Development of Canva-Based Interactive Multimedia Teaching Materials on Fiqih Materials for The Hajj and Umrah Worship

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Abstract
Learning innovation has become a serious problem after the arrival of the Covid 19 pandemic. This happened because of the restrictions on social activities as a whole, including in the education sector. Education during the Covid 19 pandemic forced teachers to make various innovations in the design of learning materials so that students could receive learning well. Including the subject of Islamic Religious Education, it also requires innovative teaching materials so that it can be more interesting in learning to students. As is the case with fiqh material, the chapter on Hajj and Umrah will be more attractive to students if collaborated with innovative teaching material designs. In this case the author tries to collaborate the fiqh material on the chapter of Hajj and Umrah with the Canva editing application. So that the delivery of fiqh material on the chapter of Hajj and Umrah will be in the form of a semi-application. So that the delivery of teacher material will not only be verbal but also by utilizing multimedia-based teaching material design. This research is a development research (Research and Development (R&D)) with the aim to explore information about the development of the object of research and improve its development. The research procedure uses the ADDIE model which includes four stages; Analysis, Design, Development, Implementation, and Evaluation. A canva application can increase the effectiveness of religious learning, ensuring that students not only understand important material in Islam, but also feel engaged and motivated.

Keywords: teaching material, canva, hajj and umrah chapters

INTRODUCTION

Fiqh comes from Arabic and is a Masdar form of the root word "Faqih, Yafqah, Fiqiha". In language, fiqh means deep understanding, being able to understand the origin, purpose and action of speech. In terminology, as Al-Kasani said, fiqh is the science of sharia and law, as well as the science of halal and haram. One of the hallmarks of Islamic fiqh is its strong adherence to faith in Allah and the principles of Islamic creed. Hajj is one of the pillars of Islamic fiqh.

Thus, fiqh is the science that deals with a thorough understanding of the legal aspects of Islam and Sharia, including the rules surrounding halal and haram. Hajj is a very special act of worship in Islam. Hajj comes from the Shariat of Prophet Ibrahim, which was revealed by Prophet Muhammad and followed it until the end of time. The goal is for mankind to emulate the behavior of Prophet Ibrahim, his wife Hajar, and his son Ismail in full submission to their Lord (Kisworo, 2017).

The concept of Hajj and Umrah may have many complicated elements, such as the sequence of performing Hajj and Umrah, the requirements for performing Hajj and Umrah, and the pillars, obligations and sunnah in Hajj and Umrah, as well as the prohibitions in Hajj and Umrah. It may be difficult for students to understand these concepts thoroughly. Students may struggle to understand the general concepts of fiqh if they lack basic religious knowledge. Understanding the more specialized chapters of Hajj and Umrah may be difficult due to limited religious understanding. For this reason, teachers need to innovate learning so that students can understand the material presented easily.

The teaching methods used by teachers can affect how students understand the material. Students may struggle to understand and apply the concepts of Hajj and Umrah if the learning methods are not engaging, interactive, or do not suit student’s learning styles. Students will be found the difficulty to understand the implementation of Hajj and Umrah. To help them understand how Hajj and Umrah are applied in a real context, they may need real examples and situations. Educational resources such as textbooks or learning materials may not be well structured or clear enough to help students
understand the concepts of Hajj and Umrah. Relevant and easily accessible sources can also affect student’s ability to understand the material. Teachers can provide students with a more comprehensive understanding of Hajj and Umrah by using various educational resources, such as the use of technology-based materials.

In the context of the world and Indonesia, which is facing the COVID-19 virus, forcing the world of education to change to keep up with changes because the education system that used to be face-to-face in class has become an online system (network system using internet technology). Information system as a system which is a collection of things that work together to achieve certain things, has many things that depend on it and forms a network that works together to achieve goals (Adisel dan Pranonsa, 2020).

According to Pujiriyanto (2012), technology has been part of cultural production throughout the history of human civilization. Since ancient times, technology began with simple tools or groups of tools used for various purposes, mainly to fulfill human needs. For example, people made spears to hunt and fight wild animals more effectively (Cayeni, Ade, dan Utari, 2019).

As time goes by, humans continue to create technology as a way to solve various problems in their lives. These technologies evolve from simple to more complex, allowing people to perform tasks that were previously difficult or impossible. In the history of human civilization, technology has played an important role in advancing society, increasing efficiency and expanding human capabilities in various fields.

