

## **Implementasi Canva untuk Pengembangan Media Pembelajaran Interaktif Bagi MGMP Matematika**

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**Abstrak:** Tujuan dari program pengabdian kepada masyarakat (PkM) ini adalah melatih kemampuan guru MGMP Matematika untuk mengimplementasikan Canva dalam mengembangkan media pembelajaran interaktif. Program ini dilaksanakan secara tatap muka. Target program ini adalah 21 guru anggota MGMP Matematika SMA Kabupaten Hulu Sungai Tengah. Pelaksanaan pelatihan pada 18 Mei 2022 di SMA Negeri 8 Barabai. Kegiatan ini menghasilkan modul Canva yang digunakan oleh peserta selama kegiatan pelatihan. Pelaksanaan program PkM ini dilaksanakan melalui beberapa tahapan, antara lain (1) tahap persiapan: melakukan sosialisasi dan pendataan peserta pelatihan, menyiapkan modul dan administrasi di lokasi kegiatan PkM ini, (2) tahap pelaksanaan pelatihan: dengan metode demonstrasi, praktik, diskusi dan tanya jawab, (3) tahap akhir: dengan pelaporan kegiatan dan publikasi karya ilmiah. Teknik pengumpulan data dengan kuesioner. Berdasarkan hasil perolehan data dan hasil proyek yang telah dikerjakan peserta, menunjukkan bahwa Canva mudah untuk digunakan dan 73,3% peserta berencana untuk menerapkan aplikasi Canva untuk mengembangkan media pembelajaran interaktif di kelasnya. Dengan demikian, kegiatan pelatihan diharapkan dapat meningkatkan kemampuan dan kreativitas guru dalam mengembangkan media ajar untuk peningkatan efektivitas dan kualitas pembelajaran di kelas.

**Kata Kunci:** Canva; Implementasi; Media ajar Interaktif.

**Abstract:** The purpose of this community service program was to train the ability of Mathematics MGMP teachers to implement Canva in developing interactive learning media. This program was implemented face to face. The target of this program was 21 teachers who were members of the Mathematics MGMP of SMA Hulu Sungai Tengah Regency. Implementation of the training on May 18, 2022 at SMA Negeri 8 Barabai. This activity resulted in Canva modules that were used by participants during the training activities. The implementation of this community service program was carried out through several stages, including (1) preparation stage: conducting socialization and data collection of training participants, preparing modules and administration at the location of this community service program, (2) training implementation stage: with demonstration, practice, discussion and question methods responsibility, (3) the final stage: with reporting activities and publication of scientific papers. Data collection techniques with questionnaires. Based on the results of data acquisition and the results of projects that had been carried out by participants, it showed that Canva was easy to use and 73.3% of participants plan to implement the Canva application to develop interactive learning media in their classrooms. Thus, training activities were expected to increase the ability and creativity of teachers in developing teaching media to increase the effectiveness and quality of learning in the classroom.

**Keywords:** Canva; Implementation; Interactive Learning media.  
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