

Evaluation of Discord as an online platform for Organizational Events of Letran-Bataan: Basis for Communication Development.

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ABSTRACT

This research study seeks to determine the evaluation of Discord as an online platform for organizational meetings and events. The primary objective of this study is to identify the variables that affects the evaluation of the respondents and whether there is a relationship between demographical variables and the evaluation of Discord. The study is limited in incorporating the members of Society of Psychology of Colegio de San Juan de Letran-Bataan as the primary sample size of the research. A simple random sampling was utilized to determine the sample size of the research paper. The common data present within the research study is that Discord is primarily viewed as communication platform that provides satisfactory features. Overall, this research study constitutes the inclusion of providing information about the variables that can be connected to Discord evaluation.

Keywords: *online communication, communication platform, discord application, evaluation, degree of satisfaction*

INTRODUCTION

Over the years, many aspects of the lives of the people have been altered as the result of technological advancements. The tasks that people used to put a lot of work into have become much more accessible and simpler. Long-distance communication has progressed significantly over time. The telegraph evolved from written mail, the telephone evolved from mail, the cellphone evolved from the telephone, and the cellphone evolved into the smartphone. Consequently, another foundation of the development of the communication process of the modern era is the creation of the internet. The internet became one of the main forms of communication used today since it enables people to transfer and receive messages no matter where they are or what time the message is being transmitted (Rogers, 2019). It delivered a significant change in the accessibility of sharing information through the use of different modes of communication. (Lemy, 2020) Moreover, the creation of the internet paved the way for the formation of various communication tools commonly used including the use of emails, audio and video conferencing tools, and social media.

The development of the video technology first started in the latter half of the 1920s in the United Kingdom and the United States. The first video conference technology dates back to the audio wires of the 1870s and Bell Lab's video phone in 1927, which has adapted and evolved into the modern video conference of today. The tools and platforms available to people for video communication generally work in more or less the same ways, though the details of features and benefits will vary somehow. As of

the present, the use of advancement of technology in terms of video conferencing has been prominent due to the new educational system that has been developed as an alternative to traditional classes.

On December 31, 2019, World Health Organization (WHO) was informed of cases of pneumonia of unknown causes in Wuhan, China. This virus, known as the COVID-19 virus, has quickly spread throughout the different parts of the world, affecting the everyday lives of all the people. Accordingly, this is when the implementation of the use of online video conferencing tools as the primary mode of communication in an educational setting. The COVID-19 pandemic has affected the process in which normal activities around the world are performed, which includes the sudden shift of the method used in terms of learning and education (Baber, 2020). Moreover, this also gave rise to the various video conference tools used in online learning such as Zoom, Google Meet, and Discord. The online communication platform is commonly used in an educational setting and meetings for organizational events.

After its launch in 2015, Discord became a popular group-chatting program that was designed to let gamers form groups and communicate. However, that is not all. Discord is a free online chat program that may be accessed by a web browser, computer software, or a mobile application. It competes with Skype, Slack, and TeamSpeak, among other programs, but because of its easy-to-learn features and immediate accessibility, Discord has become a go-to platform for many instructors. Students started to utilize the system for socializing, finding study partners, and other community-building activities after a sufficient mass of students had joined. The use of this technology has been significantly higher than that of

other online communication platforms used in the past. With approximately 250 majors, there are currently 261 users subscribed to the server, with users actively posting messages every day. Students have reported positive experiences with the platform. To further facilitate tutoring in the future, they implemented bots and web tools for the platform to make it easier to share and run snippets of code (Mock, 2019).

Since the messages are kept in a public archive, other students could review them at their convenience to see if any information discussed may help them as well. This helps to prevent the same questions from being asked by multiple students to the instructor. In response to these concerns, this research examines the possible utilization of Discord, an android-based application, as a digital platform for conducting online teaching and learning. Regardless of the potential benefits, this research also highlighted a number of difficulties. As stated in the findings of a recent study, the use of Discord provides instructors and students with practical insight for aiding online learning activities, since the Discord program allows them to experience a new subtlety of remote learning (Wahyuningsih & Baidi, 2021). Discord is not only suitable for gaming and socializing, but also for academic purposes. Apart from using it as an online platform, it can also be used for organizational meetings and events.

