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Enhancing Santri's Digital Competencies through CorelDRAW Extracurricular Programs at MA Al-Mawadah

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Abstract

School digitalization is a natural consequence of the changing times, making it essential for us to adapt and master both knowledge and technology. Therefore, digital literacy skills, knowledge, and understanding must be implemented among senior high school (SMA/MA) students, in line with the growing digital culture in society. This study aims to describe the implementation of the CorelDRAW extracurricular activity in developing the digital skills of students at MA Al Mawaddah, as well as to identify the supporting and inhibiting factors of the extracurricular program in enhancing the students' digital competencies. The research employs a qualitative method with a case study approach. Data were collected through observation, interviews, and documentation. The Findings of the study reveal that: *1) The extracurricular program encourages students to be more active in the digital world. The Computer Extracurricular Program uses a combination of lectures and hands-on practice with a composition of 40% theory and 60% practice. The CorelDRAW extracurricular assessment at MA Al Mawaddah is conducted at the end of the ninth semester through assignments or projects given to students. The evaluation of this program indicates that it is highly effective in improving students' skills in creating posters, logos, and pamphlets, 2) The inhibiting factors of the extracurricular activities include limited facilities and infrastructure, lack of guidance and supervision, limited opportunities for collaboration, and insufficient institutional recognition, 3) The supporting factors for the Computer Extracurricular Program include adequate facilities and infrastructure, competent instructors, students' motivation and enthusiasm, school institutional support, and a collaborative and supportive environment*

Keywords: *CorelDraw Extracurriculer; Digital Skills; Students*.

Introduction

School digitalization is a natural consequence of the changing times, making it essential for us to adapt and master both knowledge and technology [1]. Over the past decade, digital technology has become an integral part of societal culture. Digital media now plays a central role in the lives of many people, regardless of age. Therefore, digital literacy skills, knowledge, and understanding are vital, in line with the growing digital culture in society, including among adults, teenagers, and even children [2].

School digitalization refers to the utilization of digital technology to enhance the quality of education. This includes improvements in the teaching and learning process, administrative management, communication among students, teachers, parents, and school staff, as well as the overall school system. Through digitalization, traditional teaching methods are transformed into more modern, interactive, and technology-based approaches. This program is also supported by the Ministry of Education, Culture, Research, and Technology (Kemendikbud Ristek) to help schools prepare for the challenges of the Industrial Revolution 4.0 era [3].

Educational digitalization in schools is an effort to transform various aspects and processes of education into appropriate digital forms in order to achieve learning objectives. These objectives include enhancing students' skills to adapt to the demands of the times through digital literacy [4]. School digitalization can be understood as an effort to transform various aspects and processes of education into different digital formats in order to achieve educational goals, including administrative functions and teaching and learning activities [5].

The Regulation of the Minister of Education and Culture concerning the amendment to the 2013 Curriculum is stated in Regulation No. 36 of 2018, which relates to the inclusion of Informatics as an elective subject at the senior high school (SMA) level and its equivalents. This regulation aims to support the development of skills relevant to the digital era [6]. The Qur'an contains many verses that inspire humankind to pursue the advancement of knowledge and technology. These verses emphasize that knowledge is a fundamental foundation for building civilization. One such verse that highlights the significance of technology and scientific inquiry can be found in Surah Yunus, verse 101 :

قُلِ انْظُرُوْا مَاذَا فِي السَّمٰوٰتِ وَالْاَرْضِ ۗ وَمَا تُغْنِى الْاٰيٰتُ وَالنُّذُرُ عَنْ قَوْمٍ لَّا يُؤْمِنُوْنَ

Extracurricular activities play a vital role in the personal development of students. These activities serve as a platform for students with specific interests, allowing them to develop their talents [7]. This personal development includes expanding their knowledge and nurturing positive attitudes and values. Extracurricular activities are an essential component of education, significantly contributing to the development of students' skills and the formation of their character.

The term "extracurricular" is derived from two words: "extra" and "curricular", which are combined into a single term, "extracurricular". In English, it refers to activities that take place outside the formal curriculum [8]**.** Rohmat Mulyana stated that the core objective of developing extracurricular activities is to foster students' personal development. Therefore, a well-rounded and mature personality profile (kaffah) is the primary goal of extracurricular programs [9].

Extracurricular activities in Islamic boarding schools (pondok pesantren) play a crucial role, as they serve as a platform for developing character values that students have theoretically acquired through formal education and teaching-learning activities within the pesantren itself. Through extracurricular activities, students (santri) are able to refine and apply these character values in more complex and practical ways compared to when they are in a regular classroom setting. Extracurricular activities focused on the development of Islamic interests and talents in schools are intended to explore and motivate students in specific areas. Therefore, these activities should be aligned with the students' hobbies and individual conditions. In particular, religious extracurricular activities aim to deepen students' understanding of classroom material, especially concerning the relationship between faith (iman) and piety (taqwa), as well as the efforts to achieve holistic human development. In the context of out-of-class student activities, extracurricular programs function primarily to complement and enhance students' knowledge and skills in relation to the curriculum received during formal school hours.

