

DEVELOPMENT LEARNING TO RECOGNIZE HIJAIYAH LETTERS IN READING AND WRITING THE QUR'AN BASED ON APPLICATION CANVA TO IMPROVE LEARNING MOTIVATION

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Abstract

The phenomenon in Indonesia lately shows that the level of reading the Qur'an has decreased, the same thing is experienced in Putera Harapan Kindergarten where the problem faced is the low level of ability to read the Qur'an among children, which is caused by learning methods that are less interesting and considered monotonous by children. So that children lack enthusiasm for learning the Koran. Therefore, this study aims to develop learning the introduction of hijaiyah letters in reading and writing the Qur'an based on the Canva application at Putera Harapan Kindergarten, with a focus on increasing children's learning motivation. The method used is Research and Development (R&D) with experimental techniques, which includes stages, the development process begins with identifying problems and analyzing needs, designing learning media using the Canva application, design validation, product trials on groups of children and revision. The results showed that the use of Canva application-based learning media can significantly increase children's learning motivation, seen from the increase in learning motivation before and after using the media. Thus, the Canva app proves to be effective in overcoming the problem of monotonous and uninteresting learning, as well as being able to create a more interactive and fun learning atmosphere for children.

Keywords: Introduction to hijaiyah letters, Canva application, learning motivation

Abstrak

Fenomena di Indonesia akhir ini menunjukkan bahwa tingkat baca al-qur'an mengalami penurunan hal serupa dialami di TK Putera Harapan yang dimana masalah yang dihadapi adalah rendahnya tingkat kemampuan membaca Al-Qur'an di kalangan anak-anak, yang disebabkan metode pembelajaran yang kurang menarik dan dianggap monoton oleh anak. Sehingga anak kurang semangat untuk belajar al-quran. Maka dari itu penelitian ini bertujuan untuk mengembangkan pembelajaran pengenalan huruf hijaiyah pada baca tulis Qur'an berbasis aplikasi Canva di TK Putera Harapan, dengan fokus pada peningkatan motivasi belajar anak. Metode yang digunakan adalah Research and Development (R&D) dengan teknik eksperimen, yang meliputi tahap, proses pengembangan dimulai dengan mengidentifikasi masalah dan analisis kebutuhan, desain media pembelajaran menggunakan aplikasi Canva, validasi desain, uji coba produk pada kelompok anak dan revisi. Hasil penelitian menunjukkan bahwa penggunaan media pembelajaran berbasis aplikasi Canva dapat meningkatkan motivasi belajar anak secara signifikan, terlihat dari peningkatan motivasi belajar sebelum dan sesudah penggunaan media. Harapan dari penelitian ini semoga metode pembelajaran ini dapat diterapkan di kelas dan berbagai lembaga pendidikan, sehingga dapat meningkatkan kualitas pembelajaran dan minat anak dalam mengenal huruf hijaiyah serta membaca Qur'an.

Kata Kunci: Pengenalan huruf hijaiyah, aplikasi Canva, motivasi belajar



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designs available in it, such as posters introducing the Hijaiyah letters, learning videos, etc. This can help increase children's motivation to learn early age.

As for the research before his study on the development of Canva media is as follows: (1) Gita Permata Puspita Hapsari and Zulherman's study on the development of animated video media based on the Canva application to increase student motivation and learning achievement in science learning;⁶ (2) Garis Pelangi researches the use of the Canva application as a learning medium for Indonesian language and literature in SMA/MA.⁷ (3) Rahma Elvira Tanjung and Delsina Faiza use Canva as a learning medium for basic electricity and electronics subjects. They found that Canva can be used in the learning process.⁸ (4). Tiara Melinda and Erwin Rahayu Saputra used Canva as a learning medium for heat transfer material in elementary school, they found that using Canva as a learning medium was very easy for teachers and learning materials could be created easily using it.⁹

In this research, what differentiates this research from previous research is the research location where the researcher...previous researching in elementary, junior high and high school while this research is located in kindergarten and learning about religion while they are general learning, researchers are also interested in developing the Canva application in learning to read and write the Qur'an with the material of introducing the Hijaiyah letters, based on the phenomena that occur researchers want to create Hijaiyah letter introduction material in the form of posters and animated videos using the Canva application media. This study aims to develop the Canva application as a learning medium for introducing hijaiyah letters to increase learning motivation in early childhood at Putera Bangsa Kindergarten. It is hoped that with this application, BTQ learning can be more interesting, interactive, and effective for children.