Given the rise in popularity of the use of online conference instruments as a tool to promote synchronous learning and online meetings in organizational events amidst the pandemic, there has still been an absence of related literature that directly deals with the evaluation of the Discord application as an online communication platform for organizational meetings. Moreover, it is also yet to be classified what the degree of satisfaction of the use of The Society of Psychology Students of Letran-Bataan when it comes to their use of Discord. For that reason, the research study aims to provide an outlook towards the evaluation of college students of Colegio de San Juan de Letran-Bataan, more specifically The Society of Psychology Students, towards their use of Discord in their organizational meeting. Furthermore, the research aims to determine (1) the demographics of the respondents in terms of their age, gender, devices used, and form of internet connectivity; (2) the perceived degree of satisfaction of The Society of Psychology Students of Letran-Bataan in using Discord as an online platform; (3) the evaluation of Discord as an online platform for organizational events of Letran-Bataan; and (4) if there is any significant difference in the evaluation of The Society of Psychology Students on Discord when grouped according to their age, gender, devices used, and form of internet connectivity.

The significance of this study incorporates the discovery of how college students in Letran-Bataan, or to be more specific the members of The Society of Psychology Students, perceive Discord as an online platform in their organizational

meetings and events. The findings of this study aim to provide significant insights on how well received Discord is as an online platform, and to determine how it can provide benefits towards the students' experiences in online meetings. Moreover, the research study also aims to incorporate its significance towards the teachers, the school administrators, and the parents of the students. For the teachers, the research will benefit by providing an insight into how the students perceive Discord as an online platform and can formulate necessary arrangements in accordance to how they facilitate organizational meetings. For the school administrators, the findings of this research study will provide them with information and data that can help them plan the best strategy with regards to how they handle the online learning environment. For the parents, the findings of this study will provide them background information regarding the online platform that is being used by their children in their meetings and events.

Theoretical Background

There are two theories which have been determined by the researchers that can be related to the evaluation of Discord as an online platform, the Technology Acceptance Model (TAM) and the Theory of Planned Behavior. The Technology Acceptance Model (TAM) encompasses the analysis of the perceived ease of use and perceived usefulness of a particular technology, resulting in either a positive or negative impact on the attitude of a person towards it depending on the two variables that have been stated (Kim, Kim, & Han, 2021). Furthermore, TAM can be utilized in determining the individual perception of modern technologies utilized in an educational setting. The concept presented by TAM can be utilized by the researchers in analyzing the evaluation of Discord as an online platform in organizational meetings and events. Moreover, Kim et al. (2021) have determined that the Theory of Planned Behavior (TPB) suggests that subjective norms, which are when individuals perceive that others perceive them to engage in a certain behavior, and perceived behavioral control to be used as variables in behavioral intention. This theory has been utilized in comprehending student acceptance towards online learning, which consequently opens the idea of it being used to understand how Discord influences the attitude and behavior of members of Society of Psychology Students of Letran-Bataan.

Review of Related Literature

According to Wulanjani (2018), Discord is basically described as a voice, text, and video communication application that is commonly used by gamers in order to create groups and communicate with each other. It can be easily compared to different communication platforms such as Skype which offers video call as a method of online communication and Slack which shares the same similarities with Skype and Discord in terms of functionality (Wahyuningsih, 2021; Plantilla, 2020). Discord supports various

means of online communication, which includes voice and text chats, video calls, and screen sharing functions, all of which are managed and utilized through the use of servers and channels. To be concise, Dayana et al. (2020) stated that Discord is a complete platform which synthesizes functions and services of other online communication platforms such as Zoom, Google Meet, and WhatsApp.

Advantageous Communication Features

Discord is an online platform that has a primary function of acting as a communication tool for gamers, which explains how they possess communication tools that help their user in delivering a message to another user. It contains a lot of technical functions that revolve around transferring information which is greatly utilized by the current generation, through gaming or learning. According to Lacher & Biehl (n.d), Discord has a feature wherein it keeps a record of all the conversations of a channel which can enable students to have access to discussions and meetings that they have missed and still understand the current happenings inside the group. In their follow up survey, they discovered that the students are satisfied with the functions of Discord when it comes to facilitating their group. Furthermore, the students elaborated that the main reason why they are satisfied with Discord is that how easy it is to understand and how well it acts as a communication platform towards their group mates.

