STUDENT'S RESPONSE TOWARD UTILIZING DISCORD APPLICATION AS AN ONLINE LEARNING MEDIA IN LEARNING SPEAKING AT SENIOR HIGH SCHOOL

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A R T I C L E   I N F O

A B S T R A C T

Technology and education are different things, but in this modern era we all can see that these two things are inseparable and become necessities. This present study is aimed to know the students' response toward utilizing Discord application as an online learning media in learning speaking at Senior High School. Therefore, This study investigates the effectiveness of the Discord application as an online learning medium, and also investigates the students' motivation to learn speaking skills while learning using the Discord application. This study uses a qualitative approach and uses an interpretative studies research design. Participants in this study involved 6 students' in 12th grade in Senior High School SMA Negeri 1 Cikarang Timur. Online observations, online interviews, and virtual documentation are used to obtain data as information or answers related to the research question. This research found that , the utilizing of the Discord application as an online learning media in speaking learning has several benefits and advantages. The discord application facilitates the convenience of students in the learning experience such as a very effective, practical, lighter application used in various smart phones because of its small size, has a Voice channel feature that allows interaction via voice in the discord room.

INTRODUCTION

Technology and education are different things, but in this modern era, we all can see that these two things are inseparable and become necessities. Nowadays education has turned more to applying technology in learning or the management of educational

institutions. Teachers and lecturers who are teaching a course, almost all of them using technology in the learning system to support their teaching activity.

VLE or Virtual Learning Environments is a phrase for learning conditions using technological helping such as the internet, the web, and applications or platform. VLE is also defined as a web-based learning platform or learning management system created by a lecturer for his/her students and intended for various academic purposes (Martins & Kellermanns, 2004).

VLE refers to a particular form of e-learning technology that use networked computers to provide a range of function to tutors, students, and other users (O'Leary, 2004). According to Martins and Kellermanns (2004), VLE is also defined as a web-based learning platform or learning management system created by a lecturer for the students and intended for various academic purposes.

In a VLE, students can communicate, collaborate, access learning materials, upload homework and requirements, answer online quizzes, seek assistance from their lecturer, beyond the confines of their classroom, and the official class hours. According to Dayag (2018), state that Vles provides an avenue for educators to reach out to their students by uploading sample learning resources, encouraging the students to raise questions about their lessons, and making students more independent and responsible for their academic advancement.

In this modern era, many teachers involve technology as innovative learning media to support learning in the classroom. Like Schoology, Kahoot, Trello, Google classroom, and others. In Indonesia, many have applied technology or applications as learning media. However, not a few English teachers who are still minimal use online bases in learning. This may be due to school facilities or the lack of teacher literacy in technology.

At the beginning of this chapter, there has been little discussion of the benefits of using a virtual learning environment. And also mentioned several platforms commonly used to support the learning process. The utilization of technology in learning media has been done for a long time and has a lot of innovations. Not only are applications designed to help student learning processes, but almost all online-based applications can also be used to help the learning process. For examples such as WhatsApp, Facebook, Instagram, Twitter, and others. One of them is the Discord application, an application that is commonly used by gamers for voice chat.

Discord is a chat software for sending instant messages, pictures, audio, and video. First released in May 2015, Discord was designed with the main target of the video game community. But in fact, now discord has been used for various communities of business, programming, even for online learning. Discord is arguably a combination of forums and instant messaging. In addition to voice chat, you can share posts, videos, and pictures like a forum. Discord users can also enter or create bots for their servers which can have varied functions. Discord also provides access limitation features that allow users to control who can access various channels on the user's server using roles.

Based on the explanation above, the researcher is interested in using discord application to explores students' motivation in learning to speak and to help a student improve speaking ability. This study is hoped to give students the motivation to speak confidently and students' perceptions toward utilizing discord as a medium for the learning process. Hence, the researcher is interested to take the **Students response toward utilizing discord application in learning speaking at senior highschool"**.

METHOD

This research was conducted at the senior high school SMA Negeri 1 Cikarang Timur in Bekasi Regency. The participants of this study were 6 random twelfth-grade students. The reason researchers prefer to doing research this school is that it is strategic in the middle of the city and it is also one of the English teachers at this school that has already implemented the use of the Discord application as an online learning platform. This will ease researchers to explore students when learning to use discord. Besides, the researcher randomly selected 6 students because this study used a qualitative approach that focused more on understanding individual meanings and not on the amount of data.

This research uses qualitative approach which consists some instruments. To collect the data for this research activity, the researcher uses Onlie Observation, Online Interview, and Virtual Documentation. Then, those techniques will be analyzed to get the result of this research goal.

The reason the researcher uses online observation is so that the researcher has experience in applying the use of the Discord application as an online learning medium by the following learning on discord. With online observation, it is hoped that researchers will look deeper into student behavior, student learning motivation, and student perceptions of the Discord application.

In determining the interview instrument, the researcher collaborated between the adoption of several journals and changed the structure of words and sentences without changing the meaning in the questions. Researchers determined an interactive instrument that assessed students' perceptions of online learning media, Discord application, and learning motivation in learning to speak.

