

# Discord (software)

**Discord** is a [VoIP](#), [instant messaging](#) and [digital distribution](#) platform designed for creating communities. Users communicate with [voice calls](#), [video calls](#), [text messaging](#), media and files in private chats or as part of communities called "servers".<sup>[[note](#) 1]</sup> Servers are a collection of persistent chat rooms and voice chat channels. Discord runs on [Windows](#), [macOS](#), [Android](#), [iOS](#), [iPadOS](#), [Linux](#), and in [web browsers](#). As of July 21, 2019, the service has over 250 million users.<sup>[[9](#)]</sup>

## Contents

### History

### Features

[Servers](#)

[Channels](#)

[Direct messages](#)

[User profiles](#)

[Video calls and streaming](#)

[Digital distribution](#)

[Developer tools](#)

### Infrastructure

### Monetization

### Reception

### Controversies

### See also

### Notes

### References

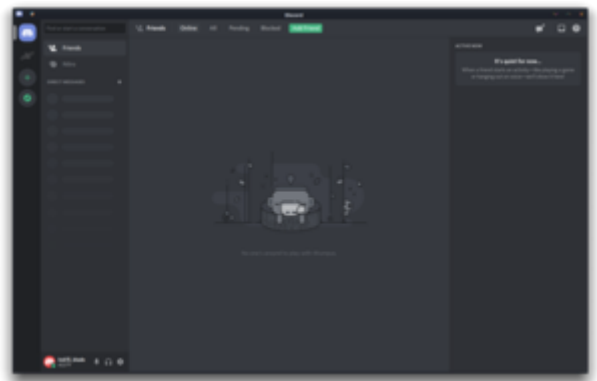
### Further reading

### External links

## History

The concept of Discord came from Jason Citron, who had founded [OpenFeint](#), a social gaming platform for mobile games, and Stanislav Vishnevsky, who had founded [Guildwork](#), another social gaming platform. Jason sold OpenFeint to [GREE](#) in 2011 for [US\\$104 million](#).<sup>[[10](#)]</sup>

### Discord



Discord in 2021

<b><span>Developer(s)</span></b>	Discord Inc. (Originally <i>Hammer &amp; Chisel, Inc.</i> )
<b><span>Initial release</span></b>	May 13, 2015
<b><span>Stable release</span></b>	74432
<b><span>Preview release</span></b>	74659 / January 16, 2021 <sup>[<a href="#">1</a>]</sup>
<b><span>Written in</span></b>	<a href="#">JavaScript</a> (with <a href="#">React</a> <sup>[<a href="#">2</a>]</sup> ) <a href="#">Elixir</a> <sup>[<a href="#">3</a>]</sup> <a href="#">Python</a> <sup>[<a href="#">4</a>]</sup> <a href="#">Rust</a> <sup>[<a href="#">5</a>][<a href="#">6</a>]</sup>
<b><span>Operating system</span></b>	<a href="#">Windows</a> <a href="#">macOS</a> <a href="#">Linux</a> <a href="#">iOS</a> <a href="#">iPadOS</a> <a href="#">Android</a> <a href="#">Web browsers</a>
<b><span>Available in</span></b>	27 languages
<b><span>List of languages</span></b>	English (UK/US), Bulgarian, Chinese (Simplified/Traditional), Croatian, Czech, Danish,

which he used to found Hammer & Chisel, a game development studio, in 2012.<sup>[11]</sup> Their first product was *Fates Forever*, released in 2014, which Citron anticipated to be the first MOBA game on mobile platforms, but it did not become commercially successful.<sup>[12]</sup>

According to Citron, during the development process, he noticed how difficult it was for his team to work out tactics in games like *Final Fantasy XIV* and *League of Legends* using available voice over IP (VoIP) software. This led to the development of a chat service with a focus on user friendliness with minimal impact to performance.<sup>[12]</sup>

To develop Discord, Hammer & Chisel gained additional funding from YouWeb's 9+ incubator, which had also funded the startup of Hammer & Chisel, and from Benchmark capital and Tencent.<sup>[11][13]</sup>

Discord was publicly released in May 2015 under the domain name discordapp.com.<sup>[14]</sup> According to Citron, they made no specific moves to target any specific audience, but some gaming-related subreddits quickly began to switch their IRC links with Discord links.<sup>[15]</sup> Discord became widely used by esports and LAN tournament gamers. The company benefited from relationships with Twitch streamers and subreddit communities for *Diablo* and *World of Warcraft*.<sup>[16]</sup>

In January 2016, Discord raised an additional \$20 million in funding including an investment from WarnerMedia.<sup>[17]</sup> In 2019, WarnerMedia Investment Group sold its share as it was shut down following AT&T's acquisition of WarnerMedia.<sup>[18][19]</sup>

Microsoft announced in April 2018 that it will provide Discord support for Xbox Live users, allowing them to link their Discord and Xbox Live accounts so that they can connect with their Xbox Live friends list through Discord.<sup>[20]</sup>

In December 2018, the company announced it raised \$150 million in funding at a \$2 billion valuation. The round was led by Greenoaks Capital with participation from Firstmark, Tencent, IVP, Index Ventures and Technology Opportunity Partners.<sup>[21]</sup>

In March 2020, Discord changed its motto from "Chat for Gamers" to "Chat for Communities and Friends", and introduced server templates. This was part of their response to an increase of users as a result of the COVID-19 pandemic.<sup>[22][23]</sup>

In April 2020, Discord's Twitter username was changed from @discordapp to @discord.<sup>[24]</sup> Later in May 2020, Discord changed its primary domain from discordapp.com to discord.com.<sup>[25]</sup>

Starting in June 2020, Discord announced it was shifting focus away from video gaming specificity to a more all-purpose communication and chat client for all functions, revealing its new slogan "Your place to talk" and a revised website. Among other planned changes would be to reduce the number of gaming in-jokes it uses within the client, improving the user onboarding experience, and increasing server capacity and reliability. The company announced it had received an additional US\$100 million in investments to help with these changes.<sup>[26]</sup>

In March 2021, Discord announced it had hired its first finance chief, former head of finance for Pinterest Tomasz Marcinkowski. An inside source called this one of the first steps for the company towards a potential initial public offering, though co-founder and CEO Jason Citron stated earlier in the month he is not thinking

Dutch, Finnish, French, German, Greek, Hungarian, Italian, Japanese, Korean, Lithuanian, Norwegian, Polish, Portuguese (Brazil), Romanian, Russian, Spanish, Swedish, Thai, Turkish, Ukrainian, and Vietnamese

<b>Type</b>	<u>VoIP</u> communications, <u>instant messaging</u> , <u>videoconferences</u> , <sup>[7]</sup> <u>content delivery</u> , and <u>social media</u>
<b>License</b>	<u>Proprietary</u> <sup>[8]</sup>
<b>Website</b>	<u>discord.com</u> ( <a href="https://discord.com">https://discord.com</a> )

about taking the company public. Discord doubled its monthly user base to about 140 million in 2020.<sup>[27]</sup> The same month, *Bloomberg News* and *The Wall Street Journal* reported that several companies were looking to purchase Discord, with Microsoft named as the likely lead buyer at a value estimated at \$10 billion.<sup>[28][29]</sup>

## Features

---

Discord is built to create and manage private and public communities. It gives users access to tools focused around communication services like voice and video calls, persistent chat rooms, and integrations with other gamer-focused services along with the general ability to send direct messages and create personal groups.<sup>[30]</sup> Although at first, Discord services seem directed towards only gamers, in recent years, it has brought several new updates, making it more useful for the general population.

