

ANALISIS PENGGUNAAN DISCORD SEBAGAI PLATFORM PEMBELAJARAN YANG EFISIEN UNTUK MAHASISWA UNIVERSITAS INTERNASIONAL BATAM

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Abstrak

Integrasi teknologi di dunia Pendidikan telah membawa perubahan yang luar biasa dalam beberapa tahun terakhir, dengan platform seperti Discord mendapatkan daya tarik sebagai alat komunikasi dan kolaborasi. Penelitian ini bertujuan untuk menganalisis penggunaan Discord sebagai platform pembelajaran yang efisien bagi mahasiswa Universitas Internasional Batam. Penelitian ini menggunakan metode kuantitatif dengan data yang didapatkan melalui pertanyaan kuesioner yang dibagikan kepada mahasiswa yang berada di Universitas Internasional Batam dan orang yang pernah menggunakan Discord. Penelitian ini bertujuan untuk menilai keefektifan Discord dalam memfasilitasi komunikasi dan kolaborasi dalam komunitas universitas sebagai media pembelajaran yang efisien. Hasil dari penelitian ini menunjukkan bahwa uji validitas dan reliabilitas variabel independen dan variabel dependen tidak dapat diterima untuk memiliki efek signifikan terhadap Dampak Discord.

Kata Kunci: discord, platform pembelajaran, kolaborasi, efisien, efektivitas, kuantitatif

ANALYSIS OF THE USE OF DISCORD AS AN EFFICIENT LEARNING PLATFORM FOR BATAM INTERNATIONAL UNIVERSITY STUDENTS

Abstract

The integration of technology in the field of education has brought about remarkable changes in recent years, with platforms like Discord gaining traction as communication and collaboration tools. This research aims to analyze the use of Discord as an efficient learning platform for students at Universitas Internasional Batam. The study employs a quantitative method with data obtained through questionnaires distributed to students at Universitas Internasional Batam and individuals who have used Discord. The objective of this research is to assess the effectiveness of Discord in facilitating communication and collaboration within the university community as an efficient learning medium. The results of this study indicate that the validity and reliability tests of the independent and dependent variables cannot be accepted as having a significant effect on the impact of Discord.

Keywords: discord, learning platform, collaboration, efficient, effectiveness, quantitative

1. INTRODUCTION

As we know technology has developed rapidly every time, the landscape of education has witnessed a significant transformation of digital in recent years, driven by the integration of technology into learning environments. One emerging platform that has gained considerable attention as a communication and collaboration tool is Discord. Discord originally designed for gaming communities; Discord also offers a wide range of features that can potentially enhance the learning experience for students. This research aims to analyse Discord as an efficient learning platform for students at Batam International University [1].

Writer recognizes the importance of utilizing innovative technologies to support Batam

International University in teaching effectiveness and learning practices. As the educational landscape continues to evolve, it is crucial to explore the potential benefits of Discord in fostering engagement, collaboration, and knowledge sharing among students. The Discord application function similarly to teleconferencing platforms like Skype, Zoom, and Google Meet. However, Discord stands out with its user-friendly design, simplicity, and accessibility across various devices. It offers convenient features such as Text Channels for text-based conversations and Voice Channels for voice notes, voice calls, and video calls. As the Discord app evolved, it fostered the growth of online communities, including a film community where movie enthusiasts gather to engage and exchange stories [2].

However, there are some difficulties that might occur with the use of these applications while using other learning platform. Some of the difficulties are the technical problems like unsupported devices, slow internet connection that student has faced. There is also another difficulty experienced by most of the students in online learning is the usage of the quota that used because of video conferencing. All these difficulties can be cleared by using Discord, which is a simple communication platform that offers a wide range of features that suitable as learning platform. [3].

There are also some problems and goals that writer aim to solve and to know from this study such as what do the users do when using Discord, how to make Discord useful as a learning platform, why users like to use Discord compared with others platform and Can using Discord as a learning platform have a positive impact or negative impact for users.

The top objective of this analysis is to assess how Discord can serve as an efficient learning media for Batam International University students. It is involves evaluating the various features and functionalities that Discord given which can be harnessed to facilitate effective communication, collaboration, and information exchange within the university community. Additionally, this study also seeks to identify potential challenges and limitations associated with the use of Discord as an educational platform. Through an examination of student experiences, google forms responses, feedback, data on engagement and participation, this analysis seeks to provide a comprehensive understanding of how Discord can contribute to creating enriched learning environment at Batam International University [4].

2. LITERATURE REVIEW

2.1. Discord

Discord is an application that servers as a communication tool widely used by gamers. Discord was created by programmer from United States named Jason Citron. Discord was first released and launched to public in May 2015, it offers various features to enhance and optimizer communication. It enables smooth interaction through features like text messaging, image sharing, audio sharing, video sharing, and even screenshot sharing which can facilitate real-time interactions among students, promoting active engagement and fostering a sense of community within online and hybrid learning environments [5].