Interactive Participation and Socialization

Discord delivers a wide range of functions which stimulates the engagement of students when it comes to communicating with their teachers and fellow classmates during an online conference. According to a survey conducted by Ardiyansah, Batubara, & Auliya (2021), 86.2% of the responding students responded that they were satisfied with how well Discord facilitates feedbacks and interaction between them and their teachers during an online discussion, and 83.47% of the students stated that they became much more engaged with paying attention to the lecture due to the interactive communication functions of Discord. Moreover, the effectiveness and efficiency of the conduction of online conferences can be achieved through the use of various Discord functions such as chatting, sharing screen, synchronous activities, and video call facilities (Barnad, 2020). These functions can be utilized in conducting online meetings and discussions which ensures that the students are actively involved throughout the whole process. As observed by another survey conducted by Walunjani (2018), the majority of the students enjoyed and felt enthusiastic when conducting their online lectures in Discord.

Data Management

According to Plantilla (2020), another aspect of Discord that can be useful when it comes to promoting it as an online communication platform for students is that it does not consume too much data or require high-end internet speed for it to observe optimal performance. Audio calls in Discord can still be accessed through minimal internet speed and only consumes less than 60mb (megabytes) every 3 hours. This is further determined by the survey conducted by Barnad (2020) where the given feedback of the students about Discord is that they can operate the application for chatting, voice calls, screen sharing, and video calls with only a few internet quotas. Moreover, the research study of Dayana et al. (2020) made a comparison of the data consumption of different online communication platforms (Zoom and Google Meet) and Discord, stating that Zoom and Google Meet takes up 1.2 and 10 mbps (megabytes) respectively, while Discord only takes up about 60kbps (kilobytes).

Overall Features of Discord

Discord delivers a platform that incorporates the use of audio and video conferences to open up the process of communication through online means. According to a study conducted by Wahyuningsih (2021) about the majority of the respondents, including both teachers and students, are unfamiliar with the functions and the utilization of Discord as an online platform. In terms of technicality and complexity, Discord is well suited to cater the technological knowledge of those who are in a younger generation, but to those who lack the ability to adapt to these advancements, Discord will prove to be a hard platform to manage or utilize properly. Consequently, this unfamiliarity can affect the process of communication between students and teachers, which significantly impacts how well they can incorporate the idea of conducting online discussions through Discord.

Though Discord can be a positive space for learning and other organizational purposes, there are also aspects of it you should be wary of. According to Defend Young Minds (2021), Discord can be a cesspool of pornography and exploitation. Because Discord is centered on private groups, it has a shady side: criminal behavior, racial supremacy, and child pornography are all represented on the network. The company recently tried to remove the pornographic groups within Discord, specifically on Apple devices, but you can still find it on Android and Windows.

Research Framework

Figure 1: Conceptual Framework



The conceptual framework of the research encompasses three variables that the researchers have determined to encounter throughout the conduction of the study. The researchers will establish the conduction of the research study through the comparison of the independent: (1) the demographics variables of the respondents, and the dependent variable: (1) degree of satisfaction of The Society of Psychology Students (PsychSoc) of Letran-Bataan in using Discord as an online platform, and (2) evaluation of Discord as an online platform for organizational events of Letran-Bataan.

The figure above elaborates how the demographic variables of the members of the Society of Psychology Students Letran-Bataan in terms of their (1) age, (2) gender, (3) device used, and (4) form of connectivity affects their perceived degree of satisfaction in using Discord as their online platform, which consequently affects their evaluation of Discord as an online platform. Their evaluation of Discord will be based on four (4) variables: (1) advantageous communication/meeting features, (2) interactive participation and socialization, (3) data management, and (4) disadvantages of discord.

Hypothesis

H₀= there is no significant difference in the evaluation of The Society of Psychology Students on Discord when grouped according to their gender, age, device used, and form of connectivity.