## Servers

Discord communities are organized into discrete collections of channels called servers. Servers are referred to as "guilds" in the developer documentation.<sup>[31]</sup> Users can create servers for free, manage their public visibility and create both channels and channel categories up to 250.<sup>[30][note 2]</sup>

Starting October 2017, Discord allows game developers and publishers to verify their servers. Verified servers, like verified accounts on social media sites, have badges to mark them as official communities. A verified server is moderated by its developer's or publisher's own moderation team. Verification was later extended in February 2018 to include esports teams and musical artists.<sup>[32][33][34]</sup>

By the end of 2017, about 450 servers were verified.<sup>[35]</sup>

Members can help servers obtain perks in 3 levels via the "Server Boost" feature, which unlocks higher quality voice channels, more emoji slots, and other perks. Users can buy boosts for servers for \$4.99 a month. "Discord Nitro" subscribers get two boosts included in the price of Nitro, and 30% off for all other boosts.<sup>[36]</sup>

In 2020 Discord unveiled a new feature, known as "Community servers".<sup>[37]</sup> It includes such features like a custom welcome screen, server insights, and the ability to advertise on Discord's *Server Discovery* page.<sup>[37]</sup>

## Channels

Channels may be either used for voice chat and streaming or for instant messaging and file sharing. The visibility and access to channels can be customized to limit access from certain users, for example, marking a channel "NSFW" (Not Safe For Work) requires that first-time viewers confirm they are over 18 years old and willing to see such content.

Text channels support some rich text via a subset of the Markdown syntax.<sup>[38]</sup> Code blocks with language-specific highlighting can also be used.<sup>[38]</sup>

## Direct messages

Direct messages in Discord work just like in any other communication platform. They allow people to text, share files, live stream and call others privately outside of servers. An added feature in Discord direct messages is the ability to create message groups of up to 10 users.<sup>[39]</sup> This acts similar to a server's text channel, with the ability to initiate a call simultaneously for all the members in a direct message group (in servers, people can only join voice channels but cannot be called into)

## User profiles

Users register for Discord with an email address and must create a username. To allow multiple users to use the same username, they are assigned a four-digit number called a "discriminator", prefixed with "#", which is added to the end of their username.<sup>[40]</sup>

Both at the server and the user level, Discord allows users to connect these to their Twitch or other gaming service account.

Users can assign themselves a profile picture. Subscribers for Discord Nitro, part of Discord's monetization plan, can use animated profile pictures.<sup>[41]</sup>

## Video calls and streaming

Video calling and screen sharing were added in October 2017, allowing users to create private video calls with up to 10 users,<sup>[42]</sup> later increased to 40 due to the COVID-19 pandemic.<sup>[43]</sup>

In August 2019, this was expanded with live streaming channels in servers. A user can share their screen if Discord has detected they are playing a game and others in that channel can join the channel to watch the stream. While these features mimic live streaming capabilities of platforms like Twitch, the company does not plan to compete with these services, believing that these features are best used by small groups.<sup>[35]</sup>

## Digital distribution

In August 2018, Discord launched a games storefront beta, allowing users to purchase a curated set of games through the service.<sup>[44]</sup> This will include a "First on Discord" featured set of games that their developers attest to Discord's help in getting launched, giving these games 90 days of exclusivity on the Discord marketplace. Discord Nitro subscribers will also gain access to a rotating set of games as part of their subscription, with the price of Nitro being bumped from \$4.99 to \$9.99 a month.<sup>[45][46]</sup> A cheaper service called 'Nitro Classic' was also released that has the same perks as Nitro but does not include the free games.

Following the launch of the Epic Games Store, which challenged Valve's Steam storefront by only taking a 12% cut of game revenue, Discord announced in December 2018 that it would reduce its own revenue cut to 10%.<sup>[47]</sup>

To further support developers, starting in March 2019 Discord gave the ability for developers and publishers that ran their own servers to offer their games through a dedicated store channel on their server, with Discord managing the payment processing and distribution. This can be used, for example, to give select users access to alpha- and beta-builds of a game in progress as an early access alternative.<sup>[48]</sup>

Also in March 2019, Discord removed the digital storefront, instead choosing to focus on the Nitro subscription and having direct sales be done through developer's own servers.<sup>[49]</sup> In September 2019, Discord announced that it was ending its free game service in October 2019 as they found too few people were playing the games offered.<sup>[50]</sup>

## Developer tools

In December 2016, the company introduced its GameBridge API, which allows game developers to directly integrate with Discord within games.<sup>[51]</sup>

In December 2017, Discord added a software development kit that allows developers to integrate their games with the service, called "rich presence". This integration is commonly used to allow players to join each other's games through Discord or to display information about a player's game progression in their Discord profile.<sup>[52]</sup>

Discord also provides tools for users to create their own Internet bots.<sup>[53]</sup> There are tools such as discord.js<sup>[54]</sup> that allow bot developers to interact with the Discord API to control their bot.

Documentation for the Discord API is hosted on GitHub.<sup>[55]</sup>

## Infrastructure

---

Discord is a persistent group chat software, based on an eventually consistent database architecture.<sup>[56]</sup>

Discord uses the metaphors of servers and channels similar to Internet Relay Chat even though these servers do not map to traditional hardware or virtual servers due to its distributed nature.<sup>[note 1]</sup> They are instead database entities in Discord's servers.

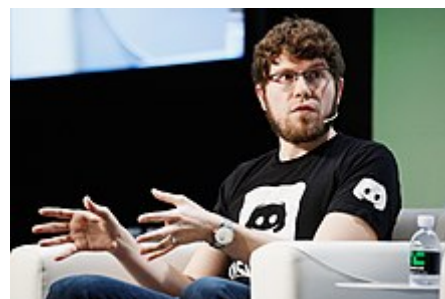
The desktop, web, and mobile apps all use React, using React Native on iOS/iPadOS and Android.<sup>[2]</sup> The desktop client is built on the Electron framework using web technologies, which allows it to be multi-platform and operate as an installed application on personal computers.<sup>[57]</sup>

All versions of the client support the same core feature set; screen sharing with desktop audio is Windows exclusive. Discord is specifically designed for use while gaming, as it includes features such as low-latency, free voice chat servers for users and dedicated server infrastructure. Support for calls between two or more users was added in an update on July 28, 2016.

The software is supported by eleven data centers around the world to keep latency with clients low.<sup>[58]</sup>

Discord uses the Opus audio format, which is low-latency and designed to compress speech. In July 2020, Discord added noise suppression into its mobile app using the Krisp audio filtering technology.<sup>[59]</sup>

Discord's backend is written mostly in Elixir,<sup>[3]</sup> Python,<sup>[4]</sup> as well as Rust,<sup>[5][6]</sup> Go, and C++.<sup>[60]</sup>



Jason Citron, Discord Co-Founder and CEO, at TechCrunch Disrupt 2018

## Monetization

---

While the software itself comes at no cost, the developers investigated ways to monetize it, with potential options including paid customization options such as emoji or stickers.<sup>[13]</sup> The developers have stated that while they will look for ways to monetize the software, it will never lose its core features.<sup>[61]</sup>

In January 2017, the first paid subscription and features were released with "Discord Nitro Classic" (originally released as "Discord Nitro"). For a monthly subscription fee of \$4.99, users can get an animated avatar, use custom and/or animated<sup>[41]</sup> emojis across all servers (non-Nitro users can only use custom emoji on the server they were added to), an increased maximum file size on file uploads (from 8 MB to 50 MB), the ability to screen share in higher resolutions, the ability to choose their own discriminator (from #0001 to #9999) and a unique profile badge.<sup>[62]</sup> In October 2018, "Discord Nitro" was renamed "Discord Nitro Classic" with the introduction of the new "Discord Nitro", which cost \$9.99 and included access to free games through the Discord game store. Monthly subscribers of Discord Nitro Classic at the time of the introduction of the

