Making and Using Learning Media of Canva Based Digital Comic

For Teaching and Learning English

Yulia Isratul Aini

LPMP Provinsi Bengkulu

julie.aini@gmail.com

Abstract

This paper was to describe the making process and using Canva Based Digital Comic constructed for teaching and learning English. The Canva Based Comic Digital was developed by using Canva application. The description was focused on describing: 1) the introduction of Canva application, 2) the process of making the Canva Based Digital Comic, and 3) the description of using the Canva Based Digital Comic for teaching and learning English.

Keywords: canva, digital comic, learning *media*

Introduction,

What is learning? Learning in general agreement is a process to get knowledge, skill, and behave better. It is not a singular process but a complex one. There were many factors to make a learning process of someone to succeed in achieving the learning goals. Learning as a process consisted of many supporting components such as student, teacher, learning facility, curriculum, learning strategy, learning models, learning media, etc. The learning components were needed to support in achieveing learning goals to be better in behavior, to get more knowledge, and to be more skillful. In short, learning is changing to be better.

What is a good learning process? A good learning process means to the achieving of learning goal maximally implemented. Learning is about the changing of behavior, knowledge, and skill to be in a better condition. In a learning process, students become the main object of process. In short, students' learning goals are the main thing to achieve.

Learning as a process was completed with many elements or components to be successful in achievening learning goals. According to Sutiah (2020) learning achievement is combined by many elements of human, material, facility, and the other supporting. The relationship of elements or components has to support each others. What are the elements or component consisted? There are teachers, students, curriculum, kits and tools, media, buildings, and so on. They play important roles in supporting the learning achievement. One of the

important element to make learning becomes interesting is using learning media. Medium is defined as thing to convey learning message from sender to receiver. Who is sender? Sender is not only people but also things that have messages to convey to receiver. So, learning media play important role in learning.

Learning is a system which each elements related one to others. A free learning style is one element to support the susccessful learning. Nicholl (2015) stated that a free learning choice is very good to learner. That is why a learner free to choose the way they learn. Leaning media, they will use. Technology today will help them to choose the suitable media of their choice. So, literate digital competence becomes an important for both teacher and students.

Learning media plays important role intergrated with learning system. Suitable media choice will help to learn effectively and efficiently in achieving learning goals. How is about leaning a language, in this case English? Yes, it needs media for learning. Comic can be an alternative. Comic is a work with pictures to make a story (Yaumi, 2017). Each picture has character to express a message.

English is one of essential subject to learning for Indonesian students. It was introduced in first class of junior high school. In fact, some primary students have learned in their school or in English Course, so they know English early. It indicates that to master English well is important for communication internationally or in getting information in English academic writing, articles, or news to get information from all over the world. To support to master the language, it can be done by learning it maximally accomadeted by many kinds of leaning media. What is media for? According to Suyanto (2008) there are many factors influenced learning English, one of them is learning media. It indicated that media plays important role in learning English.

Learning media is needed to activate students in learning (Sumiati dan Asra, 2007). Learning media were very various in type, size, and other criteria, so, as a teacher has to know them, how to select them to make learning to be effective and efficient. Factors that influenced us to select media was about the media physic attribute, task characteristic, student's characteristic (Gagne etc, 1992). It indicates that selecting media is important as the way to active students in learning.

The development of learning media which is based on information and communication technology (ICT) has spread out in many areas. We can see that so many technologies become an important part in learning media. Media become interactively in supported learning autonomy, students can select what they want to learn and how the learn Englsih. The ICT

based leaning media give benefit in accommodating the way students learning in termed of visual, audiotory, and kinesthetic. Accoding to Silberman (2006) students have many ways of learning. They can learn by only watching, it was termed visual students. Some learns by just listening, it was auditory style. Students learn by doing, it was kinesthetic. It is indicated that to know the way learning is one way to choose suitable learning media.

Learning a language means learning to use it well in communication both written and spoken. Learning a language means to develope reading, speaking, listening, and writing skill, in which it is supported by mastering grammar, pronunciation, puntutaion, and pronunciation. It means learning media was to develop to get skill and knowledge of language.

One of potential application to create learning media is Canva. Canva has been used but it still lack of use in creating English learning media, so it needs more to use in creating English learning media. Some researches of canva usage as follow:

According to Pelangi (2020) stated that by using canva, teacher can teach knowledge, creativity, and skill to students. In this reseach canva will be used in cerating learning media. The other research of implmenting comic strip based on canva become an alternative media to improve speaking skill of BIPA (Aswan, 2021). Developing canva comic media is one alternative to improve speaking skill that is very important in learning a language. Both of researches indicate using canva based comic will contribute to the learning achievement, in this case language skill.
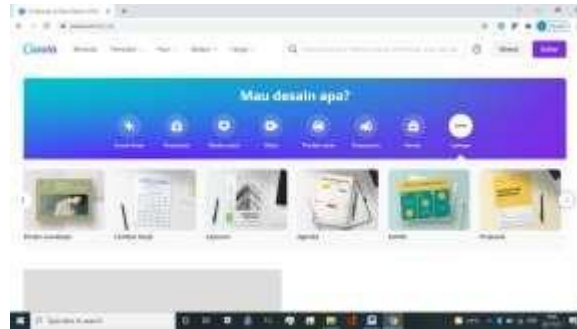
The different paradigm as teacher role happens today. Teacher has many role today. Asyhar (2011) stated that teacher plays role as mediator, fasilitator, and motivator in learning process. Teacher as a learning facilitator has to master the technology competency in what we related to digital literacy. So, they can make and use their media creation for teaching their students. One of ICT application that is potential tu develop learning media for learning English is canva which has been lack of use. That is why we try to choose this application to be one alternative to create English media learning to be develop which it will be named of Canva Based Digital Comic. This paper is focused on 1) the introduction of Canva application, 2) the process of making the Canva Based Digital Comic, and 3) the description of using the Canva Based Digital Comic for teaching and learning English.

