

# Development Of Electronic Modules Using The Canva Application Assisted With Quizizz In Learning Achievements Basic Accounting Principles and Concepts

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## Abstrak

Tujuan dari penelitian ini adalah: (1) menciptakan media pembelajaran berupa modul elektronik untuk peserta didik; (2) memaparkan kelayakan media pembelajaran yang berupa modul elektronik yang dibuat berlandaskan pendapat dari ahli materi dan ahli media; (3) mengungkapkan kepraktisan media pembelajaran yang berupa modul elektronik berlandaskan pendapat praktisi pendidikan/ guru dan pengguna/ peserta didik. Penelitian ini adalah penelitian pengembangan dengan menggunakan model pengembangan ADDIE. Subjek uji coba dalam penelitian ini adalah kelas X AKL1 dan X AKL2 di SMK Muhammadiyah Dukun. Data dikumpulkan melalui observasi dan angket. Penelitian ini menggunakan analisis deskriptif kuantitatif. Instrumen pengumpulan data yang digunakan adalah kuesioner verifikasi para validator ahli materi, validator ahli media, guru dan respon peserta didik. Produk pengembangan dinilai kelayakan isi, kelayakan penyajian, kelayakan kebahasaan, kelayakan kontekstual oleh validator ahli materi, kelayakan kegrafikan oleh validator ahli media dan kepraktisan oleh guru dan peserta didik. Hasil dari penelitian ini adalah; (1) Media pembelajaran berupa modul elektronik dengan aplikasi canva berbantu quizizz pada capaian pembelajaran prinsip dan konsep dasar akuntansi. (2) Modul elektronik ini dinyatakan layak oleh ahli materi dengan skor kelayakan isi 3,83, kelayakan penyajian 3,75, kelayakan bahasa 3,82 kelayakan kontekstual 3,89 dan dinyatakan layak oleh ahli media dengan skor kelayakan kegrafikan sebesar 3,62. (3) Produk modul elektronik ini dinyatakan praktis oleh guru dengan presentase 92,3 % dan kepraktisan siswa dengan presentase 94% dengan kriteria sangat praktis

**Kata Kunci:** Modul elektroni; Kelayakan; Canva; Quiziz; Prinsip Dan Konsep Dasar Akuntansi.

## Abstract

*The abstract The objectives of this research are: (1) creating learning media in the form of electronic modules for students; (2) explain the feasibility of learning media in the form of electronic modules created based on the opinions of material experts and media experts; (3) reveal the practicality of learning media in the form of electronic modules based on the opinions of educational practitioners/teachers and users/students. This research is development research using the ADDIE development model. The test subjects in this research were classes X AKL1 and X AKL2 at Muhammadiyah Dukun Vocational School. Data was collected through observation and questionnaires. This research uses quantitative descriptive analysis. The data collection instrument used was a verification questionnaire from material expert validators, media expert validators, teachers and student responses. Development products are assessed for content suitability, presentation suitability, linguistic suitability, contextual suitability by material expert*

*validators, graphic suitability by media expert validators and practicality by teachers and students. The results of this research are; (1) The learning media is in the form of electronic modules with the Canva application assisted by Quizzizz in learning outcomes of basic accounting principles and concepts. (2) This electronic module was declared feasible by material experts with a content suitability score of 3.83, presentation suitability 3.75, language suitability 3.82, contextual suitability 3.89 and declared feasible by media experts with a graphic suitability score of 3.62. (3) This electronic module product was declared practical by the teacher with a percentage of 92.3% and practicality for students with a percentage of 94% with very practical criteria.*

**Keywords:** *Electronic module; Appropriateness; Canva; Quizizz; Basic Principles and Concepts of Accounting.*

## INTRODUCTIONS

Learning is a process that focuses on students, where interaction between students, teachers and learning materials is important. A good learning process will be carried out if it has learning objectives. One of the learning media commonly used by teachers is media produced by print technology, namely modules. Prastowo (2012) explains that modules are learning media with teaching materials that are formed systematically with vocabulary that is easy for students to digest, by adjusting their age and level of understanding so that they can learn well without teacher guidance.

Based on data collected from daily class test scores, the use of inappropriate learning media in the teaching and learning process causes students to be unable to understand the subject matter, resulting in many students not reaching the minimum completeness criteria. The teacher uses printed books published by Erlangga as media during the learning process. In fact, the use of textbooks during the learning process helps students learn because the material is complete and comprehensive. However, the limited number of textbooks available and the linear presentation of material in conventional modules mean that students tend to be lazy about reading material in the form of long texts with visuals that are less attractive to students. Another reason students don't like conventional modules is that there are limitations in using conventional modules which can only be used when studying at school, of course making students have

limitations in accessing learning materials when students are at home or not at school. There are several factors that cause the expected learning outcomes not to be achieved optimally by using conventional modules.

From the explanation above, the author is interested in developing learning media in the form of electronic modules with the help of the Canva and Quizizz applications in basic accounting skills competency subjects in research entitled "Development of Electronic Modules Using the Canva Application with the Help of Quizizz on Learning Achievements in Basic Accounting Principles and Concepts".

## METHOD

This research uses quantitative descriptive analysis. The method used in this research is the research and development (R&D) method. The subjects of this research were 1 material expert, 1 media expert, 1 practitioner/teacher as well as class X AKL 1 and 2 students at Muhammadiyah Dukun Vocational School, totaling 47 students.