Discord games store were gifted with Discord Nitro, lasting until January 1, 2020, and yearly subscribers of Discord Nitro Classic were gifted with Discord Nitro until January 1, 2021.<sup>[45]</sup> In October 2019, Discord ended the free game service with Nitro.<sup>[50]</sup>

In June of 2019, Discord introduced Server Boosts, a way to benefit specific servers by purchasing a "boost" for it, with enough boosts granting various benefits for the users in that particular server. Each boost is a subscription costing \$4.99 a month. For example, if a server maintains 2 boosts, it unlocks perks such as a higher maximum audio quality in voice channels and the ability to use an animated server icon. Users with Discord Nitro or Discord Nitro Classic have a 30% discount on server boost costs, with Nitro subscribers specifically also getting 2 free server boosts.<sup>[63][64]</sup>

Discord began testing digital stickers on its platform in October 2020 for users in Canada. Most stickers cost between US\$1.50 and US\$2.25 and are part of Discord's monetization strategy. Discord Nitro subscribers received a free "What's Up Wumpus" sticker pack focused on Discord's mascot, Wumpus.<sup>[65]</sup>

## Reception

---

By January 2016, Hammer & Chisel reported that Discord had been used by 3 million people, with growth of 1 million per month, reaching 11 million users in July that year.<sup>[17][66]</sup> By December 2016, the company reported it had 25 million users worldwide.<sup>[51]</sup> By the end of 2017, the service had drawn nearly 90 million users, with roughly 1.5 million new users each week.<sup>[67]</sup> With the service's third anniversary, Discord stated that it had 130 million unique registered users.<sup>[68][69]</sup> The company observed that while the bulk of its servers are used for gaming-related purposes, a small number have been created by users for non-gaming activities, like stock trading, fantasy football, and other shared interest groups.<sup>[35]</sup>

In May 2016, one year after the software's release, Tom Marks, writing for *PC Gamer*, described Discord as the best VoIP service available.<sup>[14]</sup> Lifehacker has praised Discord's interface, ease of use, and platform compatibility.<sup>[70]</sup>

In May 2019, Discord reported it had at least 250 million registered users across its web and mobile platforms. It was used by 56 million people every month, sending a total of 25 billion messages per month.<sup>[71]</sup> By June 2020, the company reported it had 100 million active users each month.<sup>[26]</sup>

## Controversies

---

Discord has had problems with hostile behavior and abuse within chats, with some communities of chat servers being "raided" (the taking over of a server by a large number of users) by other communities. This includes flooding with controversial topics related to race, religion, politics, and pornography.<sup>[72]</sup> Discord has stated that it has plans to implement changes that would "rid the platform of the issue".<sup>[73]</sup>

To better protect its users and its services since these events, Discord has implemented a trust and safety team that is on call around the clock to monitor the servers and respond to reports. This includes dealing with user harassment, servers that violate Discord's terms of service, and protecting servers from "raiding" and spamming by malicious users or bots. While they do not directly monitor messages, the trust and safety team can determine malicious activity from service use patterns and/or user-generated reports<sup>[74]</sup> and take appropriate steps, including more detailed investigation, to deal with the matter. The service plans to expand this team as they continue to gain new users.<sup>[35][67]</sup>

Discord gained popularity with the alt-right due to the pseudonymity and privacy offered by Discord's service. Analyst Keegan Hankes from the Southern Poverty Law Center said "It's pretty unavoidable to be a leader in this [alt-right] movement without participating in Discord".<sup>[75][76]</sup> In early 2017, CEO Jason Citron stated

Discord was aware of these groups and their servers.<sup>[77]</sup> Citron stated that servers found to be engaged in illegal activities or violations of the terms of service would be shut down, but would not disclose any examples.<sup>[78]</sup>

Following the violent events that occurred during the Unite the Right rally in Charlottesville, Virginia, on August 12, 2017, it was found that Discord had been used to plan and organize the white nationalist rally. This included participation by Richard Spencer and Andrew Anglin, high-level figures in the movement.<sup>[75]</sup> Discord responded by closing servers that supported the alt-right and far-right, and banning users who had participated.<sup>[79]</sup> Discord's executives condemned "white supremacy" and "neo-Nazism", and said that these groups "are not welcome on Discord".<sup>[75]</sup> Discord has worked with the Southern Poverty Law Center to identify hateful groups using Discord and ban those groups from the service.<sup>[80]</sup> Since then, several neo-Nazi and alt-right servers have been shut down by Discord, including those operated by neo-Nazi terrorist group Atomwaffen Division, Nordic Resistance Movement, Iron March, and European Domas.<sup>[81]</sup>

In January 2018, *The Daily Beast* reported that it found several Discord servers that were specifically engaged in distributing revenge porn and facilitating real-world harassment of the victims of these images and videos. Such actions are against Discord's terms of service and Discord shut down servers and banned users identified from these servers.<sup>[82]</sup>

In July 2018, Discord updated its terms of service to ban drawn pornography with underage subjects.<sup>[83]</sup> A social media movement subsequently criticized Discord for selectively allowing "cub" content, or underage pornographic furry artwork, under the same guidelines.<sup>[84]</sup> Discord moderation staff held that "cub porn" was separate from lolicon and shotacon, being "allowable as long as it is tagged properly."<sup>[83]</sup> After numerous complaints from the community, Discord amended its community guidelines in February 2019 to include "non-humanoid animals and mythological creatures as long as they appear to be underage" in its list of disallowed categories, in addition to announcing periodic transparency reports to better communicate with users.<sup>[85]</sup>

In March 2019, the media collective Unicorn Riot published the contents of a Discord server used by several members of the white nationalist group Identity Evropa who were also members of the United States Armed Forces.<sup>[86]</sup>

In January 2021, two days after the 2021 storming of the United States Capitol, Discord deleted the pro-Donald Trump server "The Donald", "due to its overt connection to an online forum used to incite violence, plan an armed insurrection in the United States, and spread harmful misinformation related to 2020 U.S. election fraud", while denying that the server had any direct connection to the attack on the Capitol building. The server had been used by former members of the r/The\_Donald subreddit, which Reddit had deleted several months previously.<sup>[87]</sup> The server had previously been forced by Discord to delete all channels until the election was over.

On January 27, 2021, Discord banned the r/WallStreetBets server during the GameStop short squeeze, because of "hateful and discriminatory content", which users found contentious.<sup>[88]</sup> One day later, Discord unbanned the server and began assisting with moderation on it.<sup>[89]</sup>

## See also

---

- Comparison of VoIP software
- Comparison of instant messaging clients
- List of freeware

## Notes

---

1. The developer documentation refers to servers as "guilds".
2. Categories are technically classified as channels with no messages, holding other channels with messages.