Thus, throughout history, humans have continued to develop and use technology as a tool to solve problems and improve living standards. Technology is a mirror of the progress and evolution of human civilization, allowing humans to further develop and face challenges.

In the current era of globalization, the development of information and communication technology (ICT) has experienced rapid progress and has extended to various aspects of human life, including in the field of education in various countries, including Indonesia. Information and communication technology puts significant pressure, because its development opens up great opportunities to develop the management of education and learning processes in higher education institutions.

In this context, the development of information and communication technology has had a significant impact on education. This includes the use of computers, the internet, mobile devices and educational applications that expand access to information, learning resources and interactive learning methods. In addition, these technologies also enable educators to improve administrative efficiency, facilitate communication between students and teachers, and encourage collaboration and technology-enabled learning.

The demands for a change in the education process have also been explained in several regulations, including PP 19/2005: National Education Standards, article 19, paragraph 1, where the learning process in educational units is organized in an interactive, inspiring, fun, challenging, motivates students to actively participate, and provides sufficient space for initiative, creativity, and independence in accordance with the talents, interests, and physical and psychological development of students (Fahyuni dan Nurdyansyah, 2019).

The development of these technologies also provides great opportunities in the development of education in higher education institutions. Therefore, the integration of ICT in education is an important step to optimize the learning process and prepare the younger generation to face the demands of an increasingly connected and technologically rapidly developing era (Adisel dan Pranonsa, 2020).

Information and Communication Technology (ICT) is a multimedia education system that uses technology in the form of text, images, audio and video. The use of ICT in education aims to make the presentation of subjects interesting, prevent boredom and improve understanding. This work has an important role in projects such as educational centers, cultural houses and cultural houses, where organizations need to develop clear and comprehensive educational programs.

However, it is important to remember that ICT is just one of the tools in the learning process. According to UNESCO (2011), ICT integration in the education system has five advantages. First, it supports and expands educational opportunities by enabling wider access to information and learning resources. Second, it improves education equity by reducing gaps in access and learning opportunities between different groups of people. Third, to improve the quality of education by offering more interactive, immersive and more customized learning methods. Fourth, to improve teacher
professionalism by providing the necessary resources and training to develop effective teaching skills using ICT. And fifth, to improve efficiency and effectiveness in the management, governance and administration of education by integrating relevant information systems and technologies. The use of ICT in education thus has significant benefits in terms of access, equity, quality, teacher professionalism and the effectiveness and efficiency of education management (Adisel dan Prananosa, 2020).

Using the right teaching materials is one of the most important things a teacher can do, its usefulness makes it easier for teachers to achieve learning goals. Therefore, learning tools are an absolute duty of the teacher. The choice of using educational media in schools or institutions is influenced by scientific advances and technological developments. In addition, in this era of globalization, one of the major challenges faced by teachers is their ability to play an important role in educating students in accordance with current developments (Fauziyah, Shofiyuddin, dan Sukmawati, 2022).

Canva is one of the many apps in the tech world. Canva is an online design software with presentations, resumes, posters, flyers, brochures, charts, infographics, banners, newsletters, etc. available on the Canva app. The presentation modes available on Canva include creative, education, commercial, advertising, technology and more.

According to Tanjun & Faiza (2019), the benefits of Canva can be seen as follows:
1. It has many attractive designs.
2. It can increase the creativity of teachers and students in designing educational materials because of the many features provided.
3. Save time on practical learning resources.
4. No need to use a laptop when designing, but can do it on a Smartphone (Monoarfa dan Haling, 2021).

Therefore, based on the above background, the author created an interactive multimedia teaching material design that can present information about the fiqh of Hajj and Umrah as a whole using the Canva application. The use of interactive multimedia-based teaching materials is expected to help students learn fiqh, especially fiqh in the implementation of Hajj and Umrah.

**METHODS**

This research is a development research or Research and Development (R&D) which aims to explore the information about the development of the object of research during a certain period and further improve its development (Musfiqon, 2015). By utilizing a combination of the ADDIE development model with 5 stages, namely Analysis, Design, Development, Implementation, and Evaluation. The focus of this research is the development of a canva-based interactive multimedia teaching material design on fiqh material for the Hajj and Umrah chapters.

