve students' vocabulary, teachers should help them learn more easily. Attention is an important part of language learning in the classroom, especially for vocabulary learning. Learning vocabulary is very important because it is an educational need in learning (Dwita,2023).

The use of graphic design based on the Canva application has interesting and funny animated objects, so it is considered to make it easier for students to master vocabulary without pressure because, in a fun and entertaining way, it will not seem monotonous and will not make students feel bored. Canva application-based graphic design is considered one of the alternative ways to improve students' English language skills. In addition, Canva application-based graphic design media can also directly motivate students to learn visually, so it seems interesting and effective for students to convey and receive information. The successful use of methods and media as a means of classroom learning is one way that teachers can develop the cognitive knowledge process for students (Dwita,2023).

From the above statement, Canva app-based graphic design is considered one of the learning resources that can be used in the English teaching and learning process, because through Canva app-based graphic design by the chosen media, students can understand factual, conceptual, and procedural knowledge. In terms of vocabulary acquisition, if we can train our hearing, we can catch obstacles that exist in the English learning process, and a learning media is needed. Based on the observations that have been made, researchers try to find solutions to the problems that exist in the English language learning process for vocabulary mastery by taking a graphic design solution based on the Canvas application as learning media, because where the media can motivate students who always feel inferior to themselves so that they can achieve optimal learning success. On this basis, the author is interested in conducting research with the title " *Improving Vocabulary Memorizing Skill Using Canva Application-Based Graphic Design Media Of Second Grade Students Of SMA Takhassus Al-Qur'an"*.

METHOD

The design of this research is classroom action research (CAR) using the Kurt Lewin model with a mixed methods approach. To obtain precise and accurate information, this research had two cycles which were carried out after the pre-cycle as an initial indication. Methods that meet scientific principles, namely concrete/empirical, objective, measurable, rational and systematic, are called quantitative methods, namely research in the form of numbers and analysis using statistics (Buntara Adi P, and Arina Noviyani, 2024). This research will be conducted in one of the twelve selected eleventh grade classes of Al-Qur'an Takhassus High School. Before carrying out treatment, the researcher made observations and approached the students who would be interviewed. In the second step, the researcher will record important information about class. Apart from that, the researcher tried to present English material that had been designed graphically using the Canva application to refresh students so that the atmosphere did not seem monotonous, and to find out

whether there was an influence from using applications based on the Canva application. graphic design methods in mastering English vocabulary or not. The location of this research was carried out at Takhassus Al Qur'an High School which is located at Jl. KH. Asy'ari No.29, Kalibeber, Mojotengah District, Wonosobo Regency, Central Java. The population of this study was class II students at SMA Al-Qur'an Takhassus and the sample taken only took one class out of 12 classes, namely class XI H as the research sample. Data collection methods include observation, interviews, tests and documentation.

RESULTS AND DISCUSSION

1. Graphic design media based on the Canva application in English is effective in increasing the vocabulary of grade 11 students at Takhassus Al High School Qur'an

The increase in student motivation in acquiring vocabulary after implementing graphic design media based on the Canva application can be seen from the data on four instruments, namely observation sheets, tests, interviews and documentation.

The results of increasing mastery of English vocabulary using graphic design media based on the Canva English application have increased. This can be seen from the scores obtained before and after promotion. Before the intervention the average score was 70.7% with a percentage of 8.8%. Hasil observasi siswa mengalami peningkatan. Pada Siklus I diperoleh skor sebesar 63,7%, sedangkan pada Siklus I1 sebesar 88,75%. dapat disimpulkan bahwa Siklus II dapat dikategorikan telah melampaui nilai minimal 80%.

The results of increasing students' mastery of English vocabulary by using graphic design research media based on the Canva application to improve mastery of English vocabulary were carried out at the meeting on the second day of Cycle II. Researchers carry out assessments during the teaching and learning process.

The following is an evaluation table for increasing mastery of English vocabulary using the Canva application media.

2. Improvement Of Student's Vocabulary

The average value of the vocabulary test in each cycle can be described as follows: Based on the results of the vocabulary test in Pre-Cycle and Cycle I, the average value can be compared. namely 70.7% with 74% so that an increase of 3.3% is obtained. Then comparing the pre-cycle and cycle II averages, an increase of 15.3% was obtained. When comparing the average of Cycles I and II, an increase of 12% is obtained. It can be concluded that the vocabulary test results have increased in each cycle, and this can be proven. Then the researcher analyzed the results of interviews with the English teacher and 5 representatives of class XI H SMA Takhassus Al-Qur'an students.

It can be concluded that the number of answers to each question has increased. This also shows that students' vocabulary mastery has increased significantly. The conclusion from the description based on Cycle 2 is as follows: A total of 28 students have participated in the learning seriously; 21 students actively asked questions during the learning process; 21 students have done their assignments seriously; 17 students felt free and dared to express their opinions during the learning process; 19 students felt that learning English was fun; 21 students enjoyed receiving praise; 31 students enjoyed doing assignments in groups; 19 students felt that learning English was fun; 21 students enjoyed receiving praise; 31 students enjoyed doing assignments in groups. Students enjoy working in groups; 19 students do not give up easily when they have difficulty understanding the material; 17 students know the learning objectives;

and 16 students felt challenged when the teacher asked questions.

CONCLUSION

A.   Conclusion

Based on the findings and discussion, the researcher concluded that students' vocabulary mastery can be increased through graphic design media based on the Canva application in class XI H. The following are the conclusions of the researcher the following are the conclusions of the researcher:

1. Increased student motivation in vocabulary acquisition After the application of graphic design media based on the Canva application, it can be seen from the data of the four instruments, namely observation checklists, tests, interviews, and documentation. Based on the results of observation data, there was an increase in each cycle, namely from the results of class completeness, which increased from 33.7% to 63.7% and rose again to 88.75%. For tests, the data increased from an average of 70% to 74% and rose again to 86%. Meanwhile, the increase in interviews can be seen from the responses to each question, which stated that the Canva application media can increase students' motivation to learn English, especially in mastering English, and is very efficient to use in learning. With each instrument, the researcher concluded that the use of Canva application-based graphic design media can improve students' vocabulary mastery.

2. Researchers have conducted several stages in the process of students' vocabulary mastery. First, the researcher First, the researcher conducted a survey to find out the initial condition of the students. Then, the researcher collected various pre-cycle data, namely observation checklists, and tests from the English teacher. After that, the researcher took action took actions in cycle 1 by using Canva application media to provide and offer material. The researcher then collected data from cycle 1 which included observations, checklists, and vocabulary tests after applying Canva application media. After that, the researcher concluded that the data results from Cycle 1 were not optimal, so the researcher continued to provide action in Cycle 2 with the same stages and methods as in Cycle 1. The results obtained from the Cycle 2 data showed a significant increase, and the researcher concluded that this study could improve students' vocabulary mastery with Canva application-based graphic design media.

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