## References

---

1. "DJScias/Discord-Datamining" (<https://github.com/DJScias/Discord-Datamining>). January 16, 2021. Archived (<https://web.archive.org/web/20201112021610/https://github.com/DJScias/Discord-Datamining>) from the original on November 12, 2020. Retrieved January 17, 2021.
2. "Why Discord is Sticking with React Native" (<https://blog.discord.com/why-discord-is-sticking-with-react-native-ccc34be0d427>). Archived (<https://web.archive.org/web/20200630191137/https://blog.discord.com/why-discord-is-sticking-with-react-native-ccc34be0d427>) from the original on June 30, 2020. Retrieved January 17, 2021.
3. Vishnevskiy, Stanislav (June 6, 2017). "How Discord Scaled Elixir to 5,000,000 Concurrent Users" (<https://blog.discord.com/scaling-elixir-f9b8e1e7c29b>). *DiscordApp*. Archived (<https://web.archive.org/web/20200426164423/https://blog.discord.com/scaling-elixir-f9b8e1e7c29b>) from the original on April 26, 2020. Retrieved December 15, 2017.
4. "Real time communication at scale with Elixir" (<https://elixir-lang.org/blog/2020/10/08/real-time-communication-at-scale-with-elixir-at-discord/>). *elixir-lang.org*. Archived (<https://web.archive.org/web/20210128192903/https://elixir-lang.org/blog/2020/10/08/real-time-communication-at-scale-with-elixir-at-discord/>) from the original on January 28, 2021. Retrieved January 17, 2021.
5. Nowack, Matt (May 17, 2019). "Using Rust to Scale Elixir for 11 Million Concurrent Users" (<https://blog.discord.com/using-rust-to-scale-elixir-for-11-million-concurrent-users-c6f19fc029d3>). *Discord Blog*. Discord Inc. Archived (<https://web.archive.org/web/20200426164224/https://blog.discord.com/using-rust-to-scale-elixir-for-11-million-concurrent-users-c6f19fc029d3>) from the original on April 26, 2020. Retrieved June 7, 2019.
6. "Why Discord is switching from Go to Rust" (<https://blog.discord.com/why-discord-is-switching-from-go-to-rust-a190bbca2b1f>). *blog.discord.com*. Archived (<https://web.archive.org/web/20200630181517/https://blog.discord.com/why-discord-is-switching-from-go-to-rust-a190bbca2b1f>) from the original on June 30, 2020. Retrieved January 17, 2021.
7. DiscordApp (October 5, 2017). "05.10.2017 - Changelog" (<https://blog.discord.com/5-10-2017-change-log-80f10c621c64>). DiscordApp. Archived (<https://web.archive.org/web/20200819105548/https://blog.discord.com/5-10-2017-change-log-80f10c621c64?gi=9e3cbf5bb25d>) from the original on August 19, 2020. Retrieved October 5, 2017.
8. "Discord Terms of Service" (<https://discord.com/>). *Discord*. October 19, 2018. Archived (<https://web.archive.org/web/20200504193358/https://discord.com/>) from the original on May 4, 2020. Retrieved July 15, 2019.
9. Sherr, Ian. "Discord, Slack for gamers, tops 250 million registered users" (<https://www.cnet.com/news/discord-slack-for-gamers-hits-its-fourth-year-at-250-million-registered-users/>). *CNET*. Archived (<https://web.archive.org/web/20200222042204/https://www.cnet.com/news/discord-slack-for-gamers-hits-its-fourth-year-at-250-million-registered-users/>) from the original on February 22, 2020. Retrieved November 11, 2019.
10. Rao, Leena (April 21, 2011). "Japanese Company GREE Buys Mobile Social Gaming Platform OpenFeint For \$104 Million In Cash" (<https://techcrunch.com/2011/04/21/japanese-company-gree-buys-mobile-social-gaming-platform-openfeint-for-104-million/>). *TechCrunch*. Archived (<https://web.archive.org/web/20170705115452/https://techcrunch.com/2011/04/21/japanese-company-gree-buys-mobile-social-gaming-platform-openfeint-for-104-million/>) from the original on July 5, 2017. Retrieved June 21, 2017.



11. Takahashi, Dean (February 10, 2015). "Fates Forever mobile game maker Hammer & Chisel raises funding from Benchmark and Tencent" (<https://venturebeat.com/2015/02/10/fates-forever-mobile-game-maker-hammer-chisel-raises-funding-from-benchmark-and-tencent/>). *VentureBeat*. Archived (<https://web.archive.org/web/20160505172425/http://venturebeat.com/2015/02/10/fates-forever-mobile-game-maker-hammer-chisel-raises-funding-from-benchmark-and-tencent/>) from the original on May 5, 2016. Retrieved May 1, 2016.
12. Lazarides, Tasos (September 14, 2015). "Ex-'Fates Forever' Developers Making 'Discord', a Voice Comm App For Multiplayer Mobile Games" (<http://toucharcade.com/2015/09/14/ex-fates-forever-developers-making-discord-a-voice-comm-app-for-multiplayer-mobile-games/>). *TouchArcade*. Archived (<https://web.archive.org/web/20160503153620/http://toucharcade.com/2015/09/14/ex-fates-forever-developers-making-discord-a-voice-comm-app-for-multiplayer-mobile-games/>) from the original on May 3, 2016. Retrieved May 1, 2016.
13. Takahashi, Dean (September 10, 2015). "Hammer & Chisel pivots to voice comm app for multiplayer mobile games" (<https://venturebeat.com/2015/09/10/hammer-chisel-pivots-to-voice-comm-app-for-multiplayer-mobile-games/>). *VentureBeat*. Archived (<https://web.archive.org/web/20160505235325/http://venturebeat.com/2015/09/10/hammer-chisel-pivots-to-voice-comm-app-for-multiplayer-mobile-games/>) from the original on May 5, 2016. Retrieved May 1, 2016.
14. Marks, Tom (May 14, 2016). "One year after its launch, Discord is the best VoIP service available" (<http://www.pcgamer.com/one-year-after-its-launch-discord-is-the-best-voip-service-available/>). *PC Gamer*. Future plc. Archived (<https://web.archive.org/web/20160516173453/http://www.pcgamer.com/one-year-after-its-launch-discord-is-the-best-voip-service-available/>) from the original on May 16, 2016. Retrieved May 14, 2016.
15. Winkie, Luke (June 21, 2017). "Inside Discord, the Chat App That's Changing How Gamers Communicate" (<http://www.glixel.com/news/inside-discord-the-chat-app-thats-changing-how-gamers-communicate-w489086>). *Glixel*. Archived (<https://web.archive.org/web/20170624004943/http://www.glixel.com/news/inside-discord-the-chat-app-thats-changing-how-gamers-communicate-w489086>) from the original on June 24, 2017. Retrieved June 21, 2017.
16. Brightman, James (January 26, 2016). "Jason Citron lands \$20m for Discord" (<http://www.gamesindustry.biz/articles/2016-01-26-jason-citron-lands-usd20m-for-discord>). *gamesindustry.biz*. Gamer Network Ltd. Archived (<https://web.archive.org/web/20160618021106/http://www.gamesindustry.biz/articles/2016-01-26-jason-citron-lands-usd20m-for-discord>) from the original on June 18, 2016. Retrieved July 10, 2016.
17. Walker, Alex (January 27, 2016). "The Latest App For Third-Party Voice Chat Just Raised Almost US\$20 Million" (<http://www.kotaku.com.au/2016/01/the-latest-app-for-third-party-voice-chat-just-raised-almost-us20-million/>). *Kotaku Australia*. UCI. Archived (<https://web.archive.org/web/20160531142307/http://www.kotaku.com.au/2016/01/the-latest-app-for-third-party-voice-chat-just-raised-almost-us20-million/>) from the original on May 31, 2016. Retrieved May 1, 2016.
18. Patel, Sahil (January 25, 2019). "WarnerMedia shuts investment arm that backed Mic, Mashable and other digital media startups" (<https://digiday.com/media/warnermedia-shuts-investment-arm-that-backed-mashable-maker-studios-others/>). *Digiday*. Archived (<https://web.archive.org/web/20191207234248/https://digiday.com/media/warnermedia-shuts-investment-arm-that-backed-mashable-maker-studios-others/>) from the original on December 7, 2019. Retrieved December 7, 2019.
19. "WarnerMedia Investments | WarnerMedia" (<https://web.archive.org/web/20191105175735/http://www.warnermediagroup.com/company/warnermedia-investments>). November 5, 2019. Archived from the original (<https://www.warnermediagroup.com/company/warnermedia-investments>) on November 5, 2019. Retrieved December 7, 2019.
20. Barnett, Brian (April 24, 2018). "Microsoft Bringing Discord Support To Xbox Live" (<http://www.ign.com/articles/2018/04/24/microsoft-bringing-discord-support-to-xbox-live>). *IGN*. Archived (<https://web.archive.org/web/20180424235548/http://www.ign.com/articles/2018/04/24/microsoft-bringing-discord-support-to-xbox-live>) from the original on April 24, 2018. Retrieved April 24, 2018.