The ADDIE model research procedure is adjusted to the research objectives. The four stages include Analysis, Design, Development, Implementation and Evaluation. The detailed steps for each stage are as follows:
1. Analysis Stage: This stage includes analyzing the needs of developing teaching materials and deepening the content of fiqh material for Hajj and Umrah. Initial observations of researchers conducted a literature review regarding the urgency of technological innovation in the design of teaching materials, then researchers conducted a study of the fiqh material of Hajj and Umrah. to compile the content of the material to be presented.
2. Design Stage: Based on initial observations, this stage focuses on planning and preparing interactive multimedia teaching materials. The elements that will be included in the media are determined based on the learning content.
3. Development Stage: a) Develop the design of teaching materials by selecting appropriate images, arranging the layout of the content, and creating quizzes.
b) Create the appearance and content of the learning media systematically on the Canva platform.

c) Develop a feasibility test instrument.

d) Prior to data collection, the instrument underwent validation by submitting it to a supervisor for review and revision.

e) The product was tested by two media experts, using validated instruments.

f) If corrections are found, the product is revised and retested until no further corrections are needed.

4. Implementation Stage: This stage includes product testing by conducting learning to students. This trial was conducted for 20-30 students in one class. This trial is for assessing the feasibility level of the developed media.

5. Evaluation Stage: The final stage aims to produce a final product based on the previous stages, by comparing learning using commonly used teaching materials and interactive multimedia teaching materials using Canva. Student feedback is used to assess the suitability of the design of the teaching materials developed. Revisions were made based on student suggestions.

   The data is collected through observation, namely activities to collect data through examination of phenomena, events, and empirical facts related to research problems (Musfiqon, 2015). This observation is carried out for using a periodic record model, which is carried out to observe some human behavior or phenomena. Researchers do not focus their observations on the entire behavior but focus on crucial parts where the data is important for research analysis, such as student participation in learning, student enthusiasm in learning, and student understanding of the fiqh material for Hajj and Umrah when using canva-based teaching materials.

RESULTS AND DISCUSSION

Innovative Teaching Media

Media is a Latin word medius which linguistically means intermediary or entrance. According to Ibrahim, learning media is anything that can be used to provide stimulation so that learning-learning interactions occur to achieve certain educational goals (Nurdyansyah, 2019).

   The learning process is an activity that involves the process of interaction and educational communication, which is carried out by teachers and students to achieve the expected learning objectives. In addition, there are also teacher activities in the learning process to direct the next learning process to run well and smoothly (Rahayu, 2023).

   Learning media is anything that can be used to convey messages from teachers to students that can stimulate student’s thoughts, feelings, attention, and interest, so that the learning process occurs (Nurdyansyah, 2019).

   Media is very important in the world of education, as a medium of communication or intermediary. Media is a working tool as a messenger to achieve learning objectives. In the media, the information conveyed can be in the form of sound, image, motion, nature or form of animation engineering that can help teachers create a learning environment that is fun, not boring, and more alive. In general, the role of learning pathways is as follows: (1) explaining very complex teaching messages, (2) overcoming main subjects, (3) through creativity and innovation, student’s passivity can be overcome, (4) actively motivating students to learn, (5) increasing student’s motivation to learn and achieve.

   The rules for selecting teaching media have several important points. First, efficiency is a key factor in media selection. The selected media must be appropriate and suitable for achieving learning objectives and can demonstrate effectiveness. Secondly, the importance must also be considered, namely the suitability between the media and the learning objectives, the topics covered, the personality of the students and the division of available time. The third point is efficiency in media selection and use. This refers to the use of means that are cheap and simple, yet able to convey the desired messages and information. Fourth, appropriate media selection should be used in the learning process to improve the quality. Finally, in the context of media use, priority should be given to aspects of the social and cultural environment. This means that we focus on aspects of learning development related to students’ life skills, taking into account existing cultural and social values (Khumaidah dan Nu’man, 2021).
In this increasingly advanced digital era, educational media innovation is an important factor in improving the effectiveness and attractiveness of the learning process. This includes the use of the latest technology, new learning methods and the development of engaging content. These aspects show the importance of innovation in educational media.

