Proceedings Series on Social Sciences & Humanities, Volume 25 Proceedings of International Conference on Social Science (ICONESS)

ISSN: 2808-103X

Effectiveness of Using Canva-Based Learning Videos in Improving Critical Thinking Abilities of Elementary School Students: A Literature Study

Arini Dina Styowati¹, Subuh Anggoro²
¹SD 1 Mipiran, Padamara, Purbalingga
²Universitas Muhammadiyah Purwokerto

ARTICLE INFO

Article history:

DOI:

10.30595/pssh.v25i.1761

Submited: July 22, 2025

Accepted: August 11, 2025

Published: August 24, 2025

Keywords:

Learning Videos; Critical Thinking Skills; CANVA

ABSTRACT

The background of this study is the importance of critical thinking skills in facing the challenges of the 21st century, where learning media plays a role as one of the factors that can support the development of these abilities, especially through learning videos. This study aims to determine the effect of using CANVA-based learning videos on students' critical thinking skills. This study uses a literature study method by collecting and analyzing data from various sources such as journals, books, and scientific articles that are relevant to the research topic. The results of the literature study show that the implementation of CANVA-based learning video media in elementary school learning can improve students' critical thinking skills. CANVA-based learning video media has proven effective in attracting students' attention, visualizing abstract concepts, and creating a pleasant learning atmosphere. The use of learning video media can also train students to analyze, evaluate, and draw conclusions from the information presented. It can be concluded that CANVA-based learning video media is an effective learning media to be implemented in improving elementary school students' critical thinking skills.

This work is licensed under a <u>Creative Commons Attribution 4.0 International License</u>.



Corresponding Author: Arini Dina Styowati

SD 1 Mipiran, Padamara, Purbalingga

Email: dynaarini5@gmail.com

1. INTRODUCTION

The development of science and technology in the era of globalization requires the world of education to continue to innovate in the learning process. One of the essential skills that must be possessed by 21st century students is critical thinking skills. This skill allows students to analyze information, evaluate arguments, solve problems, and make decisions logically and rationally. Unfortunately, the reality in the field shows that students' critical thinking skills are still relatively low. This can be seen from the learning outcomes that tend to emphasize memorization, not the process of analysis and reasoning. (Maharani et al., 2024).

Classroom activities are still less active, where the question and answer process between teachers and students does not go well, causing students to be unable to respond to a problem related to the material presented, based on these problems, teachers must try to improve students' critical thinking skills so that they are able to solve a problem. Critical thinking is needed to find ideas and solve problems. Without critical thinking skills, humans tend to accept information from various sources without thinking twice and choosing what they get. Learning is only limited to memorizing and storing information, so that students are less able to think critically and systematically.

624 ISSN: 2808-103X

Critical thinking skills will contribute much better to the formation of knowledge in students, so that students are able to make decisions related to knowledge and can solve problems that are used to build a better society. The media used in learning are in the form of printed images, textbooks, and Power Points so that students lack interest in learning. (Putri et al., 2021: 79). Learning media is one of the important components that can support the improvement of critical thinking skills. Well-designed media not only helps to deliver material in a more interesting way, but can also stimulate students' cognitive activities in more depth.

The use of varied learning media, such as visual, audio-visual, or interactive digital media, can help create a more dynamic learning environment and stimulate high-level thinking skills. However, the use of learning media in educational practices is still not optimal. Many teachers still use lecture methods and conventional media, which do not support the development of students' critical thinking skills. Therefore, research is needed that specifically examines how the use of learning media influences the improvement of students' critical thinking skills.

Learning videos aim to help communicate the messages conveyed so as to provide a more efficient understanding to the recipient of the message, namely students. The use of video media in learning activities is expected to attract the attention of students, thereby fostering curiosity and providing learning motivation. This breakthrough learning method can directly affect the learning process because it can create an energetic and non-monotonous atmosphere. To make videos, you can use various applications such as Canva, Powtoon, Doratoon, FlipaClip, Animaker, Draw Cartoon, etc.

In this study, the researcher chose to use the Canva application to create learning videos. Canva is an innovation that can be used and implemented by educators, and can be easily accessed via the internet. Learning videos aim to help communicate the messages conveyed so as to provide a more efficient understanding to the recipient of the message, namely students. The use of video media in learning activities is expected to attract the attention of students, thereby fostering curiosity and providing learning motivation.

This breakthrough learning method can directly affect the learning process because it can create an energetic and non-monotonous atmosphere. To make videos, you can use various applications such as Canva, Powtoon, Doratoon, FlipaClip, Animaker, Draw Cartoon, etc. In this study, the researcher chose to use the Canva application to create learning videos. Canva is an innovation that can be used and implemented by educators, and can be easily accessed via the internet.