METHODOLOGY

Research Design

The research study utilized the use of correlational research design in approaching the conduction of the study in order to satisfy the objectives that the research aims to accomplish, specifically in defining the relationship of the dependent and independent variable of the study, the demographic variables of the respondents, and the evaluation of Discord as an online platform. The correlational research design is used in a study when the goal of the research is to determine the relationships of two or more variables that are present in the research study (Curtis, Comiskey, & Dempsey, 2016). The researchers have determined the implementation of this research design in order to fulfill the objectives of the research study, which is to establish the demographics of the respondents in accordance to their (1) age, (2) gender, (3) device used, and (4) form of connectivity, assess how the evaluate Discord as an online platform for Organizational Events of Letran-Bataan be described in terms of: (1) advantageous communication/meeting features, (2) interactive participation and socialization, (3) data management, and (4) disadvantages of Discord, and to determine whether there is a significant difference

in the evaluation of The Society of Psychology Students on Discord when grouped according to their age, gender, device used, and form of connectivity.

Research Instrument

The researchers made use of a research-made questionnaire as the primary research instrument of the study as a means to obtain quantitative data for the results of the research study. The research-made questionnaire that were utilized by the study were made by the researchers themselves and tackled the variables that were established in assessing the evaluation of the members of Society of Psychology Students of Letran - Bataan towards Discord as an online platform, specifically dealing with themes such as: (1) advantageous communication features, (2) interactive participation and socialization, (3) data management, and (4) disadvantages of Discord. Moreover, the researchers utilized the use of the 5-point Likert scale which ranges the responses of the respondents from 1 (not satisfied) to 5 (very satisfied). The questionnaire used provided the necessary statistical data of the evaluation of the members of the Society of Psychology Students Letran-Bataan on Discord as an online platform for Organizational Events. Additionally, the questionnaire was divided into two parts, the first seeking to determine the demographics of the respondents such as their sex and age, while the second one focuses on determining the evaluation or satisfaction of the respondents on Discord based on the variables that the researchers used. The gathered responses from the respondents were used in formulating the findings of the research study, determining whether their demographics affects their satisfaction towards the use of Discord.

Sample and Study Site

The researchers aim to gather data from the college students of Colegio de San Juan de Letran-Bataan, specifically those who belong to the members of the Society of Psychology Students as they are the organization who uses Discord in their organizational meetings and events. They are composed of students of various year levels, with different demographic variables, namely their age and gender, which is suitable in tackling the primary objectives of the study. Consequently, the number of the population of the respondents is 30 based on the number of students enrolled in Letran Bataan that makes the members of the Psychology Society.

The sampling technique that was utilized by the researchers was the simple random sampling, wherein the researchers randomly selected the samples from within their targeted population without analyzing any specific criteria. This correlates with the statement of Horton (2021) stating that simple random sampling holds the greatest chance of creating a balanced set without any form of bias which is perfect in representing the data of the group as a whole. Consequently, since the research study only aims to seek those who are within the Society of Psychology Students Letran-Bataan, the researchers have decided to only pick a random sample from the population. Moreover, through the use of this type of sampling technique, the researchers can avoid any interference with the data gathered since the only variables that they need to assess are the demographic profile of their respondents.

Data Gathering

Prior to the conduct of the research study, the researchers first underwent the process of formulating their research instrument, the research-made questionnaire, and asked for the validation of professionals before using it as their research instrument. The researchers then asked the permission of the university, Colegio de San Juan de Letran-Bataan, to conduct the research study and asked for the list of the determined population of the study, in this case the members of the Society of Psychology Students. Moreover, the researchers also asked the permission for the conduction of the data collection from the targeted respondents, specifically the supervisor of PsychSoc. After receiving the validation and permission from the concerned officials, the researchers then proceeded to distribute their research-made questionnaires through email. The respondents were given a time span of two to four days in order to accomplish the distributed questionnaires.

Ethical Considerations

The researchers aim to conduct a study that displays credibility, integrity, and confidentiality when it comes to handling the data that they gathered throughout the research study. Before conducting the quantitative research, the researchers first formally forwarded a request to the Colegio in order to obtain their permission in conducting the research study. This was done through the use of a formal letter that displayed the request of the researchers to include the students from the school’s collegiate department as the primary population that was used for the data gathering of the study. Furthermore, prior to answering the research-made questionnaire, the researchers provided detailed information regarding their research study and its objectives, and then asked if the respondents are willing to participate in the study. Additionally, a debriefing was also conducted after the survey, providing to the respondents the general purpose of the survey to the research study. At the end of the survey, the researchers also gave information as to how the data that they obtained was used and handled, giving assurance that they were held with utmost confidentiality. This is in accordance with complying to the Data Privacy Act of 2012, to ensure the protection of individuals from any form of unauthorized processing regarding their personal information.

