

ABSTRACT

The development of digital technology today requires the participation of parties to realize educational students develop skillful and broad learning potential. Of course, technology is progressing, but some problems are currently being used and are being used now, namely in the form of the use of social media that is being misused by children and adults, therefore take advantage of free time to increase creativity. Some of the interesting things are the collaborative and student-centered learning process. Canva is a modern learning tool that supports student innovation, and broad connections and collaboration. The System Usability Scale is a simple measurement tool for testing the usability of various products using a Likert scale, where the survey has 10 questions that have 5 Likert points as respondents. Questionnaires will be distributed to all active students at Telkom University Bandung who have used Canva, The form of the question instrument and the calculations are explained in Chapter 3 Analysis and Design showing the results that users are satisfied with the results of the SUS score getting 71.22, from the calculation of the questionnaire, it can be concluded that the level usability received the title "GOOD" in the Adjective Ratings and Acceptable assessments "Canva's usability is good and well received by students. This explains that Canva can be used well by students in its use to help with student assignments. And get effective campus digitalization of Canva in the development of student assignment collaboration contexts.

Keywords: Technology, Canva, system usability scale, Usability