2. METHOD

This study uses a literature study method by collecting and analyzing data from various sources such as journals, books, and scientific articles that are relevant to the research topic. The steps taken in this literature study are as follows:

- 1. Identifying keywords related to the research topic, such as "video animation", "critical thinking", "elementary school students", "media implementation", and others.
- 2. Searching for literature sources such as journals, books, and scientific articles that discuss the implementation of animated video media in learning in elementary schools and its influence on students' critical thinking skills.
- 3. Collecting and selecting relevant and quality literature sources to be analyzed.
- 4. Analyzing the contents of the collected literature sources by identifying important findings, methods used, research results, and conclusions obtained.
- 5. Synthesizing the findings from various literature sources to answer research questions about the implementation of animated video media on the critical thinking skills of elementary school students.

By using this literature study method, it is hoped that comprehensive and in-depth information can be obtained about the implementation of animated video media in improving the critical thinking skills of elementary school students from various previously published sources (Putri & Madiun, 2024)

3. RESULTS AND DISCUSSIONS

The Canva application is an online graphic design application for desktop or PC devices and Android that is easy to use. Canva is a site and application that provides tools for creating graphic designs and online publications. Launched in 2013, Canva is now one of the most popular applications because it is relatively easy to use, even for beginners. Canva can be accessed via website, PC application, or mobile phone. This certainly makes it easier for us to be creative anywhere and anytime. Known for its ease of access and use, it is no wonder that Canva is a mainstay for those who want to create visual content without needing to be experts in the field.

Not only easy to use, Canva also provides thousands of templates that can be used by beginners very easily. This application can be used for free, but there is also a paid version with additional tools and more complete templates. Video creation depends on the teacher's creativity in choosing features and designs that suit the needs of the material. This learning video can be used during online learning (Salam & Mudinillah, 2021) or direct or offline learning. The results of this learning video via Canva can be accessed in the gallery without using

ISSN: 2808-103X 625

an internet network, so students can replay the video when there is something they do not understand. The steps in making videos using the Canva application are as follows:

- Open the Canva page https://www.canva.com/id_id/ register using a Google account or you can use a learning account.
- 2. Choose a Presentation Design
- 3. When choosing a presentation design, many choices will appear. Choose the type of presentation that suits your needs. Not only the design of the presentation type but also the screen display can be adjusted according to your needs.
- 4. Choose an Education theme template
- 5. Start designing according to your needs

The Canva application can be used flexibly. In the long term, it can follow the development of the curriculum, especially in Elementary Schools and the development of learning media in the form of videos through the Canva application is one of the references for innovative learning media by utilizing effective and efficient digital-based applications according to developments in the 21st century. This learning video using the Canva application can be used as a reference by teachers to create learning videos according to their wishes and needs.

Teachers can also choose to use it for free or for a fee. The available designs vary from all fields. Both needs in the field of Education, as well as non-Education, even for advertising and business purposes are also available (Triningsih et al., 2021). Through several results obtained by identifying articles or journals, the discussion in this study includes friends, authors, objectives, methods or research designs and the results presented in the study.

Based on the results of the analysis of various relevant literature sources, it was found that the implementation of CANVA based learning videos in elementary schools can improve students' critical thinking skills. Several important findings from this literature study are as follows:

- 1. CANVA based learning videos has proven effective in attracting students' attention and visualizing abstract concepts to be more concrete and easy to understand. Interesting visualizations can help students understand learning materials better Mayer, R. E. (2009).
- 2. The learning atmosphere using CANVA based learning videos becomes more fun and interactive. Students are actively involved in observing and analyzing the information presented in animated videos, so they are more motivated to learn Lowe, R. K. (2003).
- 3. The use of CANVA based learning videos can train students to analyze, evaluate, and draw conclusions from the information presented. This process is an important part of critical thinking skills Ennis, R. H. (2011).
- 4. Implementation of CANVA based learning videos can significantly improve students' critical thinking skills, especially in the aspects of analysis, evaluation, and logical reasoning Tsamara, D., & Dafita, R. (2021).

From the research conducted by the researcher, the results obtained related to animated video media to improve students' critical thinking skills. The data collection process began with a search for theories and literature studies online and offline. The analysis of this research was carried out non-interactively and took place continuously in searching for and finding the results of literature studies from various sources. Data analysis techniques are adjusted in the stages of the research, so that the data will be processed to analyze the findings in library sources related to animated video media to improve students' critical thinking skills in elementary schools.

The data is arranged systematically according to the type of information needed and then read and studied. In the context of learning, one of the problems that often arises in several studies is students' ability to understand concepts. Research that focuses on this problem has succeeded in proving that the use of video media can be a solution to overcome students' low ability to understand a concept. The advantage of using video in the learning process lies in the ease of presentation that can be repeated, allowing students to more easily understand the contents of the material.