By having features that provided by Discord throughout group chats, voice channels, and file sharing capabilities, Discord also provides a platform for students to engage in collaborative activities like group projects, resource sharing, and peer-to-peer learning. The interactive environment not only encourages teamwork but also enables student to collectively take challenges, solve problems,

exchange ideas, create meaningful learning experiences, and construct knowledge collaboratively. The Discord bot is also proving to be particularly effective for everyone as a means of communication. It's no wonder that Discord sees a high number of monthly downloads, give its popularity among gamers. But there is also a web version of Discord which offers an array of impressive features, including channels, streaming, services, and video calling. Moreover, users can create multiple channels within a server, adding to the application's versatility[6].

2.2. Media Learning

Media Learning or we could say Learning Media, can broadly defined as a tools or resources that assist in the facilitation of the learning process that happen. It encompasses various forms of support that contribute to effective teaching and learning, whether it be in a physical classroom (offline), or even by internet (online). The development of learning media has seen a lot of improvement especially since the Covid-19 pandemic, as there has been a growing need for social distancing and online learning to prevent the potential spread of the virus [7]

2.3. Effective Learning

Active involvement plays a major role in successful effective learning. Discord offers a medium where students can engage proactively, contributing to discussions, seeking clarifications, and promptly receiving feedback from both peers and educators. The interactive features of Discord have the potential to amplify student involvement, elevating their motivation, and fostering a greater sense of contentment throughout their academic process[8].

3. RESEARCH METHODOLOGY

This research uses quantitative approach, this research aims to thoroughly explain, and evaluate the effectiveness of Discord as a learning platform in Batam International University. Qualitative descriptive is a method that commonly used in straightforward quantitative research, which focuses on creating a descriptive analysis that follows inductive path. This approach aligns with the goals of quantitative research which leading the formulation and conclusions based on the data that are collected.

As you can see from the Quantitative Research Design, there are steps that need to be taken which started from creating a research question, variables, hypotheses, and sampling. All these data will be collected and analyse using SPSS and from SPSS we will test the validity and reliability of our data that collected and will use Multiple Linear Regression method using two independent variables and one dependent variable



Figure 1. Quantitative Research Design

This research involves surveying every college student in Batam International University and people who have used Discord before. The data collection process entails the distribution of questions using Google Forms as a media to distribute it. The collected data will be subjected to analysis using a descriptive model.

Below are the questionnaire questions that are distributed to every college student in Batam International University and people who have used Discord.

Table 1. Questionnaire Questions

No	Questions
1	Are you familiar with the Discord application?
2	Have you used Discord before?
3	What purposes do you typically use the Discord application for?
4	Do you find Discord helpful in increasing user efficiency?
5	Do you believe Discord contributes to user productivity?
6	Do you find the Discord application interface user-friendly?
7	Do you think the features in the Discord application are extensive?
8	Is Discord easy to navigate?
9	Is Discord user-friendly for beginners?
10	Is Discord easy to remember how to use?
11	Do you consider Discord a user-friendly learning tool?
12	Do you believe Discord enhances learning efficiency compared to other platforms?
13	Are users generally satisfied with using the Discord application?
14	Do you find using the Discord application enjoyable?
15	Is the Discord application comfortable to use?

4. RESULTS AND DISCUSSION

4.1. Variables

Independent variables are those whose values have an impact on other variables. For examples, factors like age, gender, current smoking habits, LDL cholesterol levels, and blood pressure are considered independent variables due to their influence on other factors [9].

Dependent variables are reliant on independent variables; they represent the outcomes or results influenced by the independent variables. They're also known as criterion, outcome, or effect variables because they reflect the impact of the independent variables [10].

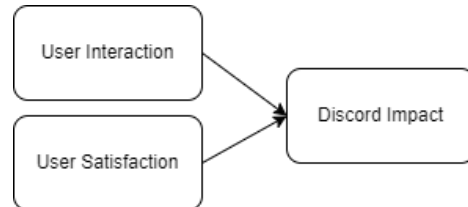


Figure 2. Independent Variables and Dependent Variables

From the image above we can see that in this research we use two Research Hypothesis which is:

H1: User interaction has a significant effect on Discord Impact.

H2: User satisfaction has a significant effect on Discord Impact.

4.2. Validity Test

Validity test is a procedure that used to assess the extent to which a particular measurement or assessment tool accurately measures what it is intended to measure. In other words, validity refers to the degree to which an instrument or method measures. For this research, validity test is carried out using 50 responses collected. This validity test is to test whether user interaction, user satisfaction and discord impact questions are valid or not valid.