RESEARCH METHODS

This research including the type of research and development (R&D) or development. The research and development (R&D) method requires systematic investigation to produce and develop products, which are then tested for effectiveness.¹⁰ According to Sugiyono, in Dian

⁶ Gita Permata Puspita Hapsari and Zulherman Zulherman, "Pengembangan Media Video Animasi Berbasis Aplikasi Canva Untuk Meningkatkan Motivasi Dan Prestasi Belajar Siswa," *Jurnal Basicedu* 5, no. 4 (2021): 2384–94.

⁷ Garis Pelangi and U Syarif, "Pemanfaatan Aplikasi Canva Sebagai Media Pembelajaran Bahasa Dan Sastra Indonesia Jenjang SMA/MA," *Jurnal Sasindo Unpam* 8, no. 2 (2020): 1–18.

⁸ Rahma Elvira Tanjung and Delsina Faiza, "Canva Sebagai Media Pembelajaran Pada Mata Pelajaran Dasar Listrik Dan Elektronika," *Voteteknika (Vocational Teknik Elektronika Dan Informatika)* 7, no. 2 (2019): 79–85.

⁹ Tiara Melinda and Erwin Rahayu Saputra, "Canva Sebagai Media Pembelajaran Ipa Materi Perpindahan Kalor Di Sekolah Dasar," *JIPD (Jurnal Inovasi Pendidikan Dasar)* 5, no. 2 (2021): 96–101.

¹⁰ Metode Sugiyono, "Penelitian & Pengembangan (Research and Development/R&D)," *Bandung: Penerbit Alfabeta*, 2015.

Mupidah,¹¹ Research and Development is a type of research that can be used to create certain products and test how effective the product is.

In the implementation of R&D, there are several methods used, namely descriptive, evaluative and experimental methods. In the initial research, descriptive methods are used to collect data on existing conditions. The product development trial process is evaluated through an evaluative approach. In addition, experimental techniques are used to test the superiority of the products made.¹² As explained by Borg and Gall in Jaelani,¹³ "steps in research and development can be limited, so that in the development research the researcher does it with acceleration and simplicity using only a few steps", therefore the steps are as follows: Identification of problems and data collection (here the researcher will identify the lack and interest of children in learning to read and write the Qur'an especially in the introduction of hijaiyah letters and the data collection technique used is observation, the researcher will conduct a survey and interview with teachers to understand the needs of learning media), Product Design, Design Validation (testing the feasibility of media involving material experts and media experts), Product Trial, Product Revision and Field Trial.¹⁴ This research aims to improve, develop, create and test the goods or products, whether the product is suitable for use.

¹¹ Dian Mupidah, "Pengembangan Media Hijaiyah Fishing Untuk Meningkatkan Kemampuan Pengenalan Huruf Hijaiyah Pada Anak Usia 3-6 Tahun Di TPQ Masjid Al-Anwar Sukabumi Utara Kecamatan Kebon Jeruk Jakarta Barat." (Jakarta: FITK UIN Syarif Hidayatullah Jakarta, 2021).

¹² Dwi Anggraini, "Pengembangan Multimedia Interaktif Dengan Menggunakan Model ADDIE Untuk Pembelajaran Seni Tari Pada Siswa Sekolah Dasar" (Universitas pendidikan indonesia, 2012).

¹³ kamaludin Jaelani, "Pengembangan Media Latihan Teknik Dasar Indoor Hockey Berbasis Aplikasi Android (Klub Hockey 26 Kabupaten Garut)" (Universitas Siliwangi, 2022).