The data collection instruments used were verification questionnaires from material expert validators, media expert validators, teacher and student responses. Development products are assessed for content suitability, presentation suitability, linguistic suitability, contextual suitability by material expert validators, graphic suitability by media expert validators and practicality by teachers and students.

## RESULT AND DISCUSSION

### a. Analysis Results Stage

To start product development, researchers conducted a problem analysis by examining the obstacles that emerged during the learning process in class X AKL 1 and AKL 2 at Muhammadiyah Shaman Vocational School. Based on the results of initial observations, researchers determined the learning focus that students needed to pay attention to, by selecting learning outcomes of basic accounting principles and concepts. This selection was based on the awareness that there are still many students who have not mastered the basic material.

Based on initial observations carried out by researchers on class Based on this analysis, the researchers decided to develop an electronic module that is interesting and can be accessed via each student's cellphone.

### b. Product Design Results Stage

Before producing a viable product, a product design must be created first. The product design consists of several contents created using the Canva application.

### c. Product Development Results Stage

Learning material and video content that has been saved in MS Word is then changed and created content with the help of the Canva application. Apart from that, this process also adds an assessment link that has been created using the Quizizz application.

The electronic accounting module was validated by Dr. Ali Muhson, M.Pd as a postgraduate lecturer at the Faculty of Economics and Business, Yogyakarta State University. Based on these

calculations, an average value of 3.62 was obtained and it was categorized as feasible. The conclusion from the media expert's assessment above is that it is worth carrying out experiments according to the suggestions. The electronic accounting module was validated by Professor Dr. Siswanto, M.Pd who serves as dean of the Faculty of Economics and Business, Yogyakarta State University. Based on these calculations, the content suitability value is 3.83 in the appropriate category, the presentation suitability value is 3.75 in the appropriate category, the language suitability value is 3.82 in the appropriate category, and the contextual assessment is 3.89 in the appropriate category.

### d. Implementation Stage

The initial implementation in the field is the implementation of practitioner assessments, namely teachers. The teacher came from a productive teacher majoring in financial accounting and Muhammadiyah Shaman Vocational School, namely Mrs. Nur Habibi Siagian, SE. From the calculation results, a result of 92.3% was obtained in the very practical category. The conclusions calculated by learning practitioners are worthy of being tested in the field without any improvements.

Primary field implementation is part of the process that aims to determine the practical value of electronic modules from the user's or student's perspective. Student response questionnaires are used with assessment indicators such as interest, material and language in electronic modules. A total of 47 students of class X AKL 1 and Based on the table above, the results of calculating the practicality of the electronic module are

obtained with very practical results from the interest indicator with an average of 94%, the material indicator 94% and the language indicator 94%. From the results of these calculations it can be concluded that the electronic module for learning basic accounting principles and concepts using the Canva application and the help of Quizzizz can be said to be very practical.

**e. Evaluation Stage**

The research results show several recommendations from validators. These suggestions include making the module more attractive with a flipbook-like design, improving the learning video links to make them more interesting and easy to access, and allowing students to access questions on Quizzizz without having to wait for the teacher. Apart from that, improvements from material experts include improving the writing and grammar of the module, improving sentences introducing the environment, and revising the module according to input. Lastly, learning practitioners recommend making summaries shorter and easier for students to understand.

**DISCUSSION**

**a. Product Quality**

Electronic modules that focus on learning basic accounting principles and concepts have been developed using the ADDIE model. This module contains instructions for use, table of contents, learning objectives, materials, assessment, summary, glossary, and learning videos. The development process for this module includes the stages of analysis, design, development, implementation and evaluation according to the ADDIE model. This module has passed a feasibility test by experts in the field of media and materials, and has gone through a practicality test by teachers and

students. This electronic module was developed using the Canva application and supported by Quizzizz. Using this module provides flexibility for students to study independently using cellphones or laptops according to their individual learning speed. This module also helps students identify their strengths and weaknesses.

**b. Product Characteristics**

Electronic modules with the Canva and Quizzizz applications can be accessed online via the link <https://heyzine.com/flip-book/dce35cbe88.html>. This module can also be downloaded as a PDF file for offline access. The Canva application was used to design the module display, while Heyzine was used to create the flipbook-shaped display. This module also uses the Quizzizz application as an interesting and fun evaluation tool. This module consists of an initial display, instructions for use, table of contents, student attendance, learning objectives, materials, assessment using Quizzizz, learning videos, summaries and glossary. This module can be distributed via links that can be copied and pasted. The results of learning the principles and basic concepts of accounting for class X AKL at SMK Shaman Muhammadiyah with an independent curriculum.

**CONCLUSIONS AND SUGGESTION**

An electronic module based on the ADDIE model has been developed to study the basic principles of accounting. This module contains instructions for use, learning objectives, materials, assessments, summaries, glossaries, and learning videos. This module was designed using the Canva application and supported by the Quizzizz application as an evaluation tool. This module allows students to learn independently at their own pace and also helps them identify their strengths and weaknesses.

The research results show several recommendations from validators. These suggestions include making the module more attractive with a flipbook-like design, improving the learning video links to make them more interesting and easy to access, and allowing students to access questions on Quizizz without having to wait for the teacher. Apart from that, improvements from material experts include improving the writing and grammar of the module, improving sentences introducing the environment, and revising the module according to input.

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