1. If the R value is greater than 0.322 (R table), then its valid.
2. If the R value is less than 0.322 (R table), then it's not valid.

Table 2. User Interaction Validity Test Results

		Correlations				
		User Interaction 1	User Interaction 2	User Interaction 3	User Interaction 4	UITotal
User Interaction 1	Pearson Correlation	1	.744**	.606**	.409**	.832**
	Sig. (2-tailed)		<.001	<.001	.031	<.001
	N	28	28	28	28	28
User Interaction 2	Pearson Correlation	.744**	1	.639**	.468**	.864**
	Sig. (2-tailed)	<.001		<.001	.012	<.001
	N	28	28	28	28	28
User Interaction 3	Pearson Correlation	.606**	.639**	1	.597**	.859**
	Sig. (2-tailed)	<.001	<.001		<.001	<.001
	N	28	28	28	28	28
User Interaction 4	Pearson Correlation	.409**	.468**	.597**	1	.750**
	Sig. (2-tailed)	.031	.012	<.001		<.001
	N	28	28	28	28	28
UITotal	Pearson Correlation	.832**	.864**	.859**	.750**	1
	Sig. (2-tailed)	<.001	<.001	<.001	<.001	
	N	28	28	28	28	28

** . Correlation is significant at the 0.01 level (2-tailed).

* . Correlation is significant at the 0.05 level (2-tailed).

From the user interaction validity test results based on data attached to the table 2 shows that:

User Interaction 1: The total value of the validity test results is 0.832, counted as valid as the result is greater than 0.322.

User Interaction 2: The total value of the validity test results is 0.864, counted as valid as the result is greater than 0.322.

User Interaction 3: The total value of the validity test results is 0.859, counted as valid as the result is greater than 0.322.

User Interaction 4: The total value of the validity test results is 0.750, counted as valid as the result is greater than 0.322.

All the questions are R Value are greater than 0.032 (R Table) which shows that the questions that given are valid.

Table 3. User Satisfaction Validity Test Results

		Correlations				
		User Satisfaction 1	User Satisfaction 2	User Satisfaction 3	User Satisfaction 4	USTotal
User Satisfaction 1	Pearson Correlation	1	.627**	.806**	.462*	.868**
	Sig. (2-tailed)		<.001	<.001	.013	<.001
	N	28	28	28	28	28
User Satisfaction 2	Pearson Correlation	.627**	1	.792**	.402*	.850**
	Sig. (2-tailed)	<.001		<.001	.034	<.001
	N	28	28	28	28	28
User Satisfaction 3	Pearson Correlation	.806**	.792**	1	.331	.871**
	Sig. (2-tailed)	<.001	<.001		.085	<.001
	N	28	28	28	28	28
User Satisfaction 4	Pearson Correlation	.462*	.402*	.331	1	.700**
	Sig. (2-tailed)	.013	.034	.085		<.001
	N	28	28	28	28	28
USTotal	Pearson Correlation	.868**	.850**	.871**	.700**	1
	Sig. (2-tailed)	<.001	<.001	<.001	<.001	
	N	28	28	28	28	28

** Correlation is significant at the 0.01 level (2-tailed).
* Correlation is significant at the 0.05 level (2-tailed).

From the user satisfaction validity test based on data attached to the table 3 shows that:

User Satisfaction 1: The total value of the validity test results is 0.868, counted as valid as the result is greater than 0.322.

User Satisfaction 2: The total value of the validity test results is 0.850, counted as valid as the result is greater than 0.322.

User Satisfaction 3: The total value of the validity test results is 0.871, counted as valid as the result is greater than 0.322.

User Satisfaction 4: The total value of the validity test results is 0.700, counted as valid as the result is greater than 0.322.

All the questions are R Value are greater than 0.032 (R Table) which shows that the questions that given are valid.

From the discord impact validity test results based on data attached to the table 4 shows that:

Discord Impact 1: The total value of the validity test results is 0.751, counted as valid as the result is greater than 0.322.

Discord Impact 2: The total value of the validity test results is 0.849, counted as valid as the result is greater than 0.322.

Discord Impact 3: The total value of the validity test results is 0.809, counted as valid as the result is greater than 0.322.

Discord Impact 4: The total value of the validity test results is 0.891, counted as valid as the result is greater than 0.322.

All the questions are R Value are greater than 0.032 (R Table) which shows that the questions that given are valid.

