Study of the Implementation of Canva and Quizizz in the Digital Transformation of Educational Administration: Impact on Effective and Interactive Education Services at SMPS Deli Murni Bandar Baru.

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Abstract— This research aims to evaluate the implementation of the Canva and Quizizz applications in supporting the digital transformation of educational administration at SMPS Deli Murni Bandar Baru. Canva is used to design visual materials and administrative documents, while Quizizz is used to conduct interactive learning evaluations. This study uses a qualitative descriptive method with data collection techniques in the form of observation, interviews and documentation. The research results show that using Canva makes it easier to create interesting and informative content, while Quizizz increases student engagement in the evaluation process. The impact of this digital transformation can be seen in increased administrative efficiency, more professional presentation of information, and increased interaction between teachers and students. This research concludes that the use of digital technology such as Canva and Quizizz has the potential to strengthen effective and interactive educational services in the school environment, supporting better educational goals and being responsive to technological developments.

Keywords—Implementation; Canva, Quizizz; Technology; Education.

I. INTRODUCTION

Digital transformation in education has become one of the main focuses in developing the education system in Indonesia. With advances in information technology, many educational institutions have begun to adopt various digital tools to improve the quality of educational services. One prominent example is the use of the Canva and Quizizz platforms at SMPS Deli Murni Bandar Baru. Canva, as a graphic design tool, allows educators to create interesting and easy-to-understand teaching materials, while Quizizz provides a platform for interactive and fun evaluation. According to data from the Ministry of Education and Culture, the use of technology in education can increase student learning motivation by up to 30% (Ministry of Education and Culture, 2021). This shows that the integration of technology in the teaching and learning process is not just a trend, but also a necessity to meet the demands of the times. This research aims to explore the impact of the implementation of Canva and Quizizz on the effectiveness of educational services at SMPS Deli Murni Bandar Baru, as well as how these two tools can create a more interactive and enjoyable learning environment for students. In this context, it is important to understand how changes in teaching methods can affect student learning outcomes. (Husain, A., Prastian, A. H. A., & Ramadhan, 2017),effectiveness in educational management is not only determined by the policies implemented, but also by the tools and technology used in the process. Therefore, this research will examine in more depth how Canva and Quizizz can contribute to digital transformation at SMPS Deli Murni Bandar Baru.(Andaru, 2018)

II. RESULT

Fable Text Learning Media Using Canva Before using a fable text learning video, the video is validated first before being used in learning. The validation of the video created has been assessed by five Feasibility experts with the following assessment. The research was carried out in two meetings. The first meeting provided material regarding fable texts consisting of learning indicators, understanding, structure, elements and characteristics of fables as well as examples of fable texts. This material is presented in a learning video created using the Canva application. The video provided is 4 minutes 16 seconds long, interspersed with musical instruments and images on each slide. During the learning process, the researcher opened the lesson by asking students about the meaning of the fable text. The enthusiasm of students is very positive, as can be seen from the responses of students in the WA group.(Wati, 2019) Of the 35 students, 20 students responded by answering the meaning of the fable text. After the researcher responded to the students'

answers with praise and correction, the next step was for the researcher to provide a video about the fable text and give the students 10 minutes to understand and study the contents of the video. the. The next step was a question and answer session, and only 2 people asked questions, then the researcher gave examples of fable stories from YouTube as material reinforcement with the aim of making students understand the fable text material better. After that is the conclusion and training stage. Students are invited to conclude the meaning of the fable text and other elements using their own language.(Karmelia, R., Nasirun, M., & Indrawati, 2019)

At the second meeting, the researcher opened the lesson with greetings and presented learning indicators. The material discussed is still about fable texts. Next, an apperception is carried out so that students' understanding is continuous with the material at the previous meeting. After that, the researcher immediately directed students to go to the Quizizz page to carry out exercises or quizzes regarding the fable text. The questions consist of 15 Multiple Choice items. The Quizizz application has advantages in terms of features and appearance. This application is effectively used in evaluation activities. The advantage of Quizizz is that it can provide statistical data regarding students' performance results directly in working on practice questions. Apart from that, students also cannot cheat because the questions they have prepared have been randomized. (Yunus, 2020)