¹⁴ Marinu Waruwu, "Metode Penelitian Dan Pengembangan (R&D): Konsep, Jenis, Tahapan Dan Kelebihan," *Jurnal Ilmiah Profesi Pendidikan* 9, no. 2 (2024): 1220–30.

RESULTS AND DISCUSSION

This study focuses on the method of developing learning media for reading and writing the Qur'an using the Canva application to teach the Hijaiyah letters to early childhood, the steps are as follows:

1. Problem identification and data collection

Here the researcher conducted an observation to find a problem in Putera Bangsa Kindergarten where there are 35 students and there for the learning process of introducing hijaiyah letters still using other reading books. Here the researcher conducted problem identification and data collection.¹⁵ To identify the problem itself, the researcher started looking for problems at Putera Harapan Kindergarten, from the results of the information obtained, it showed that children's skills were still low in learning to read and write the Qur'an and several problems were also found, such as sometimes children find it difficult to distinguish the hijaiyah letters, children are sometimes lazy to learn to read the Qur'an, especially in the hijaiyah letters and sometimes what is conveyed by the teacher is sometimes understood, sometimes not. This is also because the school does not have many media facilities to support learning and children are less enthusiastic in learning to read and write the Qur'an because the learning method is considered monotonous and does not use technology such as the Canva application. According to Widyaastuti, et al in,¹⁶ needs analysis accompanied by data collection adjusted to the material and competition to be carried out, in Data Collection where researchers collect data through interviews with teachers and direct observation in class to understand what the children's needs and preferences are. The results of analyzing the needs at Putera Harapan Kindergarten found the following data:

¹⁵ Ririn Violadini and Dea Mustika, "Pengembangan E-Modul Berbasis Metode Inkuiri Pada Pembelajaran Tematik Di Sekolah Dasar," *Jurnal Basicedu* 5, no. 3 (2021): 1210–22.

¹⁶ Yuyun Suria Priangga, "Pengembangan Media Pembelajaran Berbasis Aplikasi Smartphone Untuk Memfasilitasi Kemampuan Berpikir Kreatif Matematis Siswa," *Jurnal Cendekia: Jurnal Pendidikan Matematika* 5, no. 2 (2021): 1116–26.

Table 1. Needs Analysis Data

NO	TYPE OF INFORMATION	ANSWER	TEACHER FREQUENCY	PERCENTAGE OF NEEDS FIGURES
1	Do you know the Canva application learning media or not?	Yes	3	100%
		No	0	0%
2	Do you use the Canva application learning media in the learning process?	Yes	0	0%
		No	3	100%
3	Is the Canva application learning media necessary or not in the learning process?	Yes	2	66%
		No	1	34%

As we can see in the table, it can be concluded that for the learning process in Putera Bangsa Kindergarten, a very appropriate and helpful media is needed, namely learning media based on the Canva application. As for the results of oral interviews and filling out the instrument, the teacher found that the learning methods used so far, namely images and oral, sometimes make children tend to get bored of learning. Therefore, teachers believe that the Canva application is a learning tool that is very much needed for learning to read and write the Qur'an with the material of introducing the Hijaiyah letters because so far it has been difficult to find effective learning media to convey material and attract children's attention.¹⁷

2. Initial Product Design

After the researcher conducted observations and interviews at Putera Harapan Kindergarten, the researcher also collected data to gather theories about learning media and reading initiations for early childhood. Researchers realize that further stages are needed to solve problems and as a basis for creating hijaiyah letter learning media using Canva. At this stage, the researcher begins planning learning media or designing the initial product. After the researcher analyzes the needs of Putera Harapan Kindergarten, a learning media for introducing hijaiyah letters is designed using the Canva application. The media is designed to attract children's attention and increase learning motivation. Examples of media that will be developed include posters, learning videos and interesting images that depict or introduce