21. "Gaming chat startup Discord raises \$150M, surpassing \$2B valuation" (<https://techcrunch.com/2018/12/21/gaming-chat-startup-discord-raises-150m-surpassing-2b-valuation/>). *TechCrunch*. Archived (<https://web.archive.org/web/20181222000005/https://techcrunch.com/2018/12/21/gaming-chat-startup-discord-raises-150m-surpassing-2b-valuation/>) from the original on December 22, 2018. Retrieved December 22, 2018.
22. "Blog: How to use Discord for your classroom" (<https://support.discord.com/hc/en-us/articles/360041360311>). *Discord*. Archived (<https://web.archive.org/web/20200730050101/https://support.discord.com/hc/en-us/articles/360041360311>) from the original on July 30, 2020. Retrieved May 18, 2020.
23. "Server Templates" (<https://support.discord.com/hc/en-us/articles/360041033511>). *Discord*. Archived (<https://web.archive.org/web/20200730000548/https://support.discord.com/hc/en-us/articles/360041033511>) from the original on July 30, 2020. Retrieved May 18, 2020.
24. @discord (April 6, 2020). "we're no longer @discordapp, we are now @discord on twitter dot com update your phonebooks" (<https://twitter.com/discord/status/1247234713527279621>) (Tweet) – via *Twitter*.
25. "Discordapp.com is now Discord.com" (<https://support.discord.com/hc/en-us/articles/360042987951>). *Discord*. Archived (<https://web.archive.org/web/20200729235025/https://support.discord.com/hc/en-us/articles/360042987951>) from the original on July 29, 2020. Retrieved May 18, 2020.
26. Chin, Monica (June 30, 2020). "Discord raises \$100 million and plans to move beyond gaming" (<https://www.theverge.com/2020/6/30/21308194/discord-gaming-users-safety-center-video-voice-chat>). *The Verge*. Archived (<https://web.archive.org/web/20210204233735/https://www.theverge.com/2020/6/30/21308194/discord-gaming-users-safety-center-video-voice-chat>) from the original on February 4, 2021. Retrieved June 30, 2020.
27. Needleman, Nina Trentmann and Sarah E. (March 18, 2021). "Chat Startup Discord Hires Its First Finance Chief to Boost Growth" (<https://www.wsj.com/articles/chat-startup-discord-hires-its-first-finance-chief-to-boost-growth-11616086771>). *Wall Street Journal*. ISSN 0099-9660 (<http://www.worldcat.org/issn/0099-9660>). Retrieved March 20, 2021.
28. Bass, Dina; Roof, Katie (March 22, 2021). "Microsoft in Talks to Buy Discord for More Than \$10 Billion" (<https://www.bloomberg.com/news/articles/2021-03-23/microsoft-said-to-be-in-talks-to-buy-discord-for-more-than-10b>). *Bloomberg News*. Retrieved March 22, 2021.
29. Lombardo, Cara; Farrell, Maureen (March 25, 2021). "Microsoft Is in Exclusive Talks to Acquire Discord" (<https://www.wsj.com/articles/microsoft-is-in-exclusive-talks-to-acquire-discord-11616715164>). *The Wall Street Journal*. Retrieved March 25, 2021.
30. "What Is Discord and How Do You Use It?" (<https://www.pcmag.com/how-to/what-is-discord-and-how-do-you-use-it>). *PCMag*. Archived (<https://web.archive.org/web/20201027214944/https://www.pcmag.com/how-to/what-is-discord-and-how-do-you-use-it>) from the original on October 27, 2020. Retrieved October 29, 2020.
31. "Documentation — Guild" (<https://discord.com/developers/docs/resources/guild>). *Discord Developer Portal*. Archived (<https://web.archive.org/web/20210204233801/https://discord.com/developers/docs/resources/guild>) from the original on February 4, 2021. Retrieved February 28, 2021.
32. Alexander, Julia (October 12, 2017). "Discord launches Verified servers for game developers, publishers" (<https://www.polygon.com/2017/10/12/16465718/discord-pubg-server-verified-minecraft>). *Polygon*. Archived (<https://web.archive.org/web/20171208174837/https://www.polygon.com/2017/10/12/16465718/discord-pubg-server-verified-minecraft>) from the original on December 8, 2017. Retrieved December 7, 2017.
33. Delfino, Devon. "How to get verified on Discord if you qualify for it, to mark your server as official" (<https://www.businessinsider.com/how-to-get-verified-on-discord>). *Business Insider*. Archived (<https://web.archive.org/web/20201014000621/https://www.businessinsider.com/how-to-get-verified-on-discord>) from the original on October 14, 2020. Retrieved October 28, 2020.

34. Liao, Shannon (February 23, 2018). "Discord expands its verified servers program to include pro e-sports teams" (<https://www.theverge.com/2018/2/23/17044340/discord-verified-badge-esports-community-guidelines-fake-accounts>). *The Verge*. Archived (<https://web.archive.org/web/20201031035036/https://www.theverge.com/2018/2/23/17044340/discord-verified-badge-esports-community-guidelines-fake-accounts>) from the original on October 31, 2020. Retrieved October 28, 2020.
35. Crecente, Brian (December 7, 2017). "Discord: 87M Users, Nintendo Switch Wishes and Dealing With Alt-Right" (<https://www.rollingstone.com/glixel/news/discord-87m-users-switch-dreams-dealing-with-alt-right-w513598>). *Glixel*. Archived (<https://web.archive.org/web/20171208070829/http://www.rollingstone.com/glixel/news/discord-87m-users-switch-dreams-dealing-with-alt-right-w513598>) from the original on December 8, 2017. Retrieved December 7, 2017.
36. Discord. "Server Boosting 🌟" (<https://support.discord.com/hc/en-us/articles/360028038352-Server-Boosting->). *Discord Support*. Discord. Archived (<https://web.archive.org/web/20210204233754/https://support.discord.com/hc/en-us/articles/360028038352-Server-Boosting->) from the original on February 4, 2021. Retrieved October 29, 2019.
37. "Community server" (<https://support.discord.com/hc/en-us/articles/360047132851-Enabling-Your-Community-Server>). *Discord*.
38. "Markdown Text 101 (Chat Formatting: Bold, Italic, Underline)" (<https://support.discord.com/hc/en-us/articles/210298617-Markdown-Text-101-Chat-Formatting-Bold-Italic-Underline-?page=4>). *discord.com*.
39. "Group Chat and Calls" (<https://support.discord.com/hc/en-us/articles/223657667-Group-Chat-and-Calls#:~:text=You'll%20need%20to%20add,your%20newly%2Dcreated%20group%20DM.>). *Discord Support*. June 18, 2020. Archived ([https://web.archive.org/web/20201219113641/https://support.discord.com/hc/en-us/articles/223657667-Group-Chat-and-Calls#:~:text=You'll%20need%20to%20add,your%20newly%2Dcreated%20group%20DM.](https://web.archive.org/web/20201219113641/https://support.discord.com/hc/en-us/articles/223657667-Group-Chat-and-Calls#:~:text=You'll%20need%20to%20add,your%20newly%2Dcreated%20group%20DM)) from the original on December 19, 2020. Retrieved January 5, 2021.
40. "Friends List 101" (<https://support.discord.com/hc/en-us/articles/217674288-Friends-List-101>). *discord.com*.
41. "21.12.2017 — Change Log – Discord Blog" (<https://blog.discord.com/21-12-2017-change-log-76e8c0331266>). *Discord Blog*. December 22, 2017. Archived (<https://web.archive.org/web/20210204233743/https://blog.discord.com/21-12-2017-change-log-76e8c0331266?gi=e76d53078629>) from the original on February 4, 2021. Retrieved January 22, 2018.
42. Shah, Saqib (October 6, 2017). "Discord makes video chat and screen sharing available to all" (<https://www.engadget.com/2017/10/06/discord-video-chat-screen-share-rollout/>). *Engadget*. Archived (<https://web.archive.org/web/20171208122435/https://www.engadget.com/2017/10/06/discord-video-chat-screen-share-rollout/>) from the original on December 8, 2017. Retrieved December 7, 2017.
43. Sayal, Tarun (April 17, 2020). "Discord unveils its new Server Video Call feature in its latest update" (<https://www.sportskeeda.com/esports/discord-unveils-its-new-server-video-call-feature-in-its-latest-update>). *Sportskeeda*. Archived (<https://web.archive.org/web/20210120225022/https://www.sportskeeda.com/esports/discord-unveils-its-new-server-video-call-feature-in-its-latest-update>) from the original on January 20, 2021. Retrieved December 23, 2020.
44. "Discord Store Global Beta Is Live! – Discord Blog" (<https://blog.discord.com/discord-store-global-beta-is-live-38bfd044d648>). *Discord Blog*. October 16, 2018. Archived (<https://web.archive.org/web/20210204233728/https://blog.discord.com/discord-store-global-beta-is-live-38bfd044d648?gi=ababea684775>) from the original on February 4, 2021. Retrieved October 16, 2018.
45. "Discord Nitro is Evolving – Discord Blog" (<https://blog.discord.com/discord-nitro-is-evolving-4c0475d18e1>). *Discord Blog*. October 11, 2018. Archived (<https://web.archive.org/web/20210204233757/https://blog.discord.com/discord-nitro-is-evolving-4c0475d18e1?gi=a45f40a190f0>) from the original on February 4, 2021. Retrieved October 21, 2018.

