

Enhancing Media Literacy and Digital Tool Proficiency Through Practical Exploration of Kahoot and Canva

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Abstract: This paper explores the integration of electronic applications in education to enhance media literacy and digital tool proficiency among students and future teachers. It highlights the effectiveness of interactive, multimedia, and hierarchical tasks using Kahoot and Canva in classroom settings. The study includes a brief guide on how to use these tools, alongside an online survey to gather data. Results from the survey are analysed to determine the impact and efficiency of these applications in teaching. The findings suggest that using Kahoot and Canva can significantly improve engagement and learning outcomes. This research underscores the importance of equipping future educators with the necessary skills to utilise digital tools effectively, fostering an interactive and modern learning environment.

1 INTRODUCTION

“How to live in the media world”. “The ability to live in the media world, to use devices and gadgets harmoniously and effectively, to see the world around and to see the world inside is called digital ecology. Mastering its principles is the task of every modern person. Learn to live in the media, learn to use them for business”. Indeed, today’s students are different from other generations because they live in a world of IT.

There are many advantages and disadvantages of digital tools. Unfortunately, we cannot watch or prohibit our children and students from using them all the time, but we can show a good way to connect through studies.

For instance: Canva or Kahoot. When using game-based online platform Kahoot firstly we can teach students how to create interactive quiz tests, secondly, we can interest 99% of students in the topic, and thirdly, we can strengthen the theme. With Canva the students can make creative multimedia presentations, pictures, business cards, templates, etc.

Kahoot is an application for educational projects. With its help, you can create a test, survey, educational game, or organize a knowledge marathon. The application works both on desktop versions and on smartphones.

Canva – is an online graphic design platform that offers a wide selection of templates, frames, fonts, and images for various types of projects.

The first part of this article consists of theoretical fields such as media literacy and understanding of using online media programs in schools (among high school students).

The second part will contain precise instructions on using Kahoot and Canva with illustrations. In the third part, the results of the surveys will be posted.

2 ADVANTAGES AND DISADVANTAGES

Acquiring media literacy can be truly successful only if we consider the relationship between the specificity of media and the way those specificities are understood by those getting education. On the one hand, there are great hopes and expectations of modern-day technologies. It is believed that they will enrich children’s lives, prod imagination and creativity, expand knowledge, encourage multicultural tolerance, and development of democracy. The role of media in education is of great importance because with ageing the possibility of using everyday media grows, which enables the development of media literacy and the effect of media

culture. The development of media literacy among young people is one of the most important tasks the school and the educational system have - Marina Ivanovic (2014).

Media literacy is the ability to analyse and evaluate information received from various media sources, as well as to effectively use media resources. Media literacy is becoming increasingly important in the modern information society, where we are constantly exposed to a mass of information of varying quality and we must be able to separate facts from opinions, think critically, and make informed decisions.

Teaching media literacy to high school students has long-term benefits as they become information literate and equipped with skills that help them succeed in school, work, and personal life. Therefore, it is important to develop media literacy among high school students and include relevant education programs in the school curriculum.

Canva is a graphic design tool that makes it simple for users to create a variety of creative content online. Commencing with the creation of greeting cards, infographics, posters, brochures, and presentations. Canva is presently available on the web, on phones, and on Android platforms. Canva's narrative starts on January 1, 2012, which is also his birthday. Melanie Perkins, the founder of Fusion Books, a well-known Australian book publisher, also established Canva. Canva broke the record for most users in its first year of launch when it posted a record 750,000. After five years, Canva reached a point in 2017 where it started to turn a profit. They had 200 workers at the time, divided between their San Francisco and Australia operations.

With 294,000 premium subscribers, one of the largest revenue streams comes from this group of customers. Ten million people were using Canva as of 2017, and it was available in 169 countries - Ellang Priansyah, "Using Canva to help students improve their reading skills".

You can use a smartphone, laptop, notebook, or any other internet-connected device to play Kahoot. Instructors can use Kahoot to generate multiple-choice tests for their students that follow a game-like pattern. There may be four possible answers on this quiz, and there may be questions with multimedia elements like pictures and videos. The instructor can also allot time for each question so that students can respond - Finny Restiana (2023).

Using these online media programs also develops technology and computer skills in high school students. They learn to create and edit content, work as a team, and share their ideas with others. These

skills are important today and will be useful in the future, both academically and professionally.

3 INFORMATION ON USAGE

Instructions for using Kahoot and Canva programs:

1. Kahoot:

Login to the official Kahoot website at www.kahoot.com. (1.1 picture, 1.2 picture)

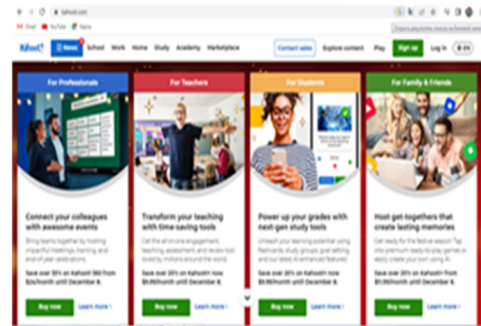


Figure 1: Open the official Kahoot website at www.kahoot.com.