Data Analysis

The Statistical Package for the Social Sciences (SPSS) version 25, an online statistical software, was utilized by the researchers to properly conduct the analysis of the results of the research study. A significance level of 0.05 and the confidence level of 95% was used in order to determine the significant relationship between the demographic variables of the respondents, their age, gender, device used, and form of internet connectivity, and their evaluation of Discord as an online communication platform for their organizational events and meetings. Furthermore, the researchers set the confidence level at 95% and the level of significance at 5% to make up for the probability of being incorrect which is 5% (Potter, 1994).

RESULTS

The responses received from the respondents were given to and analyzed by a professional statistician, prompting a more detailed and authentic analysis of the given data. Furthermore, each

data obtained from the respondents of the study are determined to answer the statement of the problem, particularly: determining (1) the demographics of the respondents in terms of their age, gender, devices used, and form of internet connectivity (2) the perceived degree of satisfaction of The Society of Psychology Students of Letran-Bataan in using Discord as an online platform, (3) the evaluation of Discord as an online platform for organizational events of Letran-Bataan, and (4) if there is any significant difference in the evaluation of The Society of Psychology Students on Discord when grouped according to their age, gender, devices used, and form of internet connectivity.

Gender	Frequency	Percent
Male	9	45
Female	11	55
Total	20	100

Table 1. Demographic profile according to gender

The table above indicates that nine (9) of the respondents of the study were male which constitutes 45% of the total amount of respondents while eleven (11) of the respondents were female which makes up 55% of the total number of respondents. This totals to twenty (20) as the total sample size of the research study.

Age	Frequency	Percent
19	2	10
20	2	10
21	8	40
22	6	30
24	1	5
28	1	5
Total	20	100

Table 2. Demographic profile according to age

The table above reveals that among the respondents who agreed to take part in the survey questionnaire, two (2) respondents were 19 years old which is equivalent to 10% of the total sample size. This is followed by another two (2) respondents who aged 20 years old, similarly making the 10% of the total sample size. Eight (8) respondents were aged 21 years old which takes up the majority of

the total respondents, being equivalent to 40% of the total sample size. Following this, six (6) respondents make up the age group of 22 years old, totaling to 30% of the overall respondents. One (1) respondent was determined to be included in the 24 years old age group, while another one (1) was identified to be 28 years old. Each of the two-age group corresponds to 5% of the overall respondents.

Devices	Frequency	Percent
Laptop	8	40
Desktop	4	20
Smartphone	8	40
Tablet	0	0
Total	20	100

Table 3. Demographic profile according to device used

The table above depicts the demographic profile of the respondents, particularly the college students of Letran – Bataan that are members of The Society of Psychology Students (PsychSoc) and participated in the survey questionnaire, according to the devices they use. According to the table, eight (8) respondents use laptop when it comes to utilizing the Discord application, making up 40% of the total respondents of the research. Subsequently, four (4) of them incorporates the use of a Desktop when using Discord, which is equivalent to 20% of the sample size. Respondents who use their smartphone takes up the remaining 40% of the total sample size, as similar to laptop users, they also incorporate 8 of the respondents of the survey questionnaire. Lastly, there are no respondents who use tablet in utilizing Discord, since zero (0) respondent identified its usage in the survey of the research study, equating to 0% of the total sample size.

Internet Connection	Frequency	Percent
Prepaid	8	40
Postpaid	7	35
Broadband	5	25
Total	20	100

Table 4. Demographic profile according to internet connectivity

The table above demonstrates the internet connectivity that the respondents use in facilitating online actions, including the use of Discord in communication in private or school setting. As stated by the table, 40% of the total sample size uses prepaid internet connection as their main source of internet connectivity, equaling to eight (8) respondents in total. Seven (7) respondents identified their use of a postpaid type of internet connectivity. They make up 35% of the total respondent of the research study. Lastly, the remaining 25% of the total sample size are made up by respondents who use the broadband type of connection, totaling to about five (5) of the respondents.

