

**DEVELOPING INTERACTIVE LEARNING MEDIA OF
RECOUNT TEXT READING MATERIAL THROUGH CANVA
FOR GRADE VIII OF SMPN 1 SAMPIT**

By

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FINAL PROJECT REPORT

**Presented to
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In partial fulfillment of the requirements
For the Degree of Magister in English Language Education**



**UNIVERSITY OF PALANGKA RAYA
POST GRADUATE PROGRAM
ENGLISH LANGUAGE EDUCATION
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FINAL PROJECT REPORT

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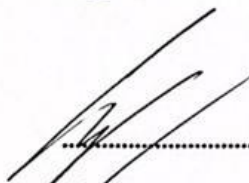
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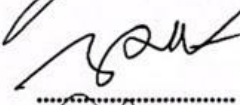
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STATEMENT OF ORIGINALITY

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Hereby declare that this final project report entitled:

“Developing Interactive Learning Media Of Recount Text Reading Material Through Canva For Grade VIII Of SMPN 1 Sampit”

is my original work and has never been submitted, either in whole or in part, to obtain any academic degree at any university or institution.

To the best of my knowledge and belief, this final project report does not contain any material previously published or written by another person except where appropriate acknowledgment and references have been made in accordance with academic writing standards.

I fully understand that if this declaration is proven to be untrue in the future, I am willing to accept any academic sanctions in accordance with the regulations of Universitas Palangka Raya.

This statement is made truthfully and responsibility.

Palangaka Raya, July 2026

The Researcher



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ABSTRACT

Fatimah, 2026. Developing Interactive Learning Media Of Recount Text Reading Material Through Canva For Grade VIII Of SMPN 1 Sampit. Thesis Magister of English Language Education., Post Graduate Program, University of Palangka Raya. Supervised by Dr. Misrita, SS., M, Hum. dan Dr. Akhmad Fauzan, M.Pd.

This study aimed to develop interactive learning media through Canva for Education for teaching recount texts to Grade VIII students at SMP Negeri 1 Sampit, to determine the feasibility of the developed media based on expert validation, and to identify students' responses toward the media. This study employed a Research and Development (R&D) design using the ADDIE model, which consists of Analysis, Design, Development, Implementation, and Evaluation. The research was conducted at SMP Negeri 1 Sampit. The data sources included one material expert, one language expert, one media expert, five students involved in the small-group trial, and twenty-eight Grade VIII students involved in the large-group trial. Data were collected through interviews, classroom observations, expert validation sheets, and student response questionnaires. The collected data were analyzed using descriptive qualitative and quantitative techniques. The findings showed that the interactive learning media was successfully developed through the ADDIE stages using Canva for Education integrated with Canva AI. The validation results from the material expert, language expert, and media expert indicated that the developed media achieved the category of "Very Valid and Can be Used Without Revision." The implementation results also revealed that students gave positive responses toward the developed media. They perceived the media as attractive, easy to use, interactive, and helpful in learning recount texts. Therefore, the interactive learning media developed through Canva for Education is considered feasible and practical for use in English language learning, particularly for teaching recount texts to Grade VIII students.

Keywords: Interactive Learning Media, Canva, Recount Text.

SUMMARY

The rapid development of digital technology has significantly influenced English language teaching by encouraging teachers to integrate innovative instructional media into classroom learning. Interactive learning media play an important role in creating meaningful learning experiences, increasing students' engagement, and facilitating their understanding of learning materials. However, based on classroom observations and interviews with the English teacher at SMP Negeri 1 Sampit, the teaching of recount texts was still dominated by conventional learning media, such as textbooks and PowerPoint presentations. As a result, students tended to be passive during classroom activities and showed limited motivation to participate in the learning process. Therefore, developing interactive learning media that combine visual elements, multimedia resources, and interactive activities is considered essential to support students' learning needs. Canva for Education, integrated with Canva AI, provides various features that enable teachers to design attractive and interactive learning media without requiring advanced programming skills. Accordingly, this study aimed to (1) describe the process of developing interactive learning media for teaching recount texts through Canva for Education, (2) determine the feasibility of the developed media based on expert validation, and (3) identify students' responses toward the developed media.

This study employed a Research and Development (R&D) approach using the ADDIE instructional design model, which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. The research was conducted at SMP Negeri 1 Sampit. The participants consisted of one material

expert, one language expert, one media expert, five Grade VIII students who participated in the small-group trial, and twenty-eight Grade VIII students who participated in the large-group trial. Data were collected through classroom observations, interviews, expert validation sheets, and student response questionnaires. During the Analysis stage, the researcher identified students' learning needs, curriculum requirements, and classroom conditions. In the Design stage, the researcher prepared the instructional content, developed the storyboard, and designed the interactive learning media using Canva AI. During the Development stage, the first prototype was created and validated by the material, language, and media experts. Based on the experts' suggestions, several revisions were made, including adding an Admin Menu on the homepage, simplifying the learning materials, replacing the embedded learning video with a YouTube thumbnail and hyperlink, and improving the reflection page. The revised product was then implemented through small-group and large-group trials to obtain students' responses. The collected data were analyzed using descriptive qualitative and quantitative techniques to describe the development process, expert validation results, and students' responses toward the developed media.