Table 4. Discord Impact Validity Test Results

		Correlations				
		Discord Impact 1	Discord Impact 2	Discord Impact 3	Discord Impact 4	DiTotal
Discord Impact 1	Pearson Correlation	1	.415*	.389*	.592**	.751**
	Sig. (2-tailed)		.028	.041	.001	<.001
	N	28	28	28	28	28
Discord Impact 2	Pearson Correlation	.415*	1	.688**	.736**	.849**
	Sig. (2-tailed)	.028		<.001	<.001	<.001
	N	28	28	28	28	28
Discord Impact 3	Pearson Correlation	.389*	.688**	1	.648**	.809**
	Sig. (2-tailed)	.041	<.001		<.001	<.001
	N	28	28	28	28	28
Discord Impact 4	Pearson Correlation	.592**	.736**	.648**	1	.891**
	Sig. (2-tailed)	.001	<.001	<.001		<.001
	N	28	28	28	28	28
DiTotal	Pearson Correlation	.751**	.849**	.809**	.891**	1
	Sig. (2-tailed)	<.001	<.001	<.001	<.001	
	N	28	28	28	28	28

* Correlation is significant at the 0.05 level (2-tailed).
** Correlation is significant at the 0.01 level (2-tailed).

4.3. Reliability Test

Reliability testing is a process used to assess the consistency, stability, and repeatability of a measurement or assessment tool. In other words, reliability refers to the extent to which a measurement instrument produces consistent results when applied repeatedly under the same conditions. For this research, reliability test is carried out using 45 responses collected. This reliability test is to test whether respondent's answers on user interaction, user satisfaction and discord impact are consistent and reliable using the following formula:

1. If the Cronbach Alpha value is greater than 0.6 then is reliable.
2. If the Cronbach Alpha value is less than 0.6 then is not reliable.

Table 5. User Interaction Reliability Test Results

Reliability Statistics	
Cronbach's Alpha	N of Items
.845	4

From the user interaction reliability test results based on data attached to the table 5 shows that:

User Interaction: The Cronbach alpha value result is 0.845, which is greater than 0.6. So, the questionnaire is reliable.

Table 6. User Satisfaction Reliability Test Results

Reliability Statistics	
Cronbach's Alpha	N of Items
.829	4

From the user satisfaction reliability test results based on data attached to the table 6 shows that:

User Satisfaction: The Cronbach alpha value result is 0.829, which is greater than 0.6. So, the questionnaire is reliable.

Table 7. Discord Impact Reliability Test Results

Reliability Statistics	
Cronbach's Alpha	N of Items
.834	4

From the discord impact reliability test results based on data attached to the table 7 shows that:

Discord Impact: The Cronbach alpha value result is 0.834, which is greater than 0.6. So, the questionnaire is reliable.

4.4. Regression Test

Regression testing refers to a method used to access the relationship between two or more variables by fitting a regression model to the data. The goal is to understand how changes in one variable are associated with changes in in another variable and to make predictions or draw inferences based on this relationship. This regression test using User interaction, User satisfaction as independent variables and Discord Impact as dependent variable.

Table 8. Coefficient of Regression Testing Results

Model		Coefficients ^a				t	Sig.	Collinearity Statistics	
		Unstandardized Coefficients B	Std. Error	Standardized Coefficients Beta	Tolerance			VIF	
1	(Constant)	.618	.510		1.212	.237			
	UI	.237	.182	.255	1.306	.203	.368	2.716	
	US	.584	.193	.589	3.019	.006	.368	2.716	

a. Dependent Variable: DI

From the coefficient of regression testing results will determine the hypothesis based on the following formula:

1. If the significance value (Sig) is less than 0.05, then it means that the independent variable (UI & US) has a significant effect on the dependent variable (DI)
2. If the significance value (Sig) is greater than 0.05, then it means that the independent variable (UI & US) has no significant effect on the dependent variable (DI)

From the data attached to the table 8 concluded that:

H1: User interaction (UI) has a significant effect on Discord Impact (DI) is unacceptable as the significant value (Sig) is 0.203 which is greater than 0.05.

H2: User satisfaction (US) has a significant effect on Discord Impact (DI) is unacceptable as the significant value (Sig) is 0.006 which is greater than 0.05.

Table 9. Model Summary Results

Model Summary ^b						
Model	R	R Square	Adjusted R Square	Std. Error of the Estimate	Durbin-Watson	
1	.806 ^a	.650	.622	.40423	1.833	

a. Predictors: (Constant), US, UI

b. Dependent Variable: DI

From the table 9 above we can conclude that:

1. R Square result is 0.650,
2. Adjusted R Square result is 0.622,
3. Durbin-Wattson result is 1.833.

5. CONCLUSION

The result of this research shows that the validity and reliability test of independent variables and dependent variables are confirmed for its validity and reliability of the questionnaire given in this research. The user interaction and user satisfaction variable are proven to not unacceptable for having a significant effect on Discord Impact. Although it shows that hypothesis regarding the significant impact of user interaction and user satisfaction on Discord Impact were not supported by the data. However, these findings contribute to a deeper understanding of the factors influencing Discord Impact as learning platforms in Batam International University within the scope of this research.

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