Findings and Discussion,

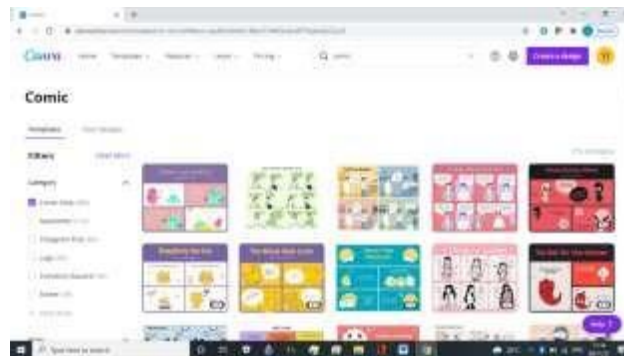Here are the description of making and using the Canva Based Digital Comic for learning English:

Canva Application

One application that can be use in making digital comic is canva that can be ccessed in https://canva.com. One fiture of the application is comic. We can see the home canva in the following picture:

Picture 1. Home of Canva

While we were in this home, we can create a new file by clicking create a design in this home. We can choose a suitable template for our creation. Our comic can be a strip or in another template. If we have already choosen a template, we can chose character we need and prepare sounds or voice to record. Put them all in our creation. Save our work to be edited in next time or we can share to our offline or online classroom.
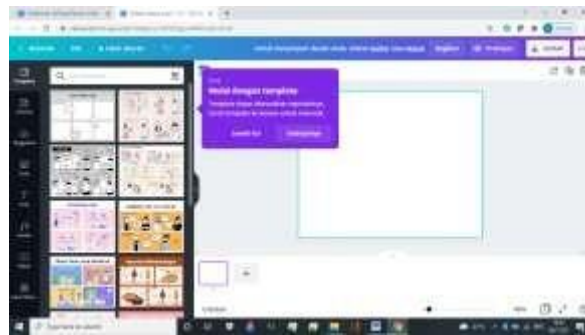

Picture 2. Comic Template

The Canva has benefit in its application, we can create in making multimedia learning media of using picture and sounds or voice, and it can share in many ways of online and offline learning. It can be web based to share which can be visited by our students for learning. Students

also can share their ideas by making their own English comic by using this canva, it can be an assignment is given to them ,so they can create their own ideas to be creative students.

The Process Of Making The Canva Based Digital Comic

Canva Based Digital Comic use online canva application which will be accessed in http://canva.com. Let's start of making the comic by having a canva account, verify it, and log in the account. After being log in, in the home of canva search comic fiture as picture 3:

Picture 3. Canva Comic Worksheet

We can choose suitable template, character to use and recorded voice or sound. Import the caharacter if we didn't meet the matching one. Complete the comic pictures with sound and voice. After compeleting all we need, we could publish it or share it into our virtual class or other channel.

We can share in our social media. The tutorial video of making this kind comic is published in the following link: https://drive.google.com/drive/folders/1wXQba3hxP3ZXxDmGhYOkZK_rk-tBfyj?usp=sharing. Here is the example of Canva Based Digital Comic made by writer for teaching English. It as about Hard Work Is School. It can be accessed in the link https://www.canva.com/design/DAEvHc1OKLA/sMQ03hLwdmYHzeRkpkVJhw/watch?utm_content=DAEvHc1OKLA&utm_campaign=designshare&utm_medium=link&utm_source=share button. In this example we can teach some language skills and language knowledge.

Picture 4. An Example of Canva Based Digital Comic

Using Canva Based Digital Comic For Learning English

The development media of Canva Based Digital Comic for leaning English was consisted of language knowledge and language skills. The media can accommodate the students various learning styles by using visual and audio, and kinesthetic. If it is in a printed textbook, comic only have written text and pictures but in using canva comic, it can be completed by sound or voice for auditory learning style. For visual style, students can see picture of character, written text, and of course it will be interesting learning media. This multimedia as stated by Pribadi (2017) has element of text, audio, picture, video, and animation. We can develop reading and writing skill by asking student to read and to write text of the comic story. We can develop speaking and listening skill by asking students to dramatize the story in comic to express it well based on context, some are listening to what is the story about. It is supported by having language knowledge of vocabulary, grammar, pronunciation, and punctuation to express in written or orally.

Conclusion and Suggestion,

Conclusion

It can be concluded that canva based digital comic made by using canva application on comic fiture by making account, choosing suitable template, completing by using sound and voice, sharing or publishing it. It can be used in learning English skill and knowledge.

Suggestion

Based on the benefit of creating Canva Based Digital Comic, it is recommended to create more comic media for various topic to enrich learning English media. Teacher and students can create together to make this kind of comic, so, it can be used to enrich learning media or learning resources.

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