

ABSTRAK

Syafrianti, Andini. 2026. *Pengembangan Media Pembelajaran Langkahku Berbantuan Canva Pada Materi Teks Prosedur Fase D Kelas Vii Smp Negeri 16 Tanjungpinang Tahun Pelajaran 2026*. Skripsi. Tanjungpinang. Jurusan Pendidikan Bahasa dan Seni. Program Studi Pendidikan Bahasa dan Sastra Indonesia. Fakultas Keguruan dan Ilmu Pendidikan. Universitas Maritim Raja Ali Haji. Pembimbing I: Dr. Harry Andheska, S.Pd., M.Pd., Pembimbing II: Legi Elfitra, S.Pd., M.Pd.

Kata Kunci: Media pembelajaran, *Canva*, teks prosedur, pengembangan, Langkahku.

Penelitian ini bertujuan mengembangkan media pembelajaran *Langkahku* berbantuan *Canva* pada materi teks prosedur. Nama *Langkahku* merepresentasikan proses belajar yang dilakukan secara bertahap melalui setiap langkah dalam menyusun teks prosedur, sehingga peserta didik dapat memahami materi secara sistematis. Penelitian ini dilatarbelakangi oleh keterbatasan penggunaan media pembelajaran digital yang masih didominasi metode ceramah, *PowerPoint*, dan video, sehingga peserta didik kurang tertarik serta mengalami kesulitan memahami struktur, kaidah kebahasaan, dan penyusunan teks prosedur. Penelitian menggunakan metode penelitian dan pengembangan (*Research and Development*). Produk yang dikembangkan berupa media pembelajaran digital interaktif berbasis *Canva* yang memuat materi, kuis, evaluasi, dan aktivitas belajar bertahap. Kelayakan produk dinilai melalui validasi ahli materi dan ahli media, sedangkan kepraktisan diperoleh melalui angket respons peserta didik. Hasil penelitian menunjukkan bahwa media *Langkahku* memperoleh persentase validasi ahli materi sebesar 99,2% dan validasi ahli media sebesar 91,58%, keduanya termasuk kategori sangat valid. Uji kepraktisan memperoleh persentase sebesar 77,04% dengan kategori praktis. Berdasarkan hasil tersebut, media pembelajaran *Langkahku* berbantuan *Canva* dinyatakan layak digunakan sebagai media pembelajaran untuk membantu meningkatkan pemahaman dan keterampilan menulis teks prosedur peserta didik.

ABSTRACT

Syafrianti, Andini. 2026. *Development of the "Langkahku" Learning Media Assisted by Canva for Procedure Text Materials for Phase D Grade VII Students at SMP Negeri 16 Tanjungpinang in the 2026 Academic Year*. Undergraduate Thesis. Tanjungpinang: Department of Language and Arts Education, Study Program of Indonesian Language and Literature Education, Faculty of Teacher Training and Education, Raja Ali Haji Maritime University. Supervisor I: Dr. Harry Andheska, S.Pd., M.Pd. Supervisor II: Legi Elfitra, S.Pd., M.Pd.

Kata Kunci: Learning media, *Canva*, procedure text, development, *Langkahku*.

This study aimed to develop the *Langkahku* learning media assisted by Canva for teaching procedural texts. The name *Langkahku* represents a step-by-step learning process through each stage of composing procedural texts, enabling students to understand the material systematically. This study was motivated by the limited use of digital learning media, as classroom instruction was still dominated by lectures, PowerPoint presentations, and videos, resulting in students' low interest and difficulties in understanding the structure, language features, and composition of procedural texts. This study employed the Research and Development (R&D) method. The developed product was an interactive digital learning media based on Canva, consisting of learning materials, quizzes, evaluations, and step-by-step learning activities. The feasibility of the product was assessed through validation by a material expert and a media expert, while its practicality was evaluated using students' response questionnaires. The results showed that the *Langkahku* learning media obtained a material expert validation score of 99.2% and a media expert validation score of 91.58%, both categorized as highly valid. The practicality test yielded a score of 77.04%, which fell into the practical category. Based on these findings, the *Langkahku* learning media assisted by Canva was considered feasible for use as a learning medium to improve students' understanding of and writing skills in procedural texts.