¹⁷ Ayu Puspita Sari Lubis and Beta Rapita Silalahi, "Pengembangan Media Pembelajaran Aplikasi Canva Pada Pembelajaran Tematik Tema Benda, Hewan Dan Tanaman Di Sekitarku Kelas I SD Muhammadiyah Sei Rampah," *Sintaks: Jurnal Bahasa & Sastra Indonesia* 3, no. 2 (2023): 218–27.

hijaiyah letters. The results of the image design in the initial stage based on the Canva application can be seen as follows:

Figure 1 Initial Design



3. Design validation

Here, researchers, after creating a design for the initial product, design the learning media created by the researcher.givenThe value by material experts and media experts aims to ensure whether the media is valid and effective and suitable for use. The results obtained from the first test results can be seen in the table below:

Table 2. Presentation of assessment results by material experts

NO	Category	Average Percentage	Criteria
1	Benefits Aspect	79.0	Quite Valid
2	Learning Aspects	90.1	Very Valid
3	Material Aspect	75.1	Quite Valid
Average		81.4	Very valid

Table 3. Percentage of assessment results by media experts

NO	Category	Average Percentage	Criteria
1	Writing Aspects	90.0	Quite Valid
2	Technical convenience aspects	80.0	Very Valid
3	Display Aspect	82.0	Quite Valid
Average		84.0	Very valid

Table 4. Validation Results from Both Experts

No	Validators	Presentation of Values	Criteria
1	Subject Matter Expert	81.4	Very Valid
2	Media Expert	84.0	Very Valid

The average findings of the two expert validators from the table above are:

$$\frac{\text{Presentase (Ahli Materi)} + \text{Presentase (Ahli media)}}{\text{Jumlah Indikator}} = 82.7\% \frac{81,4 + 84,0}{2}$$

Based on the data in table 2, table 3, the results of the feasibility assessment from media experts and material experts show that the learning media for introducing hijaiyah letters based on the Canva application to improve children's reading skills meets the criteria. The results of the material expert test obtained an average percentage of 81.4% including "Very Valid" category, the media expert test obtained an average percentage of 84.0% "Very Valid", Table 4 shows that the use of learning media, such as posters and animated videos based on Canva, can improve children's reading skills and is categorized as "Very Valid" or can be called feasible.

4. Product Trial

At this stage, the researcher will test or experiment, namely comparing the learning media that was previously used at Putera Harapan Kindergarten using other reading books and use learning media using the Canva application, in this case the use of the old method is called the control group while the new one is called the experimental group.¹⁸

In the control group, researchers will conduct activities totaling 5 children without using the Hijaiyah letter recognition media product based on Canva. The purpose of the pre-test study. This is to find out how well children understand the shape of the hijaiyah letters in terms of pronunciation and their memory for each letter, the following is the table of results from the control group trial:

¹⁸ Indah Permata Sari, Arwansyah Arwansyah, and Hasyim Hasyim, "Pengembangan Bahan Ajar Berbasis Pbl Untuk Meningkatkan Kemampuan Pemecahan Masalah," *El-Buhuth: Borneo Journal of Islamic Studies*, 2021, 81–92.

Table 5. Results of the Control Group Trial

Initials of Name	Question				Score	Presentation
	1	2	3	4		
AD	Correct	Wrong	Wrong	Wrong	25	0.25
FE	Wrong	Correct	Correct	Wrong	50	0.5
AB	Correct	Wrong	Correct	Wrong	50	0.5
IR	Wrong	Wrong	Wrong	Correct	25	0.25
DS	Correct	Wrong	Correct	Wrong	25	0.25
Number of Percentages						1.75
Average Percentage Amount						0.35

ObtainedThe results of table 5 show that the average percentage obtained was 0.35%, where the children could only answer one correct question out of four questions that the researcher gave to the children. In the learning process, using the old method is still considered lacking because lessons using this method are considered monotonous. Children sometimes find it difficult to grasp the lessons they want to receive. Sometimes children also have difficulty distinguishing between the letters when their hijaiyah letters are scrambled.