On Each question has a set time frame for completion, so that students will not have free time to ask their colleagues or open notes. After completing the work, students will immediately know the ranking they received from all students who took part or worked on the question. The Quizizz results also provide information on the analysis of the questions for teachers. The question item analysis table can be downloaded as an Excel file. The reports available are quite detailed, each student will be reported on correct and incorrect answers, as well as the percentage of quiz achievement for all students who took part. In addition, students' quiz results can be emailed to students' parents as a learning results report.(Warlizasusi, 2020)

III. Discussion

The use of Canva and Quizizz provides a new color in online learning. Both applications provide many benefits in the learning process. This learning media is interesting, easy to learn or create, and motivates students in implementing learning and evaluating Using the Canva application is very helpful in the learning process, especially online learning. This is in line with the research results of (Christiana, E & Anwar, 2021) that learning media based on the Canva application is very suitable for use in learning, especially online learning. Its use is very effective, in learning situations amidst the current Covid-19 pandemic. The media developed is very suitable and makes it easier for teachers and students to carry out learning acti vities.Apart from education, the Canva application can also be used in other fields. This is confirmed by the research results of (Kurniawan, M. C. D., & Huda, 2019) that Canva can be used to design content on social media. Apart from that, it can be used to do other designs, such as creating logos, posters, advertising banners, and others. Of course, this shows the breadth of benefits of the Canva application. In fact, Canva is also widely used to create certificate designs.(Asga et al., 2023)

The Quizizz application in carrying out evaluations provides a pleasant impression for students when carrying out tests. Usually, carrying out evaluations for students is the least interesting thing, but through the Quizizz application carrying out evaluations becomes interesting. This was stated by Lestari et al. (2021) that when interviewing teachers regarding the use of Quizizz in the online evaluation process, almost all teachers' responses stated that using the Quizizz application was very helpful and interesting. Apart from being interesting, the use of the Quizizz application in this evaluation also has a positive effect on student learning outcomes, as concluded in research (Yuliezar Perwira Dara, Ulifa Rahma, 2023). In fact, in research on students conducted by Wihartanti et al. (2019), the Quizizz application helps to improve students' thinking abilities compared to conventional learning. Students become more critical in practice, able to express ideas/concepts in discussions, and broaden their viewpoints. Meanwhile, Zhao in his research (2019) said "Overall, this study finds that Quizizz is perceived as having a positive impact on students' engagement and learning outcomes in an accounting classroom". Quizizz is thought to have many positive impacts on student engagement and learning. Students feel that using Quizizz can improve their learning. Quizizz is better than doing exercises on paper.

The students' responses during the quiz were very good. This can be seen from the enthusiasm of students when filling out quizzes via the Quizizz application. All students took the quiz. Students are invited to an atmosphere like playing a game because there is music and a score that immediately appears at the end of the quiz. Apart from that, students' competitive spirit is also sharpened through information regarding scores and rankings which can be shared with the group. This means that the use of these two applications in the learning process, especially fable texts, can be better. Meanwhile, this research focuses more on the use of two applications in teaching and learning activities. Some studies generally use the Canva or Quizizz applications. Using the Canva application as a learning medium and Quizizz as an evaluation tool makes it easier for teachers to distribute it to students, as well as helping teachers to master technology, especially with regard to education, and that is where the novelty of this research is in learning fables.

IV. Conclusion

Based on the results of the discussion above, it can be concluded as follows: the use of Canva media in learning is very effective, especially in implementing online learning. This is in line with Pelangi's (2020) research that Canva is an online application that has a variety of templates and interesting features to help teachers and students facilitate online learning based on technology, skills, creativity and other benefits. obtained. The Quizizz application has many advantages and helps teachers in processing the results of quizzes or exercises, while for students Quizizz helps activate comprehension skills and provide active responses between students in competition.

Using these two applications makes the learning process less boring because the designs in the two applications are varied and can be used to create interesting digital learning media. For this reason, it is hoped that the use of Canva and the Quizzizz application can be used as an alternative for teachers to improve learning of fable texts and also other materials.

V. ACKNOWLEDGMENT

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