The findings revealed that the interactive learning media was successfully developed following the systematic stages of the ADDIE model using Canva for Education integrated with Canva AI. The final product, entitled "My Recount Adventure," consists of several interactive components, including a landing page, interactive learning materials, multimodal texts, learning videos, interactive quizzes, educational games, a response section, and a score and reward page. The

results of the material expert, language expert, and media expert validations indicated that the developed media achieved the category of "Very Valid and Can be Used Without Revision." Although the experts provided several suggestions to improve the quality of the media, the revisions mainly focused on enhancing the visual appearance, navigation, instructional clarity, and technical functionality of the product. Furthermore, the results of the small-group and large-group trials demonstrated that students gave positive responses to the developed interactive learning media. Students perceived the media as visually attractive, easy to operate, interactive, and helpful in understanding recount texts. The multimedia features, animations, quizzes, games, and immediate feedback successfully encouraged students to participate actively throughout the learning process. Based on these findings, it can be concluded that the interactive learning media developed through Canva for Education is feasible for classroom implementation and can serve as an alternative digital learning medium for teaching recount texts to Grade VIII students at SMP Negeri 1 Sampit.

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The writer hopes that this thesis will contribute to the development of English education, particularly in the area of teaching recount text and the use of Canva for education in developing learning media. This thesis is presented to the Graduate English Education Study Program of the University of Palangka Raya

Palangka Raya, Juli 2026

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TABLE OF CONTENTS

APPROVAL OF FINAL PROJECT REPORT ADVISORY COMMITTEE .	i
APPROVAL OF FINAL PROJECT REPORT EXAMINING BOARD.....	ii
STATEMENT OF ORIGINALITY	iii
ABSTRACT	iv
SUMMARY	v
ACKNOWLEDGEMNT	viii
TABLE OF CONTENTS.....	x
LIST OF APPENDICES	xii
LIST OF FIGURES	xiii
LIST OF TABLE	xiv
CHAPTER I.....	1
INTRODUCTION.....	1
1.1 Background of the Problem	1
1.2 Research Focus	8
1.3 Problem formulation.....	8
1.4 Use of Research Results	9
CHAPTER II	10
THEORETICAL STUDY	10
2.1 Model Development Concept	10
2.2 Concept of the Developed Model	11
2.3 Theoretical Framework	13
2.4 Model Plan	22
CHAPTER III	24
RESEARCH METHODOLOGY	24
3.1 Research Objectives	24
3.2 Research Setting and Time.....	24
3.3 Characteristics of the Developed Model	24
3.4 Research Approach and Methods	25
3.5 Model Development Steps	26
3.5.1 Preliminary Research.....	26

3.5.2 Model Development Planning	28
3.5.3 Model Validation, Evaluation, and Revision.....	30
3.5.4 Model Implementation.....	32
CHAPTER IV	35
RESEARCH FINDINGS AND DISCUSSION	35
4.1 Research Findings	35
4.2 Model Feasibility	52
4.3 Model Effectiveness	72
4.4 Discussion	76
CHAPTER V	79
CONCLUSION, IMPLICATIONS AND SUGGESTIONS	79
5.1 Conclusion	79
5.2 Implications	80
5.3 Suggestions	82
REFERENCES	84
APPENDICES	87
CURRICULUM VITAE	101

LIST OF APPENDICES

Appendix 1		87
Appendix 2		90
Appendix 3		97

LIST OF FIGURES

Figure 1. ADDIE Development flow	23
Figure 2. Canva AI front view	41
Figure 3 Prompt Menu Page.....	42
Figure 4. The Initial Prototype of Interactive Learning Media Generated by Canva AI Based on the Researcher's Prompt.....	43
Figure 5. Homepage before revision	47
Figure 6. Homepage after revision.....	47
Figure 7. Material before and after revision	48
Figure 8. Learning Video before and after revision.....	49
Figure 9. Reflection Activity before and after.....	50
Figure 10. QR code of the media	51

LIST OF TABLE

Table 1. Learning Outcomes	35
Table 2. Students's need analysis data	37
Table 3. Learning objectives	38
Table 4. Media page flow.....	39
Table 5. Material Expert Validation Results	56
Table 6. Media Expert Validation Results.....	57
Table 7. Language Expert Validation Results	60
Table 8. Small group practicality test results.....	60
Table 9. Large group practicality test results.....	65
Table 10. Impementation Questionnaire Result	73

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