In the experimental group, the researcher will carry out activities with 5 children usingproductHijaiyah letter introduction media based on Canva, here are the table results from the experimental group trial:

Table 6. Experimental Group Trial Results

Initials of Name	Question				Score	Presentation
	1	2	3	4		
AD	Correct	Wrong	Correct	Correct	75	0.75
FE	Correct	Correct	Correct	Wrong	75	0.75
AB	Correct	Correct	Wrong	Correct	75	0.75
IR	Correct	Correct	Correct	Correct	100	1
DS	Correct	Correct	Correct	Correct	100	1
Number of Percentages						4.25
Average Percentage Amount						0.85

The results from table 6 show that the average percentage obtained was 0.85%, where when the researcher gave questions to the children, the results were quite good, where an

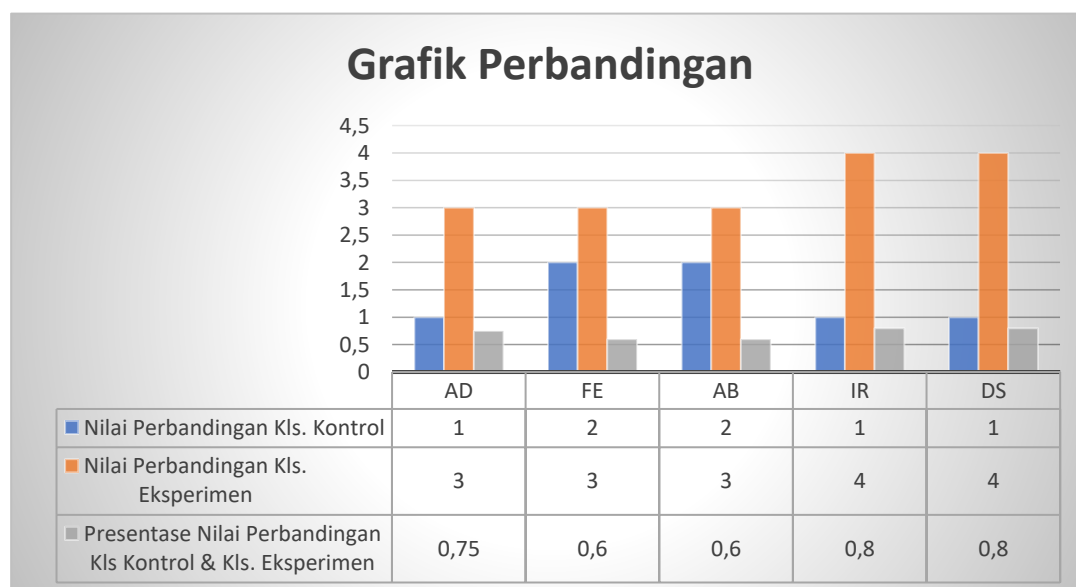
average of four questions could be answered. answered all by children, for this learning the children were quite happy and happy because the learning had changed a little, which used to use a book to introduce the hijaiyah letters, now using interesting learning media with the canva application, it can also be seen from the facial expressions and happy faces. The interesting thing about this media is that there are characters and animations that can move, with this learning media children are able to feel that they understand the material well and clearly. This learning media also uses songs so that children can quickly grasp the material, thereby reducing boredom.

For comparison between the control and experimental groups, see the following table:

Table 7. Results of Comparison of Control Group and Experimental Group

Initials of Name	Comparative Value Control Class	Comparative Value Experimental Class	Percentage of Comparison Value of Experimental Class and Control Class
AD	1	3	0.75
FE	2	3	0.6
AB	2	3	0.6
IR	1	4	0.8
DS	1	4	0.8