Indicate how you would evaluate the utility of Discord based on its...	Mean	Interpretation
1. capacity for the organization of messages.	4.05	Satisfied
2. ability to record messages.	3.65	Satisfied
3. specific features for note taking.	3.6	Satisfied
4. specific features for searching for messages.	3.65	Satisfied
5. overall quality of the audio and video conferencing.	4.25	Strongly Satisfied
6. simplicity when it comes to communication features.	3.35	Neutral

Table 5. Perceived degree of satisfaction in using Discord as an online platform

Table 5 constitutes the data gathered from the respondents that are related to their perceived degree of satisfaction in using Discord as an online platform. As can be seen from the table above, the first (1st) statement to the fourth (4th) statement, namely: the evaluation of Discord based on its (1) capacity for the organization of messages; (2) ability to record messages; (3) specific features for note taking; and (4) specific features for searching for messages, showed relative consistency when it comes to their interpretation. They resulted an average of 4.05, 3.65, 3.6, 3.65 respectively which constitutes the interpretation of satisfied as the result of the evaluation of the respondents in those particular statements. Statement number five (5) which dictates the evaluation of Discord based on its overall quality of the audio and video conferencing,

resulted in a 4.25 mean from the responses of the respondents which constitutes the given strongly satisfied in its interpretation. Lastly, the mean of the sixth (6th) statement resulted in 3.35 which is interpreted as neutral.

Statement	Mean	Interpretation
1. I am more willing to participate in the conference while using Discord	3.05	Neutral
2. I am more willing to contribute to the ideas presented in the meeting held in Discord.	3.4	Neutral
3. I socialize well with the other members while using Discord.	3.5	Agree
4. I avoid doing other things such as playing games while in a Discord meeting.	3.4	Neutral
5. I interact better with the facilitators or officers in Discord.	2.95	Neutral
6. I am more enthusiastic while being part of a conference in Discord.	3.05	Neutral
7. I have only consumed a small amount of data while using Discord in online conferences.	3.5	Agree
8. I was still able to use Discord despite having a weak signal.	3.55	Agree

9. I have used the different features of Discord with only a few consumed internet data.	3.3	Neutral
10. I am satisfied with the data consumption rate of Discord.	3.7	Agree
11. I have never missed a notification from our Discord group.	2.95	Neutral
12. I have enjoyed the usage of the different features of Discord	3.75	Agree
13. I never get late replies when communicating through Discord.	3.05	Neutral
14. I can utilize the different features of Discord with ease.	2.85	Neutral
15. I never get late replies when communicating through Discord.	3.1	Neutral

Table 6. Evaluation of Discord as an online platform for organizational events

The table above demonstrates the evaluation made by the respondents in assessing Discord as an online platform for organizational events, using the criteria and classifications included in the survey. The first two statements: statement one (1) and two (2), stating “I am more willing to participate in the conference while using Discord” and “I am more willing to contribute to the ideas presented in the meeting held in Discord” respectively are both interpreted as to receive a neutral response from the respondents, resulting in a mean of 3.05 and 3.4 accordingly. Following this, the third (3rd) statement, “I socialize well with the other members while using Discord,” resulted in a mean of 3.5 which constitutes its interpretation as receiving an agree evaluation from the respondents. Statement four (4) to six (6) once again demonstrates similar interpretation with one another as they scored a mean of 3.4, 2.95, and 3.05 respectively, which is included in the neutral section of the interpretation. Statement seven (7), and statement eight (8) with their corresponding mean of 3.5 and 3.55, were interpreted as agree by the respondents. Statement (9), “I have used the different features of Discord with only a few consumed internet data,” resulted in a mean of 3.3 which constitutes its interpretation

as neutral. Consequently, table ten (10) with its 3.7 mean in an interpretation of agree from the respondents. This is followed by statement eleven (11), "I have never missed a notification from our Discord group," which received a neutral interpretation due to the 2.95 mean that was established by the respondents. Statement twelve (12), "I have enjoyed the usage of the different features of Discord," resulted in 3.75 as its mean, which enticed the agree interpretation towards the statement. The last three (3) statements: statement thirteen (13), "I never get late replies when communicating through Discord;" statement fourteen (14), "I can utilize the different features of Discord with ease;" and statement fifteen (15), "I never get late replies when communicating through Discord," demonstrated similar results in their interpretation which is neutral. Each of their means resulted in 3.05, 2.85, and 3.1 respectively based on the responses of the respondents.