The documentation used in this research are the video, pictures of the students describe their self, pictures students during make a video, and also Virtual documentation of transcription interview. This documentation is to support answering research questions along with the observation and interview that did by the participants.

Since interpretative studies used in this research to gain the data, then the qualitative data is analyzed use interactive model analysis by (Huberman & Miles, 1994) which consist of three activities such as: reducing data, displaying data, and drawing conclusion.

FINDING AND DISCUSSION

Based on the research findings of this thesis, the researcher found that Utilizing Discord application as online learning media in learning speaking has several advantages. Discord application is very effective and easy to use as an online learning medium. Students do not need to pay to be able to access these applications, it is easier to access on various types of smartphones because their size does not take up much smartphone storage space. In addition, this application is more interactive with a voice channel feature that allows students and teachers to interact.

This is the same as expressed by Kruglyk et.all (2020) The significant benefits of utilizing Discord applications is uncomplicated and practice software launch system. And also According to Gorbatuc & Dudka (2019), Discord is a completely free platform and there are no special requirements that contain premium payment or subscription elements. In addition, Dewantara (2020) stated that Using the Discord application can make social interactions in learning more lively, and interactive so that it has a special attraction for students. And next statement Kruglyk et.all (2020), Discord needs a lower

level of load on the system and works with almost all operating systems. A significant advantage of using Discord is also a simple and fast software launch system, you just need to download the program from the official website, install it, and go through the registration procedure.

Discord application has 3 features that can support student distance learning. The first is the Text chat channel, this can be used as a broadcast or announcement for all students in the Discord classroom. The second is the Voice chat Channel, this feature is very useful and is a prominent advantage of using discord as an online learning medium. Students can interact with the teacher, and the teacher can make the class more lively with online discussions or presentations. The last one is collecting assignments, students can upload files to collect assignments. Discord allows users to upload several types of files such as word, ppt, image, video, and pdf.

This is in accordance with what Dewantara (2020) said, which Discord applications have 2 features that can be used by educators, namely Text channel and Voice channel. The Discord application can even upload multiple files such as PPT presentations, Documents, Images, Videos, and Pdf.

According to Kiddle and Csizer (2011) states that Motivation is also strongly influenced by social and contextual factors. Students' immediate environment: their teachers and friends play an important role in goal setting, attitude foundation, and influencing students' beliefs and the training and tenacity with which they carry out a learning activity.

Based on classes held in Discord applications and results of student interviews, researchers argue that they can better support their speaking skills with communication in the voice channel. This makes students more interactive and motivated in online learning provided by the teacher. This is the same as what Dewantara said (2020) This application can be a motivation and also an alternative for teachers in online learning.

Students are more motivated in learning to speak because they can practice interaction using English language more often. This is also influenced by the rules applied by the teacher in the learning process in the Discord classroom. Rules such as all interactions must be in English. Speaking is an ability that is obtained through students 'listening experience and students' courage in trying to speak English.

In addition According to Brown (2001), there are several elements that should be considered in order to have good speaking skills such as pronunciation, fluency, vocabulary, and accuracy. This indicates that people who want to master speaking skills must practice and practice speaking skills as often as possible in order to master these aspects.

This is what students feel when they are in a peaking class in the discord room. They can speak English more often in front of their friends and teachers. Interaction is important in learning to speak English. Students will be more motivated by having adequate facilities. However, the use of the Discord application is very effective and very useful as an alternative to online learning media for students. This must be balanced with comfortable teaching strategies for students so that students can be more motivated in addition to easy-to-use applications as well as fun learning activities.

Basically, learning media is a tool for teachers to support learning. More important than, it is the use made by a teacher in a learning medium. It will be useless if the online learning media used cannot be balanced by the teacher in the learning strategy. This will be the opposite of learning motivation, students will feel unmotivated and learning will become passive. And automatically, the material discussed will be difficult for students to understand well.

At the end of this chapter, Based on online observation and online interviews the researcher states that through this Discord Application can foster students' motivation to learn speaking and can help students practice their English speaking skills. Voice channel allows students to express opinions and questions. And also the teacher can be a stimulant so that students try and dare to speak English.

CONCLUSION

Based on the findings and discussion above, the utilizing of the Discord application as an online learning media in speaking learning at SMA Neger 1 Cikarang Timur has several benefits and advantages. The discord application facilitates the convenience of students in the learning experience such as a very effective, practical, lighter application used in various smart phones because of its small size, has a Voice channel feature that allows interaction via voice in the discord room. This feature helps teachers in creating interactive classroom conditions so that interaction occurs between teachers and students. This really helps teachers to encourage students to practice speaking in English.

For the future researchers, hopefully it can provide research on the use of the Discord Application as a learning medium in learning English which has a smaller scope in speaking skills so that it will be used as a reference for researchers in the next era. In addtion, the researcher realizes that this research is still far from perfect, it still lacks sources, and there are still many mistakes in choosing vocabulary and sentence structure. Researchers hope that future researchers can correct the mistakes of this research and also provide innovations.

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