The demands for change in the education process have also been explained in several regulations, including PP 19/2005: National Education Standards, article 19, paragraph 1, where the learning process in educational units is organized interactively, inspiring, fun, challenging, motivating students to participate actively, and providing sufficient space for initiative, creativity, and independence in accordance with the talents, interests, and physical and psychological development of students (Fahyuni dan Nurdyansyah, 2019).

First, educational media innovation can increase student engagement. In traditional education, students often feel bored and do not want to learn. But learning media innovations such as the use of videos, animations, simulations and interactive applications have made students more interested and actively involved in the learning process. This helps to generate interest in the subject and increase motivation to learn higher.

In addition, learning media innovation can also accommodate different learning styles. Everyone has different learning styles, such as visual, auditory or kinesthetic. Using various media such as images, audio, video and interactive simulations, learning media innovation allows students to receive information and understand concepts in a way that suits their learning style. Thus, every student has an equal opportunity to succeed in the learning process.

In addition, innovations in learning media also make it possible to personalize learning. Everyone has different learning speeds and different levels of understanding. Through the utilization of advanced technologies, such as adaptive learning and data analytics, innovations in learning media can identify each student's needs and level of understanding. In this way, learning can be customized to the needs and abilities of each student, enabling them to learn effectively and reach their full potential.

Innovations in learning media also offer new opportunities for lifelong learning. In an ever-changing and changing world, essential skills and knowledge need to be constantly updated. Innovations in learning media such as online courses, webinars or distance learning platforms allow individuals to continue learning and developing themselves anytime, anywhere. This makes lifelong learning accessible and affordable to everyone, regardless of time and geographical location.

Overall, learning media innovations play a very important role in improving the effectiveness, participation, personalization and accessibility of learning. By using the latest learning technologies and methods, these innovations have a huge positive impact on students and their learning process. Therefore, educators and policy makers should continue to promote and support educational media innovations to create better and sustainable learning experiences for future generations.

Canva-based Teaching Media

Islamic religious education is the main subject that not only allows students to master various Islamic studies but focuses more on practicing in everyday life in society. Therefore, Islamic religious education teachers must be able to develop a learning process that aims to achieve overall student competence, which includes cognitive, affective, and psychomotor domains (Huda, 2021).

The design of teaching materials will be more up-to-date if accompanied by the use of Information and Communication Technology (ICT). The use of ICT is essential for delivering content, especially through visualization. Various presentation media can be used to help explain the material. A presentation is a performance of one or more shows that are watched, with the hope of attracting the attention of the audience.

According to Kusrianto (2013), visual communication in the form of nonverbal cues can achieve a success rate of 93% in conveying understanding to the audience. Nonverbal cues in this context refer to the language of images that can stimulate the imagination of the audience more deeply and broadly than verbal messages, both auditory and text-based. In
essence, text is more precise and limited to one definition, whereas images provide unlimited opportunities for multi-interpretation (Aisyah et al., 2023).

In this era of increasingly fast and advanced technology, teachers need to choose the right educational media for their students according to their environment. In this development, the educational media covered is the Canva application. This application can also be used via mobile phone or laptop, both in various places and in the field of education and subjects.

As a technology-based application, Canva provides an educational space for all educators to complete the learning process based on learning media, including Canva applications. Support that provides more interesting templates to engage students in the learning process. There are many examples that teachers can use to teach students in the Canva application, including many interesting templates for presentations in PowerPoint format. Microsoft Office PowerPoint slide presentation type is an office application program (a worksheet containing variable objects) used to present the concepts and arguments you want to present to others (Syafrianti, 2022).

Reporting from Canva's account or web, Canva introduces features or apps for education, showing Canva as a creative and collaborative tool for all classes. The only design platform required in the classroom. It develops creativity and collaboration skills, making visual and communicative learning easy and fun.

The advantages and disadvantages of the Canva application:

The advantages of the Canva application:
1. Makes it easy for someone to, for example, create a desired or requested design; is working on offering posters, certificates, infographics, video templates, presentations and more
2. Because this application already offers a variety of available and attractive templates Make it easy to create a design given by someone, just customize Fonts, colors, sizes, images, etc. are only determined according to your wishes and choices.
3. Easily accessible, the Canva app is easy for everyone as it can be obtained through Android or Iphone by simply downloading to get this app. If using a laptop, the method is to open Chrome or the Canva website and open the Canva app without downloading.