Figure 2: Create a new account or log in to an existing one.

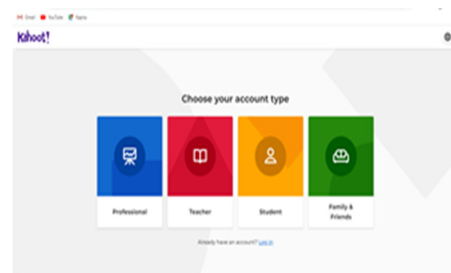


Figure 3: After logging in, you will be asked to create a new quiz, survey, or discussion.

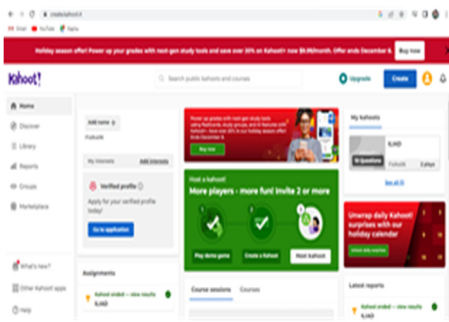


Figure 4: Select the type of activity you want to create and click on the "Create New" button. Give your activity a name and add questions, answers, and possible answers. Click on the "Finish" button to complete the creation of the activity.

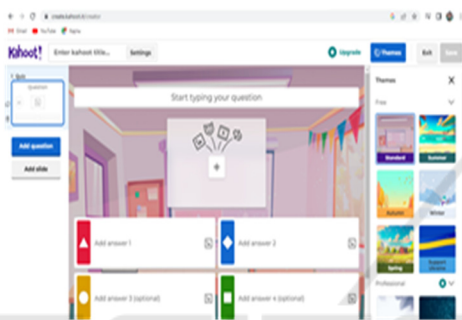


Figure 5: It creates play discover share. 3rd edition (Oct.2017).

1. Registration and login: (Figure 6)

- Go to Canva's website at www.canva.com.
- Click on the "Register" button and fill in the required information or log in through your Google or Facebook account.

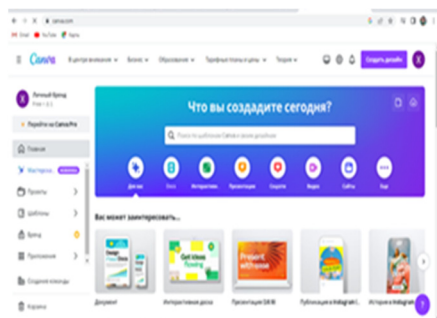


Figure 6: Main Page.

2. Create a new project:

- In the control panel, select the type of document you want to create. For example, "Poster", "Presentation" or "Social Media Covers".

- Choose one of the preset templates or create a document from scratch.

3. Interface and tools: (Figure 7)

- Canva's home screen consists of a left toolbar and a workspace. The left panel contains various design elements, fonts, backgrounds, images, and more.
- Use the toolbar to add text, images, lines, background colour, and other elements to your document. You can also upload your images or use those available in Canva.

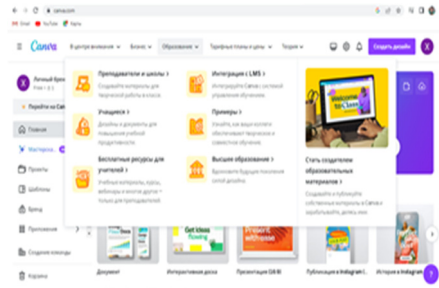


Figure 7: Dashboard Representation.

4. Editing and customizing the document: (Figure 8)

- Select design elements on a document and change their size, colour, and proportions using the toolbar.
- Change the font, text size, and colour, and control alignment and padding to create the look you want.

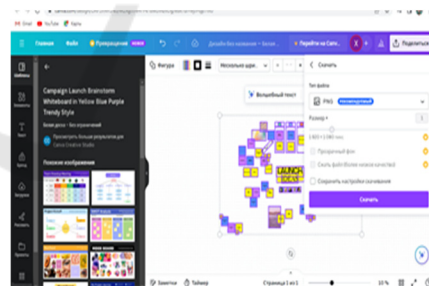


Figure 8: Project Details.

5. Saving and exporting the project: (2.4 picture)

- When you have completed the project, click on the "Save" button in the upper right corner of the interface.
- Select the document-saving format, such as JPEG, PNG, PDF, PowerPoint, or other formats, depending on your needs.
 - Specify the save location and click the "Save" button.

6. Publication and collaboration:

- Canva also offers the ability to publish and collaborate on projects with other users. You can invite other people to edit the document together, and you can export the project as a link to share on social networks or web pages.

This is just a basic guide to using Canva online software. Canva offers many additional features such as using filters, creating animated images, and much more. It's an intuitive and easy-to-use tool that allows you to create stunning designs without the need-to-know complex design programs.

