# ABSTRAK

**JELITA TESSALONIKA SINAGA. Pengaruh *E-book* Interaktif Berbasis Canva Terhadap Kecerdasan Emosional Warga Belajar di Lembaga Pelatihan Moralitas Budi Pekerti Bangsa Indonesia. Skripsi. Medan: Fakultas Ilmu Pendidikan, Universitas Negeri Medan, 2026.**

Tujuan dari penelitian ini adalah: 1) untuk mendeskripsikan penerapan media *e-book* interaktif berbasis Canva dalam proses pembelajaran pada warga belajar di Lembaga Pelatihan Moralitas Budi Pekerti Bangsa Indonesia. 2) untuk mengetahui tingkat kecerdasan emosional warga belajar di Lembaga Pelatihan Moralitas Budi Pekerti Bangsa Indonesia. 3) untuk mengetahui seberapa besar pengaruh penerapan media *e-book* interaktif berbasis Canva sebagai stimulan terhadap kecerdasan emosional warga belajar di Lembaga Pelatihan Moralitas Budi Pekerti Bangsa Indonesia. Penelitian ini termasuk dalam jenis penelitian kuantitatif dengan desain kuasi-eksperimen (*quasi-experimental*) menggunakan model *One-Group Time Series Design*. Penelitian ini melibatkan seluruh warga belajar di Lembaga Pelatihan Moralitas Budi Pekerti Bangsa Indonesia yang berjumlah 35 orang sebagai populasi sekaligus sampel penelitian melalui teknik total sampling. Data penelitian dikumpulkan melalui instrumen kuesioner dalam bentuk soal pilihan berganda berbasis Situational Judgement Test (SJT) yang telah diuji validitas dan reliabilitasnya ($\alpha$= 0,842. Teknik analisis data yang digunakan meliputi analisis deskriptif, uji kecenderungan, uji regresi linear sederhana, dan uji *Paired Sample T-Test*. Hasil penelitian menunjukkan bahwa penerapan media *e-book* interaktif berbasis Canva dilaksanakan melalui tiga tahapan sistematis (persiapan, pelaksanaan, dan evaluasi) menggunakan strategi interaktivitas kolektif terbimbing melalui metode *screen-sharing*. Kesimpulan dari penelitian ini adalah penerapan media *e-book* interaktif berbasis Canva terbukti memiliki pengaruh yang signifikan dan positif terhadap peningkatan kecerdasan emosional warga belajar di Lembaga Pelatihan Moralitas Budi Pekerti Bangsa Indonesia.

Kata Kunci: *E-book* Interaktif, Canva, Kecerdasan Emosional, Pendidikan Masyarakat, Warga Belajar.

THE Character Building UNIVERSITY

# ABSTRACT

**JELITA TESSALONIKA SINAGA. The Influence of Implementing Canva-Based Interactive E-book Media on the Emotional Intelligence of Learners at the Indonesian Nation's Character Moral Training Foundation. Skripsi. Medan: Faculty of Education, State University of Medan, 2026.**

The purposes of this study are: 1) to describe the implementation of Canva-based interactive *e-book* media in the learning process for learners at the Indonesian Nation's Character Moral Training Foundation; 2) to determine the level of learners' emotional intelligence at the Indonesian Nation's Character Moral Training Foundation; 3) to ascertain the extent of the influence of implementing Canva-based interactive *e-book* media as a stimulant on the emotional intelligence of learners at the Indonesian Nation's Character Moral Training Foundation.This study is a quantitative research employing a quasi-experimental design with a One-Group Time Series Design model. This study involved all 35 learners at the Indonesian Nation's Character Moral Training Foundation as both the population and research sample selected through a total sampling technique. Research data were collected using a questionnaire instrument in the form of multiple-choice questions based on the Situational Judgment Test (SJT), which had been tested for validity and reliability (α= 0.842). The data analysis techniques utilized included descriptive analysis, tendency testing, simple linear regression analysis, and the Paired Sample T-Test.The results showed that the implementation of Canva-based interactive *e-book* media was carried out through three systematic stages (preparation, implementation, and evaluation) using a guided collective interactivity strategy via the screen-sharing method. The conclusion of this study is that the implementation of Canva-based interactive *e-book* media is proven to have a significant and positive influence on improving the emotional intelligence of learners at the Indonesian Nation's Character Moral Training Foundation.

Keywords: Interactive *E-book*, Canva, Emotional Intelligence, Community Education, Learners.

THE Character Building UNIVERSITY