Canva's shortcomings can be explained as follows:
1. Canva relies on a good and stable internet connection. If the internet connection or quota on the device being used is insufficient, such as the cell phone or laptop being used, Canva cannot be accessed or used in the design process.
2. Canva has some elements available in the paid version such as templates, stickers, artwork, fonts, etc. However, there are also many interesting and free templates available. Users can still design something interesting based on their creativity.
3. The designs chosen in Canva sometimes have similarities with other people's designs. This can happen with templates, images, colors, and other elements. However, it is not a problem as it is up to the user to choose a different design and customize it to their needs and preferences.
4. To use Canva, users need to think about their dependence on an internet connection, consider the choice between paid or free elements, and make creative decisions that help their designs stand out from the crowd (Monoarfa dan Haling, 2021).

Teachers use the PowerPoint learning tool directly to integrate their learning materials. However, to make the learning process more engaging for students, teachers need to present their presentations in a creative way. Using the Canva app, teachers can search for presentation templates by entering search terms and typing in the keyword 'presentation'. Canva will automatically display some interesting templates to use. Once you are done designing the template or layout, the results can be easily imported into PowerPoint. The use of Canva also not only transfers knowledge through the learning process, but also trains teachers to be skillful, creative, and innovative in developing lessons or learning materials. With Canva, teachers can easily create presentations that attract students' attention, improving the effectiveness of communication and understanding in the learning process.

Canva-based Hajj and Umrah Learning Materials

Article 1 of Law No. 20/2003 on National Education states that learning is the process of interaction between students, teachers and learning resources in a learning environment. Learning is the process of managing the environment of individuals, which is deliberately inflicted on them to learn or show certain behaviors. Meanwhile, learning is a process that leads to behavior that is not the result of a physical growth process, but changes in habits and skills that improve and develop brain power,
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attitudes, and others (Jazil, 2018). Thus, learning is a process that encourages students to learn in a learning environment to carry out activities in certain situations.

Hajj is the fifth pillar of Islam after the creed, prayer, zakat and fasting. Hajj literally means visiting, pilgrimage or going to a certain place. Shar’i Hajj is visiting the Ka’bah in Makkah at a predetermined time to perform certain acts of worship.

Umrah literally means pilgrimage or visit to a certain place. In shar’i terms, it means making a pilgrimage to the House of Allah in Makkah Al-Mukarramah to perform tawaf and sa’i and then exiting the Ka’bah with the conditions that have been determined and the time that is not determined (Fitrah, 2022).

Hajj and Umrah is a spiritual journey that has won the hearts of Muslims around the world. To provide students with a deep hajj experience, the author captures material about the Hajj and Umrah Chapter (Junior High School Grade 9). In this material, the author designs in a presentation which the author then collaborates with utilizing the Canva application, so that it looks more attractive than the usual presentation because this presentation is in the form of a semi-application. Another advantage in using this teaching material design is that it does not require memory storage to open the material, just simply use the link and save the link properly, then the material will be available at any time. The way to apply the teaching materials is as follows:

**How to use:**

1. Make sure the student has downloaded the canva application on the smartphone, and log in to the canva application.
2. Students will be given a link to access the material to be provided.
3. Students open the link and will go directly to the teaching material.
4. Click the "upload" icon in the top right corner of the display.
5. Then click the "Show".
6. Students click on the picture of the ka’bah to enter the selection menu between Hajj material or Umrah material.
7. For example, if the first lesson is about Hajj, then students can click on the picture of the ka’bah which has the description "Hajj".
8. Students will be taken into the menu options which include, among others, the definition and law of Hajj, the requirements of Hajj, the pillars of Hajj, the obligations and sunnah of Hajj, as well as the prohibitions, the dam of Hajj, and the learning video of the steps of Hajj (manasik haji).
9. If in point 4 students choose the maetri about Umrah, students can click on the picture on the dome of the Prophet’s mosque which has the caption "Umrah".
10. Students will be taken into the menu options which include, among others, the meaning and law of Umrah, the requirements of Umrah, the pillars of Umrah, the obligations and sunnah of Umrah.
11. For example, if students enter the Hajj menu and select the Hajj obligations and sunnah menu again, students will be brought into the material that discusses the obligations and sunnah of the Hajj, students can continue to open the next slide by clicking the "arrow" icon.
12. If while in the material slide students want to return to the main menu (Point 4) students click the "home" icon to return to the main menu.
13. If students want to see learning videos, they can enter the Hajj material menu, and can click on the "youtube" icon.
14. There is a quiz page on Hajj and Umrah material that can be accessed by students by clicking the "question mark" image.