CorelDRAW is a vector-based graphic design software developed to enable users to create a wide range of visual designs, including logos, illustrations, and marketing materials. As a vector graphic editor, CorelDRAW utilizes mathematical representations to construct images, allowing the output to be scaled up or down without any loss of quality. This makes it an ideal tool for producing precise and flexible designs suitable for various sizes and media.

CorelDRAW's intuitive user interface is designed to accommodate users across different skill levels, from beginners to professionals. The software offers a comprehensive suite of design tools necessary for producing creative works,

including features such as shape editing, color management, and layer organization. The accessibility of these tools enables users to efficiently transform their design ideas into visually compelling and professional-quality outputs. Moreover, CorelDRAW is widely used in various fields of graphic design, including promotional material production, packaging design, and technical illustration. Its ability to produce sharp, scalable graphics makes it a preferred choice for designers requiring high-quality final results. With advanced features and support for a wide range of file formats, CorelDRAW continues to be an essential tool in the modern graphic design industry [10].

The Benefits of Digitalization in Learning and Student Skill Development

a) Increased Accessibility: School digitalization opens the door to broader educational accessibility. With the adoption of technology, students can access learning materials anytime and from anywhere. This is particularly beneficial for students living in remote areas or those with physical limitations that prevent them from attending school in person.

b) Interactive Learning: Technology enables the development of more interactive learning approaches. With the use of instructional videos, simulations, and other multimedia content, students can engage more actively in the learning process and gain a better understanding of the material.

c) Collaboration Between Students and Teachers: Through online learning applications and platforms, students can interact with teachers and peers. This promotes collaboration, discussion, and the exchange of ideas beyond the confines of a physical classroom. Teachers can also provide real-time feedback to students, facilitating a more effective learning process.

d) Efficient Data Management: School digitalization allows for more efficient management of educational data. Technology-based learning management systems enable the easier collection, storage, and analysis of student data. This information can be used to monitor student progress, identify individual needs, and develop more targeted instructional strategies.

The Benefits of Mastering CorelDRAW for Students' Skills

a) Enhanced Creativity: CorelDRAW enables students to express their creative ideas visually. With a wide range of tools and features, they can design posters, brochures, and other promotional materials, thereby enhancing their creative abilities.

b) Vector Design Proficiency: CorelDRAW is a powerful vector design software. Students can create designs that can be scaled without losing quality, making it ideal for both print and digital media applications.

c) Intuitive User Interface: With an easy-to-understand interface, students do not need to spend excessive time learning how to use the software. This allows them to focus more on the design process and explore their creativity.

d) Design Flexibility: CorelDRAW offers a high degree of flexibility in creating unique designs tailored to specific project needs. Students can combine text, images, and special effects to produce compelling visual works.

e) Career Opportunities: Proficiency in CorelDRAW opens up career opportunities in the graphic design field. Many companies seek designers who are skilled in using this software, allowing students to pursue freelance work or full-time positions in the creative industry.

f) Community Support: CorelDRAW has a large and active user community, where students can share knowledge, seek assistance, and continue learning from other designers. This also helps them build professional networks.

Method

Qualitative research is a type of research in which the findings are not obtained through statistical procedures or other forms of numerical calculations. This type of research emphasizes understanding social problems based on a holistic, complex, and detailed view of reality or the natural setting [11]. In this study, the researcher employed a descriptive qualitative research approach. Descriptive research is a method used to illustrate the results of a study. As the name suggests, descriptive research aims to provide a clear description, explanation, and validation of the phenomenon being investigated [12].

Instruments are one of the essential aspects of a research study. In qualitative research, instruments refer to all tools or methods used to collect, examine, and investigate a particular issue. Therefore, any tool that supports the research process can be considered a research instrument. Instruments for qualitative data collection may include interview guidelines, observation guides, documentation, self-reports, or other tools deemed relevant to the focus of the research [13].

Data analysis activities are generally carried out after the data collection process has been completed. The process begins by reviewing all available data from various sources, such as observation notes, personal documents, official records, photographs, and other materials. According to [14], qualitative data analysis is a process of systematically searching for and organizing data obtained from interviews, field notes, and documentation. The activities involved in qualitative data analysis consist of three stages: data reduction, data display (presentation), and conclusion drawing/verification.

Result

Implementation of CorelDRAW Extracurricular Activities

Based on the research conducted, data were collected through observation, interviews, and documentation methods. Once the data were gathered, a descriptive qualitative approach was employed by describing, explaining, and interpreting the available data. The purpose of this analysis is to gain a clear and comprehensive understanding of the subject under study. The researcher found that the objective of the extracurricular program is to encourage students (santri) to become more active in the digital world. The instructional method used in the Computer Extracurricular Program combines lectures and hands-on practice, with a composition of 40% theory and 60% practice. During the computer extracurricular sessions, the instructor explains and teaches the material gradually, starting from the basics and adjusting to the individual abilities of each student.