		Gender
Evaluation of Discord	Pearson Correlation (r)	-0.428
	p-value	0.06
	N	20

Table 7. Relationship between evaluation of Discord and gender demographic

A Pearson product-moment correlation coefficient was run in order to determine the relationship between the evaluation of Discord and the demographical affiliation of the respondents, particularly the gender demographic. The result of the analysis determined that the Pearson correlation of the two variables is -0.428 ($r=-.428$) and a p-value of 0.06 ($p=.06$) from the total sample size of the research study which is twenty ($n=20$). Furthermore, due to usage of Pearson correlation, it was identified that there was a strong, inverse correlation between the evaluation of Discord and gender demographics, which was determined as statistically not significant.

		Age
Evaluation of Discord	Pearson Correlation (r)	0.094
	p-value	0.694
	N	20

Table 8. Relationship between evaluation of Discord and age demographic

A Pearson product-moment correlation coefficient was run in order to determine the relationship between the evaluation of Discord and the demographical affiliation of the respondents. This table demonstrates the analysis of the correlation between the evaluation of Discord and age demographic. The result of the analysis determined that from the total sample size of twenty ($n=20$), the Pearson correlation of the two variables is 0.094 ($r=.094$) and a p-value of 0.694 ($p=.694$). Moreover, with, it was identified that there was a negligible, direct correlation between the evaluation of

Discord and gender demographics, which was determined as statistically not significant.

		Device Used
Evaluation of Discord	Pearson Correlation (r)	-0.24
	p-value	0.307
	N	20

Table 9. Relationship between evaluation of Discord and device used

In order to determine the relationship between the evaluation of Discord and device used, Pearson product-moment correlation coefficient was run. The table above demonstrates the analysis of the correlation between the evaluation of Discord and the device used by the respondent. The result of the analysis determined that from the total sample size of twenty ($n=20$), the Pearson correlation of the two variables is -0.24 ($r=-.24$) and a p-value of 0.307 ($p=.307$). Moreover, with, it was identified that there was a weak, inverse correlation between the evaluation of Discord and gender demographics, which was determined as statistically not significant.

		Internet Connectivity
Evaluation of Discord	Pearson Correlation (r)	0.341
	p-value	0.141
	N	20

Table 10. Relationship between evaluation of Discord and internet connectivity

A Pearson product-moment correlation coefficient was run in order to determine the relationship between the evaluation of Discord and the demographical affiliation of the respondents distinguished by the survey questionnaire. The table above displays the correlational analysis between the relationship of the evaluation of Discord and internet connectivity. The result of the analysis determined that the Pearson correlation of the two variables is 0.341 ($r=.341$) and a p-value of 0.141 ($p=.141$) from the total sample size of the research study which is twenty ($n=20$). Furthermore, due to usage of Pearson correlation, it was identified that there was a weak, inverse correlation between the evaluation of Discord and gender demographics, which was determined as statistically not significant.

DISCUSSION

This research study focused on determining the variables that could be correlated to the evaluation of Discord as an online platform for organizational events of Letran-Bataan. The primary

goals of this research study are to determine (1) the demographics of the respondents in terms of their age, gender, devices used, and form of internet connectivity; (2) the perceived degree of satisfaction of The Society of Psychology Students of Letran-Bataan in using Discord as an online platform; (3) the evaluation of Discord as an online platform for organizational events of Letran-Bataan; and (4) if there is any significant difference in the evaluation of The Society of Psychology Students on Discord when grouped according to their age, gender, devices used, and form of internet connectivity, all of which were determined by the responses of the respondents of the study. Through the responses obtained in the data gathering process, the researchers were able to determine the concepts and variables that would tackle the aforementioned objectives.

Based on the responses obtained from the survey questionnaire of this research study, it can be determined that the majority of the respondents perceived the use of Discord and its overall utility to be satisfactory. This can be obtained from the analysis of the research, particularly the fifth (5th) table which focused on the interpretation of the perceived degree of satisfaction in using Discord as an online platform. In particular, using the interpretation from the aforementioned table, it can be determined that most of the respondents showcased a positive degree of satisfaction when it comes to the various components of Discord as the analysis of the responses, particularly statement one (1) to five (5) of the fifth (5th) table, resulted in satisfied and strongly satisfied interpretations, while the lowest being the neutral. This correlates to the study of Lacher & Biehl (n.d) which stated that Discord possesses a feature that enables users to properly communicate with one another such as having access to meetings and discussions that was missed. Furthermore, it is also determined that students particularly enjoy these features because it makes it easier to communicate with their peers.