The steps are as follows:
Figure 1. Canva Screenshot of the first step accessing Hajj lesson material
- After accessing the link that has been shared, it will enter the page as shown below.
- Then click the "upload" icon as indicated by the red arrow.

Figure 2. Canva Screenshot of the second step accessing Hajj lesson material
- It will appear as shown below, then select "show".

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Figure 3. Canva Screenshot of the third step accessing Hajj lesson material
- It will appear as shown below, then select "show" again.

Figure 4. Canva screenshot of the fourth step accessing Hajj lesson material
- Next will appear as beside, then click the picture of the Kaaba to be able to enter the material selection menu

Figure 5. Canva screenshot of the fifth step accessing Hajj lesson material
- The following display will appear as shown below.
- Click on the Kaaba image to access the Hajj material
- Click on the image of the dome of the Prophet's mosque to access the Umrah material

**Figure 6.** Canva screenshot of the sixth step accessing Hajj lesson material
If students choose the material of Hajj, the material options will appear as beside (understanding and law of Hajj, conditions of Hajj, pillars of Hajj, obligations and sunnah of Hajj, as well as prohibitions, dam of Hajj, and wisdom of Hajj, as well as video learning steps of Hajj (Hajj rituals).

**Figure 7.** Canva screenshot of the seventh step accessing Hajj lesson material
If students choose the Umrah worship material, a choice of material will appear as beside (understanding and law of Umrah worship, Umrah worship requirements, Umrah pillars, obligatory and sunnah Umrah worship, as well as prohibitions and Umrah worship, and the wisdom of Umrah worship. Support icons:

**Figure 8.** First support icon for accessing Hajj lesson material
The icon serves to switch pages. The left one takes us away to the previous page, then the right one takes us away to the next page.

**Figure 9.** Second support icon for accessing Hajj lesson material
The icon takes us away to return to the initial menu page of material options
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**Figure 10.** Third support icon for accessing Hajj lesson material
The icon takes us away to the page that displays the learning video of the steps of the Hajj pilgrimage (Hajj rituals).

**Figure 11.** Fourth support icon for accessing Hajj lesson material
This icon takes us away to the quiz page on Hajj and Umrah material

Teaching materials can be accessed via the following link:
https://www.canva.com/design/DAF7EgiE-Gg/zv3rMf5rv0i7pFxX_fY5vA/edit?utm_content=DAF7EgiE-Gg&utm_campaign=designshare&utm_medium=link&utm_source=send_to_phone

The utilization of Canva-based interactive multimedia teaching materials for learning the fiqh of Hajj and Umrah provides a number of important benefits. Through this platform, participants can access information in an engaging and easy-to-understand way that helps them better understand important concepts. In addition, interactive features facilitate active learning for participants, such as interactive quizzes or learning videos that help improve understanding and retention of information. Thus, the use of Canva-based interactive multimedia learning materials not only improves the quality of learning, but also makes the learning process more interesting and effective for learners.

**CONCLUSION**

The rapid development of technology requires teachers to be creative in creating educational materials that are relevant and attractive to the younger generation who are accustomed to technology. In this digital era, students are more likely to engage with materials that are presented visually and interactively. Therefore, teachers must adopt learning methods that are in line with current developments to guarantee effective learning.

One of interesting innovation in the development of learning technology is the use of Canva-based interactive multimedia educational materials. Through this platform, teachers can create learning materials that are interesting, informative and easily understood by students. With interactive features such as images, videos, and quizzes, Canva allows students to actively participate in the learning process, thus improving comprehension and retention of the material.

The utilization of Canva-based interactive multimedia educational materials on the subject of fiqh of Hajj and Umrah is an innovative step in accordance with the times. Complex subjects such as fiqh of Hajj and Umrah become easier to understand through the visual and interactive presentation that Canva provides. In this way, teachers can use this technology to increase the effectiveness of religious learning, ensuring that students not only understand important material in Islam, but also feel engaged and motivated.
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