4 RESULTS

We conducted an online survey using the “Forms App” program. Forms. app is an online form builder & survey software that helps people create beautiful forms and surveys, distribute them, and collect big data. With forms. app, users can create forms and surveys, enjoy all features on the free plan, and collect payments through easy integrations such as PayPal and Stripe. An online survey was conducted among high school teachers (50 members) in one of the local schools in the Karmana district of the Navoi region. The survey was conducted anonymously. No one was recruited for this survey, only volunteers participated. The result was very good, although many teachers 30% were older and they knew about these programs and many of them used these digital tools in their lessons. Teachers of different subjects participated in the survey and therefore we surveyed the local Uzbek language. Simple questions were asked on the topic of our article. In these pie charts you can see the results. First question. Are Kahoot and Canva effective for high school students?

- 88% of people answered positively to this question. Only 6% of people answered that they did not know about these programs or answered negatively. This can be seen in figure 9.

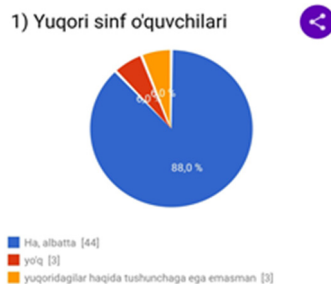


Figure 9: Graph highlighting effectiveness for high school students.

Second question. What percentage of students do you think can be attracted to the lesson using these programs?

- 78% of people answered 90%, 16% of people answered 50%, and only 6% of people said that with these programs it is impossible to attract students to the lesson. This can be seen in figure 10.

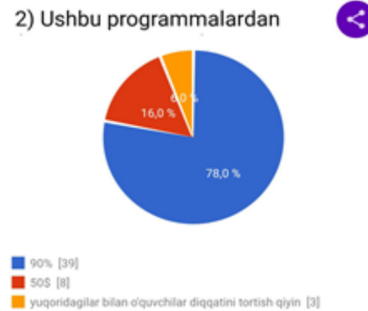


Figure 10: Graph highlighting the attractiveness to learning using programming.

Third question: Have you tried these apps?

- 80% of people answered yes, 8% of people answered no, 12% of people were interested in these programs and they answered, “I would like to use it now”. This can be seen in figure 11.

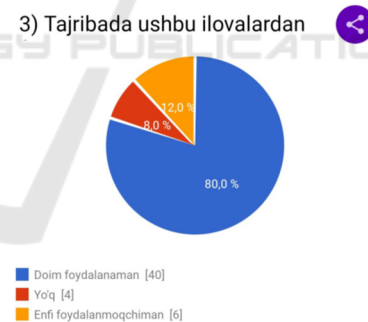


Figure 11: Graph highlighting number of usages in apps.

Fourth question. Do you think using apps like this in the classroom will be beneficial in the future?

- 60% of people answered yes, 30% of people answered not in all regions of Uzbekistan, and only 2% answered no. This can be seen in Figure 12.

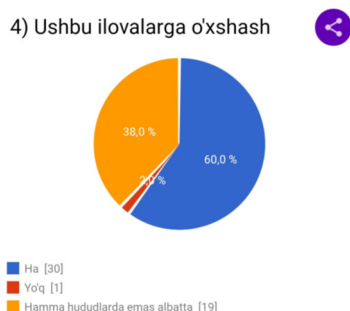


Figure 12: Advantages of using apps in classroom.

Fifth question. Do you think these applications can be used in disciplines other than computer science?

- 74% of people answered yes, 22% answered it depends on the teacher's abilities, 4% answered only in computer science lessons.

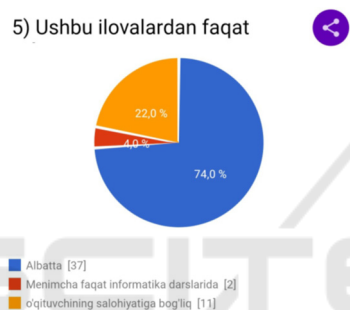


Figure 13: Graph highlighting usage of apps in non-computer science disciplines.

5 CONCLUSIONS

In conclusion, media literacy is a crucial ability that enables people to actively interact with media platforms, critically assess information, and traverse the complicated media ecosystem. It gives people the skills they need to defend against deceptive practices, exercise critical thought, and participate in public conversation. Building media literacy is crucial for people to succeed in the digital age as media continues to influence our culture.

For high school students' personal, intellectual, and professional development, media literacy is essential. It gives students the ability to think critically, make wise judgments, and engage in the media-dominated society as active citizens. Teachers and legislators need to understand the value of media literacy education and take action to include it in the high school curriculum as the media landscape changes. They can educate the next generation of students to be cautious and perceptive media consumers by doing

this. Based on the analysis of the online survey, it is evident that in the secondary schools in this region, nearly eighty percent of the teachers are already aware of these programs, and eighty percent of them incorporate these digital tools into their lessons. This suggests that the students have access to these programs and can work on any project related to them. Most significantly, our poll inspired 12% of those who were unaware of these resources to learn about and make use of them in the future.

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