Majority of the respondent also showed a slight positive impression towards the evaluation of Discord as an online platform for organizational events in their particular organization. This can be analyzed on the sixth (6th) table of this research study, determining that the general respondents provided a neutral outlook when it comes to evaluating Discord as their primary communication platform for their organization, while some aspects were determined to draw on the more positive interpretation. This goes in line with the survey of Ardiyansah, Batubara, & Auliya (2021) which stated that majority of the students have proclaimed a positive evaluation towards Discord due to how well it handles feedbacks and communication between them and their teachers. This is further solidified by a subsequent point of their research study which stated that students were reported to be more engaged while using Discord in their online conference.

From the results that have been gathered and analyzed by the researchers, it has also been determined that there is no significant relationship between the evaluation of Discord and the demographical status of the respondents. Gender, age, device used, and internet connectivity has been determined to have no effects towards their evaluation on Discord.

CONCLUSION

The research objectives and the results of the data gathering process will be the primary basis for the conclusion of the study. Given this concept, the primary objectives of this research study is once again to, determine (1) the demographics of the respondents in terms of their age, gender, devices used, and form of

internet connectivity; (2) the perceived degree of satisfaction of The Society of Psychology Students of Letran-Bataan in using Discord as an online platform; (3) the evaluation of Discord as an online platform for organizational events of Letran-Bataan; and (4) if there is any significant difference in the evaluation of The Society of Psychology Students on Discord when grouped according to their age, gender, devices used, and form of internet connectivity. Due to the analysis of the results of the research, the researchers were able to create a conclusion that tackles the objectives while also keeping the reliability when it comes to the interpretation of the results that was obtained. Based on the results of the study, the researchers therefore conclude that there is no significant relationship between the evaluation of Discord as an online platform in organizational events and the demographical data of the respondents. Gender, age, device used, and internet connectivity does not play a huge role in the analysis and evaluation of Discord in being used for communication. Furthermore, it can also be stated that the positive outlook on Discord should not be related to any of the demographical data of the users but rather what kind of implication does it bring to those who uses it, no matter what kind of traits they possess. This research study focuses on one primary communication platform which has picked up its popularity during the pandemic. As such, it can be determined that this research and the data and information that it would create could be used in improving not only the methods of communication between peers but also providing an alternative in a more practical manner such as its usage in an educational environment such as an organizational meeting. Since Discord has been established as a communication platform that is well received by the students, it can also be pointed out that the expansion of the pool of knowledge regarding it should also expand.

RECOMMENDATIONS

The use of Discord, especially during a pandemic, is something that can be determined as beneficial or important since this research paper has already established that it possesses features that can be provide a lot in terms of communication. With that in mind, it is important to expand the information and variable that can be found within this research paper. Furthermore, since the goal of this research study is to also elaborate and spread-out information regarding one of the primary communication tools that is being used in the present, this can act as a guide or a foundation for the researches of the future researchers. This research study also aims to recommend some degree of protocols or suggestions towards the various branch of the educational system, particularly the students, school, and future researchers.

For the students, this research paper seeks to provide additional information regarding the use of Discord in an educational setting like an organizational meeting. This can become the basis for determining whether Discord provides benefits to its users, or does it hinder their ability when it comes to using online communication tools. As such, the researchers' recommendation to the students is to give the research paper a read and use the information that could be gathered for good applications.

For the school, this research study can open more potential especially when it comes to organizational meetings and events or even classes itself. As such, the researchers would make a recommendation to try and utilize the usage of the Discord application in communication with various groups in school such as a club or an organization. This could not only benefit the school by

providing a well-established communication platform but also promote the quality of Discord to others as well.

For the future researchers, the researchers recommend to further improve and expand the research data that has been gathered within this research paper. Due to only having a limited amount of time and various complications with the process, there are still a lot of aspect that could be improved over time. One primary point is the number of respondents in the data gathering process. Furthermore, this research paper will also act as a foundation for their future research, further expanding the knowledge about Discord.

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