**Literary Review**

**On**

**Communication platforms**

*Introduction*

Adapting to new ways of learning online is one of the biggest changes for students during this pandemic. Communication is the key factor in education in this moment of time. Platforms like ***Microsoft Teams, Learn Online*** and ***Discord*** to name just a few, online learning and communication between students and lectures is at the forefront of planning and discussion.

Students must be able to continue with their education, even in these trying times. Technologies with connections to the world wide web have aloud people to stay in communication and to carry on their education. The platforms mentioned above are what students are using at the moment to communicate with fellow students.

**Discord** platform was designed for gamers to stream theirs games to their fans and communicate directly with them via video, voice, and text boxes. Users can set up their own servers for their own uses and invite people to join their servers to build a fan base on private servers, this allows the streamer to control the server and to control who and went they join this can cut out some of the toxic attitude some players may have.

**Microsoft Teams** is set up more for lectures to use and to share content with their students. Micro soft Teams is widely used in the workplace for video conferencing, chat boxes and file storage. Teams has some great feature that discord just doesn’t have such as a calendar that tracks meeting and classes, Teams also has a feature where the control can be handed over to another user from their computer, Document, and file storage.

From researching different papers online such as: <https://link.springer.com/article/10.1186/s12909-019-1701-0#citeas> – CITE HERE

Education taught online using a gaming style teaching practice e.g. “Kahoots” showed a higher percentage of students took part and successfully completed the quiz compared to student that were given the same quiz after an in-class lecture. This shows that keeping a student focused on their work and projects can be extremely difficult for lectures. Moving all lectures, labs and classes to an online platform can be a difficult not to mention the hardware needed to get students and lectures setup to handle teaching online. These gamification scenarios produced very high results when compared to students that completed in-class one off quizzes, this may have to do with the format of the questions used in the online quizzes, multiple choice and true or false, but students reported that using this format was easier to learn.