

ACTIVITY REPORT

DISCORD SHARING IN IPGKBL

BY
SHAFIQ RASULAN
&
SANDRAN ABDULLAH

2024

DISCORD SHARING IN IPGKBL

LETTER OF INVITATION



KEMENTERIAN PENDIDIKAN MALAYSIA
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Ruj. Kami : IPGKBL/Pent/144/384 Jld 2 (41)
Tarikh : 09 Julai 2024

Pengarah
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Kementerian Pendidikan Malaysia
Lot 216, Fasa II, Taman Perindustrian Sejingkat
Lorong Demak Indah 5A1
93050 Kuching
Sarawak

Tuan,

**JEMPUTAN SEBAGAI PENCERAMAH UNTUK BENGKEL PENINGKATAN PROFESIONALISME
PENSYARAH BIL.2/2024 BERTAJUK PENGGUNAAN PERISIAN DISCORD**

Dengan segala hormatnya saya merujuk kepada perkara di atas.

2. Sukacita dimaklumkan Institut Pendidikan Guru Malaysia Kampus Batu Lintang akan mengadakan bengkel seperti yang dinyatakan di atas.

3. Sehubungan itu, kami ingin menjemput pensyarah dari jabatan tuan, **Encik Shafiq Bin Rasulan (Unit Fizik)** untuk menyampaikan bengkel tersebut seperti ketetapan berikut:

TARIKH	:	24 JULAI 2024 (RABU)
MASA	:	2:30 PETANG HINGGA 4:30 PETANG
TEMPAT	:	DEWAN SEMINAR UTAMA (DSU), IPGM KAMPUS BATU LINTANG
PESERTA	:	SEMUA PENSYARAH AKADEMIK (84 ORANG)

4. Sebarang pertanyaan, pihak tuan boleh menghubungi Dr. Murugan a/l Mini Ratamun, Ketua Jabatan Kecemerlangan Akademik, IPGM Kampus Batu Lintang di talian 012-2767381.

Kerjasama dan sokongan dari pihak tuan amatlah dihargai dan didahului dengan ucapan terima kasih.

Sekian.

"MALAYSIA MADANI"

"BERKHIDMAT UNTUK NEGARA"

Saya yang menjalankan amanah,

(DR. ABANG ISMAIL BIN HAJI ABANG JULHI)

Pengarah
Institut Pendidikan Guru
Kampus Batu Lintang

Isj/uppa/2024



SIRIM
CERTIFIED TO ISO 21001:2018
CERT. NUM.: EOMS 00112

(Sila catatkan rujukan Institut ini apabila berhubung)

DISCORD SHARING IN IPGKBL



No. Siri: JKA/12/01 (08)



KEMENTERIAN PENDIDIKAN
INSTITUT PENDIDIKAN GURU MALAYSIA



INSTITUT PENDIDIKAN GURU
KAMPUS BATU LINTANG

Sijil Penghargaan

Setinggi-tinggi tahniah dan syabas diucapkan kepada

SHAFIQ BIN RASULAN

Melaksanakan Tugas Sebagai Penceramah

**BENGKEL PENINGKATAN PROFESIONALISME PENSYARAH
BIL. 2/2024**

pada

24 JULAI 2024



DR. ABANG ISMAIL BIN ABANG JULHI

Pengarah

Institut Pendidikan Guru
Kampus Batu Lintang
Kuching, Sarawak

1: INTRODUCTION



In the ever-evolving landscape of educational technology, tools that facilitate communication and collaboration are increasingly vital. Discord, a versatile platform originally designed for gamers, has emerged as a valuable resource for educators seeking to enhance their teaching methods and engage with students more effectively.

This report outlines the presentation held on 24th July 2024, at IPGKBL, where Shafiq Rasulan and Sandran Abdullah from Sarawak Matriculation College introduced the Discord platform to a group of lecturers. The purpose of this presentation was to demonstrate how Discord can be utilized to foster interactive and collaborative learning environments within educational settings.

The session aimed to provide a comprehensive overview of Discord, highlighting its features and potential applications in education. Through a hands-on, step-by-step approach, the presenters showcased the platform's capabilities, including server and channel creation, communication tools, and integrations with educational resources.

By equipping lecturers with the knowledge and skills to effectively use Discord, the presentation sought to empower educators to leverage this tool for improved student engagement and collaboration, ultimately contributing to more dynamic and effective learning experiences.

2: EVENT DETAILS



Date and Venue:

The presentation took place on 24th July 2024, at IPGKBL. This venue provided a suitable environment for the session, allowing for both presentation and hands-on interaction with the Discord platform.

Presenters:

- **Shafiq Rasulan:** A lecturer of Physics at Sarawak Matriculation College (KMSw), Shafiq holds a First Class Bachelor of Physics from the University of Southampton and a Postgraduate Diploma in Education from the University of Malaya. With four years of teaching experience, Shafiq is known for his tech minimalist approach, focusing on integrating effective and straightforward technologies into the classroom. His expertise in physics and educational technology brought valuable insights into how Discord can be utilized in teaching scientific subjects.
- **Sandran Abdullah:** A lecturer of Computer Science at Sarawak Matriculation College (KMSw), Sandran is a graduate of the Science University of Malaysia with a Master of IT Management and is currently a PhD candidate at the University of Malaysia Sarawak. As the Head of the Computer Science Unit at Sarawak Matriculation College, Sandran's extensive background in IT and management provided a deep understanding of digital tools and their applications in education. His leadership role and academic credentials contributed significantly to the presentation's depth and technical accuracy.