In addition, the structured presentation of material also helps students understand concepts, especially in this case (Sudiarta & Sandra, 2016). The use of animated video media not only enriches students' learning experiences but also consistently improves their ability to process information critically. Effective visualization helps solve obstacles in understanding concepts, while the interaction resulting from the use of animated videos increases students' motivation and interest in learning. Critical thinking skills trained through analysis and evaluation of information in animated videos are important competencies to master in facing academic and daily life challenges.

4. CONCLUSIONS

Based on the results of the literature study conducted, it was concluded that the use of animated video media in elementary school learning can significantly improve students' critical thinking skills. This media has proven effective in attracting students' attention, describing abstract concepts more clearly, and creating a fun

626 ISSN: 2808-103X

learning atmosphere. In addition, the use of animated video media can also help students train their ability to analyze, evaluate, and draw conclusions from the information presented. Therefore, Animated video media can be considered as an effective learning tool to improve critical thinking skills of elementary school students.

REFERENCES

- Ennis, R. H. (2011). The nature of critical thinking: An outline of critical thinking dispositions and abilities. Presentation at the Sixth International Conference on Thinking at MIT.
- Faridah Hayati, T. U. (2020). Analisis Media Video Pembelajaran Menggunakan Aplikasi Canva Dalam Pembelajaran Bangun Datar Di Sekolah Dasar. *Prosiding Seminar Nasional MIPA UNIBA 2022*, 8–15.
- Kuswidyanarko, A. (2017). The Analysis of Mathematical Literacy on Realistic Problem-Based Learning with E-Edmodo Based on Student's Self Efficacy. Journal of Primary Education, 6(2), 103–113.
- Legowo, B., Kusharjanta, B., Sutomo, A. D., & Wahyuningsih, D. (2019). Increasing Competency 4C Using The G-Suite Application For Education. International Journal Of Active Learning, 4(2), 168–171.
- Lowe, R. K. (2003). Animation and learning: Selective processing of information in dynamic graphics. Learning and Instruction, 13(2), 157-176.
- Maharani, P., Eldes Dafrita, I., & Sari, M. (2024). Pengembangan Media Pembelajaran Video Animasi Berbasis Doratoon Terhadap Kemampuan Berpikir Kritis Siswa Pada Materi Sistem Pernapasan Manusia. *IJMS: Indonesian Journal of Mathematics and Natural Science*, 02(01), 22–32. https://jurnal.academiacenter.org/index.php/IJMS
- Mayer, R. E. (2009). Multimedia learning (2nd ed.). Cambridge University Press.
- Putri, E. P., & Madiun, U. P. (2024). Implementasi Media Video Animasi Terhadap Kemampuan Berpikir Kritis Siswa Sekolah Dasar. 5.
- Rika Widianita, D. (2023). PENGARUH MEDIA VIDEO ANIMASI TERHADAPKEMAMPUAN BERPIKIR KRITIS SISWA KELAS IV PADA PEMBELAJARAN TEMATIK DI MIN 27 ACEH BESAR SKRIPSI. *AT-TAWASSUTH: Jurnal Ekonomi Islam, VIII*(I), 1–19.
- Salam, M. Y., & Mudinillah, A. (2021). Canva Application Development For Distance Learning On Arabic Language Learning In Mts Thawalib Tanjung Limau Tanah Datar. 23(2), 101–111. Jurnal Teknologi Pendidikan. http://journal.unj.ac.id/unj/index.php/jtp/article/view/20650
- Sudiarta, I. G. P., & Sandra, I. (2016). Pengaruh Model Blended Learning berbantuan Video Animasi Terhadap Kemampuan Pemecahan Masalah dan Pemahaman Konsep Siswa. Jurnal Pendidikan Dan Pengajaran, 49(2). https://doi.org/http://dx.doi.org/10.23887/jppundiksha.v49i2.9009.
- Triningsih, D. E., Karangploso, S. M. P. N., & Malang, K. (2021). Penerapan Aplikasi Canva Untuk Meningkatkan Kemampuan Menyajikan Teks Tanggapan Kritis Melalui Pembelajaran Berbasis Proyek. 15(1), 128–144. Cendekia: Jurnal Pendidikan dan Pembelajaran, 15(1), 128-144 https://cendekia.soloclcs.org/index.p hp/cendekia/citationstylelanguage/g et/apa?submissionId=667
- Tsamara, D., & Dafita, R. (2021). The effect of animated video learning media on critical thinking skills of elementary school students. Jurnal Basicedu, 5(5), 3330-3339.
- Wulandari, Y. (2020). Pengembangan Media Video Berbasis Powtoon pada Mata Pelajaran IPA di Kelas V. Jurnal Pendidikan Sains Indonesia, 8(2), 269–279. https://doi.org/10.24815/jpsi.v8i2.16835
- Yudianto, A. (2017). Penerapan Video Sebagai Media Pembelajaran. Seminar Nasional Pendidikan 2017, 234–237.