Graph 1. Comparison of Control Group and Experimental Group

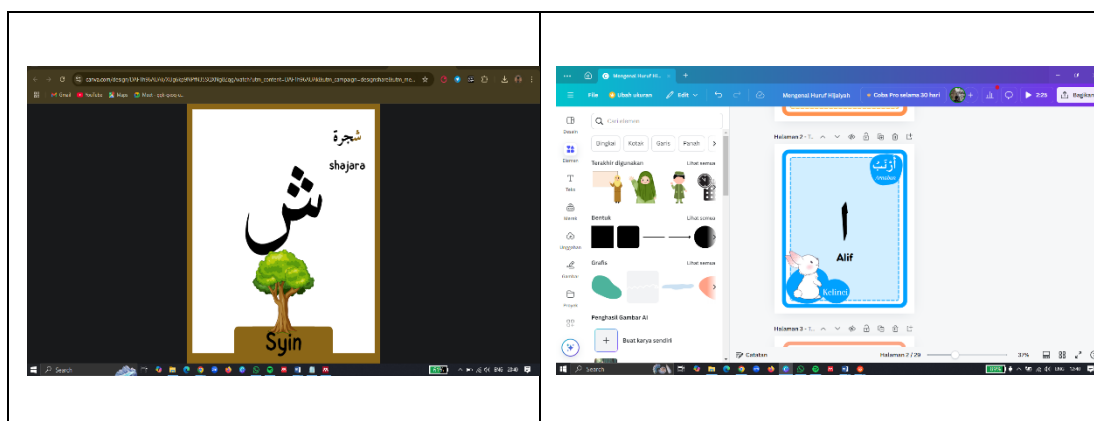


From table 7 and graph 1 it can be seen that children in the experimental class have a significant increase compared to the control class, such as the initials AD before and after a fairly good comparison is seen with a percentage of 0.75%, the initials FE before and after a fairly good comparison is seen with a percentage of 0.6%, the initials AB before and after a fairly good comparison is seen with a percentage of 0.6%, the initials IR before and after a fairly good comparison is seen with a percentage of 0.8% and the initials DS before and after a fairly good comparison is seen with a percentage of 0.8%, that there is a change that initially children could not distinguish the hijaiyah letters, now they can distinguish with the use of the Canva application as a learning medium, sometimes bored and even not enthusiastic about learning because the method is still monotonous and after the use of learning media based on the Canva application, children are very interested and even want to repeat it again, even children are very involved in following it, some show happy expressions.

5. Product revision

At this stage, the researcher gets suggestions and input from the validator that can be accepted to revise the product. The suggestions given to the researcher can be input by the researcher, the suggestions are that the colors sometimes clash, if possible, they can be varied so that children are interested and the design is less neat, the results before and after can be seen below:

Figure 2. Before and after design



[https://www.canva.com/design/DAF1h_YFrC4/3HzbbkzEvhEg9I-](https://www.canva.com/design/DAF1h_YFrC4/3HzbbkzEvhEg9I-Q4hu4TQ/edit?utm_content=DAF1h_YFrC4&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton)

[Q4hu4TQ/edit?utm_content=DAF1h_YFrC4&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton](https://www.canva.com/design/DAF1h_YFrC4/3HzbbkzEvhEg9I-Q4hu4TQ/edit?utm_content=DAF1h_YFrC4&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton)

6. Field trials

EnteringAt this stage, the researcher conducted a fairly large-scale field trial activity totaling 32 children, but there were 4 children who were absent due to illness, here the researcher used a media product for introducing hijaiyah letters based on canva. Where the researcher tested a learning media for introducing hijaiyah letters based on canva in the

classroom. Where later the teacher can use this media to present material for introducing hijaiyah letters interactively and interestingly. The results of the documentation from the implementation of this learning can be seen in the picture below:

Figure 3. Field trial



Here it can be seen in the picture above that it can be concluded that the child is seen to be active in the learning process using the media that was developed. They can interact with direct media, such as recognizing and writing hijaiyah letters through the canva application. Children are more cheerful and enthusiastic and even very enthusiastic in following the learning process of reading and writing the Qur'an which is designed or designed using the canva application. Thus, the image not only shows enthusiastic children, but also shows how the canva application can increase learning motivation in an interactive and creative way.¹⁹