46. Kerr, Chris (August 9, 2018). "Discord turns retailer with beta launch of game storefront" ([http://www.gamasutra.com/view/news/324006/Discord\\_turns\\_retailer\\_with\\_beta\\_launch\\_of\\_game\\_storefront.php](http://www.gamasutra.com/view/news/324006/Discord_turns_retailer_with_beta_launch_of_game_storefront.php)). *Gamasutra*. Archived ([https://web.archive.org/web/20180809184008/http://www.gamasutra.com/view/news/324006/Discord\\_turns\\_retailer\\_with\\_beta\\_launch\\_of\\_game\\_storefront.php](https://web.archive.org/web/20180809184008/http://www.gamasutra.com/view/news/324006/Discord_turns_retailer_with_beta_launch_of_game_storefront.php)) from the original on August 9, 2018. Retrieved August 9, 2018.
47. Goslin, Austin (December 14, 2018). "In the race to beat Steam, the Discord Store just made a huge move" (<https://www.polygon.com/2018/12/14/18140790/discord-store-self-publishing-revenue-split>). *Polygon*. Archived (<https://web.archive.org/web/20181214200611/https://www.polygon.com/2018/12/14/18140790/discord-store-self-publishing-revenue-split>) from the original on December 14, 2018. Retrieved December 14, 2018.
48. Horti, Samuel (March 17, 2019). "You can now buy games straight from a developer's Discord server" (<https://www.pcgamer.com/you-can-now-buy-games-straight-from-a-developers-discord-chat-server/>). *PC Gamer*. Archived (<https://web.archive.org/web/20190317171553/https://www.pcgamer.com/you-can-now-buy-games-straight-from-a-developers-discord-chat-server/>) from the original on March 17, 2019. Retrieved March 17, 2019.
49. Clayton, Natalie (March 22, 2019). "Discord quietly shelves its storefront to focus on direct sales" (<https://www.pcgamesinsider.biz/news/68742/discord-quietly-shelves-its-storefront-to-focus-on-direct-sales/>). *PCGamesInsider*. Retrieved April 12, 2021.
50. Olsen, Matthew (September 14, 2019). "Discord Is Ending Nitro's Game Subscription Service but Will Still Sell Games" (<https://www.usgamer.net/articles/discord-is-ending-nitros-game-subscription-service-but-will-still-sell-games>). *USGamer*. Archived (<https://web.archive.org/web/20190924235248/https://www.usgamer.net/articles/discord-is-ending-nitros-game-subscription-service-but-will-still-sell-games>) from the original on September 24, 2019. Retrieved September 14, 2019.
51. Kerr, Chris (December 8, 2016). "Booming game chat app Discord intros in-game text, voice integration" ([http://www.gamasutra.com/view/news/287211/Booming\\_game\\_chat\\_app\\_Discord\\_intros\\_ingame\\_text\\_voice\\_integration.php](http://www.gamasutra.com/view/news/287211/Booming_game_chat_app_Discord_intros_ingame_text_voice_integration.php)). *GAMASUTRA*. UBM plc. Archived ([https://web.archive.org/web/20161209002816/http://www.gamasutra.com/view/news/287211/Booming\\_game\\_chat\\_app\\_Discord\\_intros\\_ingame\\_text\\_voice\\_integration.php](https://web.archive.org/web/20161209002816/http://www.gamasutra.com/view/news/287211/Booming_game_chat_app_Discord_intros_ingame_text_voice_integration.php)) from the original on December 9, 2016. Retrieved December 8, 2016.
52. Alexander, Julia (November 9, 2017). "Discord introducing new feature to make jumping into games with friends easier" (<https://www.polygon.com/2017/11/9/16626466/discord-rich-presence-game-join-invite-spectating>). *Polygon*. Archived (<https://web.archive.org/web/20201101131426/https://www.polygon.com/2017/11/9/16626466/discord-rich-presence-game-join-invite-spectating>) from the original on November 1, 2020. Retrieved October 28, 2020.
53. "Discord Developer Portal - Introduction" (<https://discord.com/developers/docs/intro>). April 24, 2020. Archived (<https://web.archive.org/web/20210204233742/https://discord.com/developers/docs/intro>) from the original on February 4, 2021. Retrieved April 30, 2020.
54. "discord.js Homepage" (<https://discord.js.org/#/>). April 24, 2020. Archived (<https://web.archive.org/web/20200409122114/https://discord.js.org/#/>) from the original on April 9, 2020. Retrieved April 30, 2020.
55. "Discord Developer Portal — API Docs for Bots and Developers" (<https://discord.com/developers/docs/intro>). *Discord Developer Portal*. Retrieved February 17, 2021.
56. Vishnevskiy, Stanislav (March 29, 2018). "How Discord Stores Billions of Messages" (<https://blog.discord.com/how-discord-stores-billions-of-messages-7fa6ec7ee4c7>). *Medium*. Retrieved March 28, 2021. Quotes:  
"We decided early on to store all chat history forever so users can come back at any time and have their data available on any device." "We setup our code to double read/write to MongoDB and Cassandra." "Since Cassandra is eventually consistent it cannot just delete data immediately."
57. "Apps Built on Electron" (<https://electron.atom.io/apps/?q=discord>). *electron.atom.io*. February 3, 2016. Archived (<https://web.archive.org/web/20170904012911/https://electron.atom.io/apps/?q=discord>) from the original on September 4, 2017. Retrieved May 8, 2017.