The assessment of the CorelDRAW Computer Extracurricular Program at MA Al Mawadah is conducted at the end of the first semester through assignments or projects given to the students. Upon successful completion, students are awarded a certificate at the end of the academic year as proof of their participation in the computer course. For example, students are asked to utilize basic tools such as the rectangle, text tool, and color palette. The evaluation of the extracurricular activities at MA Al Mawadah shows that the program is highly effective in enhancing students' skills in designing posters, logos, and pamphlets.

Inhibiting Factors of the CorelDRAW Extracurricular Program

Based on interviews and observations conducted, the study identified five key inhibiting factors in the implementation of the CorelDRAW extracurricular program at MA Al Mawaddah:

a. Limited Facilities and Infrastructure: The availability of computer equipment is insufficient due to the increasing number of students participating in the computer course, which causes difficulties during the learning process. Additional computer units are needed to accommodate the growing demand.

b. Lack of Guidance and Supervision: One of the major obstacles is the limited number of qualified instructors. As a result, teachers must divide their time between teaching responsibilities and mentoring extracurricular activities, which affects the quality of supervision.

c. Limited Opportunities for Collaboration: There is a lack of integration between the extracurricular activities and other academic subjects. For example, students have limited opportunities to complete assignments that align with content from other subjects.

d. Insufficient Institutional Recognition: The institution provides limited appreciation or acknowledgment of students' achievements, such as publishing their work to the public. Additionally, institutional constraints in terms of time and prioritization hinder the development of the CorelDRAW extracurricular program.

Supporting Factors of the CorelDRAW Extracurricular Program

a. Availability of adequate facilities and infrastructure

b. Competent and skilled instructors

c. Strong motivation and enthusiasm from students

d. Support from the school administration

e. A collaborative and supportive learning environment

Discussion

The implementation of CorelDRAW as an extracurricular activity in Islamic Senior High Schools (SMA) has shown significant potential in enhancing students' digital competencies, particularly in the field of graphic design. As a vector-based graphic design software, CorelDRAW offers practical tools that allow students (santri) to explore and develop creative visual content, such as logos, posters, banners, and promotional materials. Findings from the

study indicate that the integration of CorelDRAW into extracurricular programs provides a structured approach that combines theoretical instruction with hands-on practice. The teaching method—comprising 40% theory and 60% practice—proved effective in helping students grasp both conceptual knowledge and technical skills. The regular practice sessions enabled students to become familiar with essential design tools such as the shape tool, color palette, text tool, and layer management, which are crucial in producing professional-standard graphic outputs.

Furthermore, the program fostered student engagement by promoting digital literacy, creativity, and problem-solving abilities. This is particularly important in the context of the 21st-century learning framework, which emphasizes digital competence as a core skill. Santri were not only trained to use design tools but also encouraged to express their ideas through digital media, thereby cultivating both technical and expressive capacities. However, the study also identified several challenges that hinder the optimal implementation of the program. These include limited access to adequate computer facilities, lack of trained instructors, insufficient institutional support, and limited opportunities for cross-disciplinary collaboration. Such challenges highlight the need for strategic investment in infrastructure, teacher training, and policy support to sustain and expand the program's impact.

Despite these limitations, the presence of supporting factors such as motivated students, competent instructors, and a collaborative school environment contributed positively to the program's outcomes. These elements underscore the importance of holistic support in ensuring the success of digital-based extracurricular programs in Islamic schools. In conclusion, the CorelDRAW extracurricular program has proven to be a valuable tool in equipping santri with relevant digital design skills, aligning with the broader goals of educational digitalization and preparing students for future academic and professional challenges in the digital era.

Conclusion

The implementation of the computer extracurricular program has made students (santri) more actively engaged in the digital world. The program at MA Al Mawadah utilizes a combination of lecture-based and practical methods, with a composition of 40% theory and 60% practice. The assessment of the CorelDRAW extracurricular activities is conducted at the end of the ninth semester through assignments or projects given to the students. The evaluation results indicate that the program is highly effective in enhancing students' skills in designing posters, logos, and pamphlets.

The inhibiting factors of the extracurricular program include limited

facilities and infrastructure, insufficient guidance and supervision, lack of opportunities for interdisciplinary collaboration, and inadequate institutional recognition and support.

The supporting factors of the computer extracurricular program include the availability of adequate facilities and infrastructure, competent instructors, students' motivation and enthusiasm, strong institutional support, and a collaborative and conducive learning environment.

Author Contributions

Muhammad Ilham Prakoso: Conceptualization, Methodology, Writing – review & editing, Supervision, Project administration. **Siskha Putri Sayekti**: Methodology, Writing – review & editing, Investigation.

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Conflict of Interest

The authors declare no conflicts of interest.

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