As stated by Wiratmojo and Sasonohardjo in Junaidi in Amelia Putri, learning media is an important component in the learning and teaching process.²⁰ Teachers often use learning media as a way to convey information to students so that they can understand it. The use of learning media in the learning process can have a psychological effect on children and foster new interests and desires. The position of the media is very important in the learning process, according to Miftah in Wulandari.²¹ Teachers must realize the importance of media in facilitating the teaching and learning

¹⁹ Zaenol Fajri et al., "Pemanfaatan Media Pembelajaran Visual Berbasis Aplikasi Canva Dalam Meningkatkan Minat Dan Motivasi Belajar Anak Usia Dini Di PAUD Al Muhaimin Bondowoso," *Equilibrium: Jurnal Pendidikan* 10, no. 3 (2022): 397–408.

²⁰ Amelia Putri Wulandari et al., "Pentingnya Media Pembelajaran Dalam Proses Belajar Mengajar," *Journal on Education* 5, no. 2 (2023): 3928–36.

²¹ Wulandari et al.

process and helping children in learning. According to Yudianto in Rena,²² both posters and animated videos can help children who are slow to understand messages, because posters and videos are able to combine sound and images.

In this regard, this media is designed to provide an introduction to the hijaiyah letters to children by considering the achievements of the kindergarten curriculum development. This media is made as interesting as possible because based on the results of observations at Putera Harapan Kindergarten, it is known that sometimes children are still reluctant to learn or lack enthusiasm because their learning is still monotonous. This shows how important the role of media is, especially for early childhood, considering the various characteristics of children.²³

According to Simbolon in Solehah,²⁴ some indicators of student interest are feelings of joy, acceptance, interest, and involvement. When children are interested in something, they enjoy doing it or following it. Therefore, when a child's attention is focused on something, the children will shift to something else and focus on what they like. As we see in picture 3 above, the children look enthusiastic, some have happy expressions, are happy to focus and are even interested in learning to recognize the hijaiyah letters using learning media based on the Canva application. Therefore, the use of the Canva application in learning to read and write the Qur'an has been proven to increase children's learning motivation. Interesting and interactive media make the learning process more fun and not boring.²⁵

As explained in table 4 of the research results, the results of the assessment are known. from media experts and material experts shows that BTQ learning media based on the canva application to improve children's reading skills meets the criteria. The results of the media expert test were 84.0% very valid, the material expert test was 81.4% quite valid. Therefore, this media can be used and get a feasible category, the media makes it easier to present various materials and improve the quality of teaching.²⁶

CONCLUSION

The article entitled "Development of Hijaiyah Letter Recognition Learning in Reading and Writing the Qur'an Based on the Canva Application to Increase Learning Motivation" highlights innovation in religious education by utilizing the Canva application as a learning aid. This study

²² Rena Aprilia Solehah, Nandhini Hudha Anggarasari, and Elfan Fanhas Fatwa Kh, "Pengembangan Media Pembelajaran Berbasis Aplikasi Canva Sebagai Edukasi Mitigasi Bencana Tanah Longsor Pada AUD," *Jurnal PAUD Agapedia* 8, no. 1 (2023): 5–10.

²³ Solehah, Anggarasari, and Kh.

²⁴ Solehah, Anggarasari, and Kh.

²⁵ Dita Afianti, "Penggunaan Aplikasi Canva Dalam Proses Pembelajaran," *Journal EduTech* 1, no. 1 (2024): 9–16.

²⁶ Afianti.

shows that the use of Canva not only makes the hijaiyah letter recognition material more interesting and interactive, but also significantly increases students' motivation in learning. With creative designs and supporting features, students become more active and involved, so that the process of learning to read and write the Qur'an becomes more effective. The results of this study underline the importance of integrating technology in education to create a fun learning experience and have a positive impact on children's understanding.

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