58. Takahashi, Dean (May 21, 2017). "Discord's voice communications app for gamers quadruples to 45 million users" (<https://venturebeat.com/2017/05/16/discords-game-voice-communications-app-hits-45-million-users/>). *Venture Beat*. Archived (<https://web.archive.org/web/20170517082752/https://venturebeat.com/2017/05/16/discords-game-voice-communications-app-hits-45-million-users/>) from the original on May 17, 2017. Retrieved June 21, 2017.
59. Takahashi, Dean (July 28, 2020). "Discord launches noise suppression for its mobile app" (<https://venturebeat.com/2020/07/28/discord-launches-noise-suppression-for-mobile-audio-calls/>). *VentureBeat*. Retrieved March 29, 2021.
60. "How Discord resizes 150 Million images Every Day with Go and C++" (<https://blog.discord.com/how-discord-resizes-150-million-images-every-day-with-go-and-c-c9e98731c65d>). *blog.discord.com*. Archived (<https://web.archive.org/web/20200630191615/https://blog.discord.com/how-discord-resizes-150-million-images-every-day-with-go-and-c-c9e98731c65d>) from the original on June 30, 2020. Retrieved January 17, 2021.
61. "See How Discord Stacks Up" (<https://discord.com/features>). *discord.com*. Archived (<https://web.archive.org/web/20210204233728/https://discord.com/features>) from the original on February 4, 2021. Retrieved May 26, 2017.
62. Nelly (January 23, 2017). "Boost Your Account and Support Us With Discord Nitro" (<https://blog.discord.com/boost-your-account-and-support-us-with-discord-nitro-4f894cfb80d9>). *Discord Blog*. Archived (<https://web.archive.org/web/20210204233744/https://blog.discord.com/boost-your-account-and-support-us-with-discord-nitro-4f894cfb80d9?gi=d87ea15be9e4>) from the original on February 4, 2021. Retrieved January 26, 2017.
63. Lanier, Liz (June 4, 2019). "Discord Nitro Users Now Have Server Boosting Perks" (<https://variety.com/2019/gaming/news/discord-nitro-boost-server-1203232450/>). *Variety*. Retrieved April 12, 2021.
64. "Server Boosting 🌟" (<https://support.discord.com/hc/en-us/articles/360028038352-Server-Boosting->). January 6, 2021. Retrieved April 12, 2021.
65. "Discord adds stickers to liven up chats" (<https://www.engadget.com/discord-stickers-135019389.html>). *Engadget*. Archived (<https://web.archive.org/web/20201031042641/https://www.engadget.com/discord-stickers-135019389.html>) from the original on October 31, 2020. Retrieved October 28, 2020.
66. Francis, Bryant (July 8, 2016). "Game chat app Discord crosses 11 million registered users" ([http://www.gamasutra.com/view/news/276751/Game\\_chat\\_app\\_Discord\\_crosses\\_11\\_million\\_registered\\_users.php](http://www.gamasutra.com/view/news/276751/Game_chat_app_Discord_crosses_11_million_registered_users.php)). *GAMASUTRA*. UBM plc. Archived ([https://web.archive.org/web/20160710053248/http://www.gamasutra.com/view/news/276751/Game\\_chat\\_app\\_Discord\\_crosses\\_11\\_million\\_registered\\_users.php](https://web.archive.org/web/20160710053248/http://www.gamasutra.com/view/news/276751/Game_chat_app_Discord_crosses_11_million_registered_users.php)) from the original on July 10, 2016. Retrieved July 10, 2016.
67. Alexander, Julia (December 7, 2017). "As Discord nears 100 million users, safety concerns are heard" (<https://www.polygon.com/2017/12/7/16739644/discord-100-million-users-safety>). *Polygon*. Archived (<https://web.archive.org/web/20171207184402/https://www.polygon.com/2017/12/7/16739644/discord-100-million-users-safety>) from the original on December 7, 2017. Retrieved December 7, 2017.
68. Grubb, Jeff (May 15, 2018). "Discord gets big update as it turns 3 years old" (<https://venturebeat.com/2018/05/15/discord-gets-big-update-as-it-turns-3-years-old/>). *Venture Beat*. Archived (<https://web.archive.org/web/20180515191606/https://venturebeat.com/2018/05/15/discord-gets-big-update-as-it-turns-3-years-old/>) from the original on May 15, 2018. Retrieved May 15, 2018.
69. Grunin, Lori (May 15, 2018). "Discord celebrates its birthday with 130 million users" (<https://www.cnet.com/news/discord-celebrates-its-birthday-with-130-million-gamers/>). *CNET*. Archived (<https://web.archive.org/web/20180518060156/https://www.cnet.com/news/discord-celebrates-its-birthday-with-130-million-gamers/>) from the original on May 18, 2018. Retrieved May 19, 2018.

70. Ravenscraft, Eric (August 17, 2016). "Discord Is The Voice Chat App I've Always Wanted" (<http://lifehacker.com/discord-is-the-voice-chat-app-i-ve-always-wanted-1785403197>). *Lifehacker*. UCI. Archived (<https://web.archive.org/web/20170327225726/http://lifehacker.com/discord-is-the-voice-chat-app-i-ve-always-wanted-1785403197>) from the original on March 27, 2017. Retrieved April 22, 2017.
71. "Discord has surpassed 250 million registered users" (<https://www.techspot.com/news/80064-discord-has-surpassed-250-million-registered-users.html>). *TechSpot*. Archived (<https://web.archive.org/web/20190514122719/https://www.techspot.com/news/80064-discord-has-surpassed-250-million-registered-users.html>) from the original on May 14, 2019. Retrieved November 8, 2019.
72. Menegus, Bryan (February 6, 2017). "How a Video Game Chat Client Became the Web's New Cesspool of Abuse" (<https://gizmodo.com/how-a-video-game-chat-client-became-the-web-s-new-cessp-1792039566>). *Gizmodo*. Gawker Media. Archived (<https://web.archive.org/web/20170206233621/http://gizmodo.com/how-a-video-game-chat-client-became-the-web-s-new-cessp-1792039566>) from the original on February 6, 2017. Retrieved February 7, 2017.
73. Alexander, Julia (July 27, 2017). "Discord has a major raiding issue, but the developers are trying to fix it" (<https://www.polygon.com/2017/7/27/16046030/discord-raiding>). *Polygon*. Archived (<https://archive.today/20171009101826/https://www.polygon.com/2017/7/27/16046030/discord-raiding>) from the original on October 9, 2017. Retrieved October 9, 2017.
74. "Archived copy" (<https://support.discord.com/hc/en-us/community/posts/360048365072-In-app-and-easy-reporting-to-the-Trust-Safety-team>). Archived (<https://web.archive.org/web/20210204233805/https://support.discord.com/hc/en-us/community/posts/360048365072-In-app-and-easy-reporting-to-the-Trust-Safety-team>) from the original on February 4, 2021. Retrieved May 4, 2020.
75. Roose, Kevin (August 15, 2017). "This Was the Alt-Right's Favorite Chat App. Then Came Charlottesville" (<https://www.nytimes.com/2017/08/15/technology/discord-chat-app-alt-right.html>). *The New York Times*. Archived (<https://web.archive.org/web/20170819143650/https://www.nytimes.com/2017/08/15/technology/discord-chat-app-alt-right.html>) from the original on August 19, 2017. Retrieved August 20, 2017.
76. Barbaro, Michael (August 18, 2017). "'The Daily': The Alt-Right and the Internet" (<https://www.nytimes.com/2017/08/18/podcasts/the-daily/alt-right-social-media.html>). *The New York Times*. Archived (<https://web.archive.org/web/20170819125707/https://www.nytimes.com/2017/08/18/podcasts/the-daily/alt-right-social-media.html>) from the original on August 19, 2017. Retrieved August 20, 2017.
77. Bernstein, Joseph (January 23, 2017). "A Thriving Chat Startup Braces For The Alt-Right" (<http://www.buzzfeed.com/josephbernstein/discord-chat-startup-braces-for-the-alt-right>). *BuzzFeed*. Archived (<https://web.archive.org/web/20170125154233/https://www.buzzfeed.com/josephbernstein/discord-chat-startup-braces-for-the-alt-right>) from the original on January 25, 2017. Retrieved August 20, 2017.
78. Menegus, Bryan (February 6, 2017). "How a Video Game Chat Client Became the Web's New Cesspool of Abuse" (<https://gizmodo.com/how-a-video-game-chat-client-became-the-web-s-new-cessp-1792039566>). *Gizmodo*. Archived (<https://web.archive.org/web/20170206233621/http://gizmodo.com/how-a-video-game-chat-client-became-the-web-s-new-cessp-1792039566>) from the original on February 6, 2017. Retrieved August 20, 2017.
79. Newton, Casey (August 14, 2017). "Discord bans servers that promote Nazi ideology" (<https://www.theverge.com/2017/8/14/16145432/discord-nazi-ban-white-supremacist-altright>). *The Verge*. Archived (<https://web.archive.org/web/20170818060122/https://www.theverge.com/2017/8/14/16145432/discord-nazi-ban-white-supremacist-altright>) from the original on August 18, 2017. Retrieved August 20, 2017.



80. Alexander, Julia (February 28, 2018). "Discord is purging alt-right, white nationalist and hateful servers" (<https://www.polygon.com/2018/2/28/17061774/discord-alt-right-atomwaffen-ban-centipede-central-nordic-resistance-movement>). *Polygon*. Archived (<https://web.archive.org/web/20180301023646/https://www.polygon.com/2018/2/28/17061774/discord-alt-right-atomwaffen-ban-centipede-central-nordic-resistance-movement>) from the original on March 1, 2018. Retrieved March 1, 2018.
81. Liao, Shannon (February 28, 2018). "Discord shuts down more neo-Nazi, alt-right servers" (<https://www.theverge.com/2018/2/28/17062554/discord-alt-right-neo-nazi-white-supremacy-atomwaffen>). *The Verge*. Archived (<https://web.archive.org/web/20180307161350/https://www.theverge.com/2018/2/28/17062554/discord-alt-right-neo-nazi-white-supremacy-atomwaffen>) from the original on March 7, 2018. Retrieved March 8, 2018.
82. Cox, Joseph (January 17, 2018). "The Gaming Site Discord Is the New Front of Revenge Porn" (<https://www.thedailybeast.com/the-gaming-site-discord-is-the-new-front-of-revenge-porn>). *The Daily Beast*. Archived (<https://web.archive.org/web/20180118035409/https://www.thedailybeast.com/the-gaming-site-discord-is-the-new-front-of-revenge-porn>) from the original on January 18, 2018. Retrieved January 17, 2018.
83. Radulovic, Petrana (January 30, 2019). "Discord's lax policy on furry 'cub content' leads to user outcry" (<https://www.polygon.com/2019/1/30/18203692/discord-nsfw-policy-furry-cub>). *Polygon*. Archived (<https://web.archive.org/web/20190422005118/https://www.polygon.com/2019/1/30/18203692/discord-nsfw-policy-furry-cub>) from the original on April 22, 2019. Retrieved April 22, 2019.
84. Asarch, Steven (February 13, 2019). "Discord comes under fire for alleged moderator abuse and furry corruption" (<https://www.newsweek.com/discord-furries-terms-service-community-guidelines-1323099>). *Newsweek.com*. Archived (<https://web.archive.org/web/20190314192209/https://www.newsweek.com/discord-furries-terms-service-community-guidelines-1323099>) from the original on March 14, 2019. Retrieved April 22, 2019.
85. Radulovic, Petrana (February 13, 2019). "Discord adjusts policy on furry 'cub content' " (<https://www.polygon.com/2019/2/13/18223726/discord-policy-change-nsfw-cub-furry>). *Polygon*. Archived (<https://web.archive.org/web/20190422005113/https://www.polygon.com/2019/2/13/18223726/discord-policy-change-nsfw-cub-furry>) from the original on April 22, 2019. Retrieved April 22, 2019.
86. Mathias, Christopher (March 17, 2019). "Exclusive: 7 U.S. Military Members Identified As Part Of White Nationalist Group" ([https://www.huffpost.com/entry/white-nationalists-military-identity-evropa\\_n\\_5c8ab70ae4b0d7f6b0f1094b](https://www.huffpost.com/entry/white-nationalists-military-identity-evropa_n_5c8ab70ae4b0d7f6b0f1094b)). *Huffpost*. Verizon Media. Archived ([https://web.archive.org/web/20191217172531/https://www.huffpost.com/entry/white-nationalists-military-identity-evropa\\_n\\_5c8ab70ae4b0d7f6b0f1094b](https://web.archive.org/web/20191217172531/https://www.huffpost.com/entry/white-nationalists-military-identity-evropa_n_5c8ab70ae4b0d7f6b0f1094b)) from the original on December 17, 2019. Retrieved December 17, 2019.
87. Peters, Jay (January 8, 2021). "Discord bans pro-Trump server 'The Donald' " (<https://www.theverge.com/2021/1/8/2221579/discord-bans-the-donald-server-reddit-subreddit>). *The Verge*. Archived (<https://web.archive.org/web/20210109003439/https://www.theverge.com/2021/1/8/2221579/discord-bans-the-donald-server-reddit-subreddit>) from the original on January 9, 2021. Retrieved January 12, 2021.
88. Peters, Jay (January 27, 2021). "Discord bans the r/WallStreetBets server, but new ones have sprung to life" (<https://www.theverge.com/2021/1/27/22253251/discord-bans-the-r-wallstreetbets-server>). *The Verge*. Archived (<https://web.archive.org/web/20210130203945/https://www.theverge.com/2021/1/27/22253251/discord-bans-the-r-wallstreetbets-server>) from the original on January 30, 2021. Retrieved January 30, 2021.
89. Warren, Tom (January 28, 2021). "Discord is no longer banning r/WallStreetBets — it's helping them" (<https://www.theverge.com/2021/1/28/22254339/discord-r-wallstreetbets-server-help-moderation-ban>). *The Verge*. Archived (<https://web.archive.org/web/20210129002110/https://www.theverge.com/2021/1/28/22254339/discord-r-wallstreetbets-server-help-moderation-ban>) from the original on January 29, 2021. Retrieved January 30, 2021.

## Further reading

---

- Grayson, Nathan (August 14, 2019). "Discord Explains How It Handles Harassment, Doxxing, and Threatening Behaviour" (<https://kotaku.com/discord-explains-how-it-handles-harassment-doxxing-an-1837220883>). *Kotaku UK*. Retrieved February 19, 2021.

## External links

---

- [Official website \(https://discord.com/\)](https://discord.com/) 
- 

Retrieved from "[https://en.wikipedia.org/w/index.php?title=Discord\\_\(software\)&oldid=1017806007](https://en.wikipedia.org/w/index.php?title=Discord_(software)&oldid=1017806007)"

---

This page was last edited on 14 April 2021, at 18:00 (UTC).

Text is available under the Creative Commons Attribution-ShareAlike License; additional terms may apply. By using this site, you agree to the Terms of Use and Privacy Policy. Wikipedia® is a registered trademark of the Wikimedia Foundation, Inc., a non-profit organization.