2: EVENT DETAILS



Audience:

The audience comprised lecturers from IPGKBL, who gathered to learn about the potential applications of Discord in their teaching practices. The diverse background of the attendees highlighted the broad relevance of the platform across various educational disciplines.

Software:

The focus of the presentation was the Discord platform, a versatile communication tool that has gained popularity beyond its gaming origins. Discord's features, including servers, channels, and integrations, were demonstrated as potential assets for enhancing educational interactions and collaboration.

Method of Sharing:

The presentation employed a hands-on, step-by-step approach, allowing participants to engage directly with the software. This method included practical demonstrations of Discord's functionalities, interactive exercises, and opportunities for attendees to ask questions and explore the platform's capabilities.

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3: PRESENTATION OVERVIEW



The presentation provided a comprehensive introduction to the Discord platform, emphasizing its applicability and benefits in an educational setting. The session was structured to offer a clear understanding of Discord's features and how they can be leveraged to support teaching and learning.

Software Introduced: Discord

Discord is a communication platform originally designed for gamers, but its flexibility and range of features make it an excellent tool for educational purposes. It allows users to create servers and channels for various topics, engage in text, voice, and video communication, and integrate with other tools and services. The platform's versatility was highlighted as a key advantage for fostering interactive and collaborative learning environments.

Method of Sharing: Hands-On, Step-by-Step Approach

The presentation was conducted using a hands-on, step-by-step approach, ensuring that participants could directly interact with the platform and apply what they learned in real-time.

The key components of the demonstration included:

- Introduction to Discord:
 - Overview: Participants were introduced to the basic concepts of Discord, including its interface, navigation, and core features.
 - Installation and Setup: A walk-through of the installation process and initial setup of a Discord account was provided, ensuring that all attendees could get started with the platform.

3: PRESENTATION OVERVIEW



- **Creating Servers and Channels:**
 - **Server Creation:** Instructions were given on how to create and customize servers for different classes or groups.
 - **Channel Organization:** Demonstrations included setting up text and voice channels, organizing them for various educational purposes, and managing permissions.
- **Utilizing Bots and Integrations:**
 - **Introduction to Bots:** An overview of useful bots that can enhance classroom interactions and automate tasks.
 - **Integrations:** How to integrate other educational tools and resources with Discord to streamline communication and collaboration.
- **Communicating and Collaborating:**
 - **Text Communication:** Best practices for using text channels for discussions, announcements, and resource sharing.
 - **Voice and Video Communication:** Features and tips for conducting virtual meetings, lectures, and group discussions using Discord's voice and video tools.
- **Best Practices for Educators:**
 - **Effective Use:** Strategies for maximizing the educational benefits of Discord, including managing student interactions, maintaining a positive online environment, and ensuring productive use of the platform.

The hands-on approach allowed participants to experience the platform's features first-hand, with opportunities to ask questions and receive immediate feedback. This interactive format aimed to build confidence among attendees in using Discord as a tool for enhancing their educational practices.

4: PRESENTATION CONTENT



The presentation was designed to provide a thorough understanding of how to use Discord effectively in an educational setting. The content was organized into a series of key steps, each focusing on different aspects of the platform and its applications. The following sections outline the main components covered:

1. Registration and Installation

- **Overview:** Participants were guided through the process of registering for a Discord account and installing the application on various devices, including desktop and mobile platforms.
- **Steps:** Detailed instructions were provided to ensure that all attendees could successfully create their accounts and set up the software.

2. Joining and Creating Discord Servers

- **Joining Servers:** Instructions were given on how to join existing servers, either through invitations or search functions.
- **Creating Servers:** A step-by-step guide was provided on how to create a new server, including customization options for naming and configuring the server to suit different educational needs.

3. Creating Categories

- **Purpose:** The importance of organizing content through categories was discussed, allowing for better management and navigation within a server.
- **Steps:** Demonstrations included creating categories to group related channels and organizing server content effectively.

4: PRESENTATION CONTENT



4. Creating Text and Voice Channels

- Text Channels: Instructions were provided on setting up text channels for discussions, announcements, and resource sharing. The advantages of using text channels for various purposes were highlighted.
- Voice Channels: Participants learned how to create and manage voice channels for live discussions, meetings, and collaborative work.

5. Roles Management

- Role Creation: The process of creating and assigning roles within a server was demonstrated, allowing for the customization of permissions and responsibilities.
- Permissions: Best practices for managing permissions and ensuring appropriate access levels for different users were discussed.

6. Bots

- Introduction to Bots: An overview of bots available for Discord and their potential applications in education.
- Setup and Configuration: Demonstrations on how to add and configure bots to automate tasks, provide additional functionalities, and enhance classroom interactions.

7. Application in Classroom Settings

- Practical Examples: Examples were provided on how to use Discord in various classroom scenarios, such as facilitating group projects, conducting virtual office hours, and engaging students in discussions.
- Best Practices: Tips for effectively integrating Discord into teaching practices, including maintaining engagement, managing student interactions, and using the platform to support collaborative learning.

5: AUDIENCE ENGAGEMENT



Interactive Elements: The presentation was designed to be highly interactive, ensuring that all participants were actively engaged throughout the session. Key strategies included:

- **Walk-Around Assistance:** Presenters Shafiq Rasulan and Sandran Abdullah actively circulated among the attendees, providing personalized support and guidance during each part of the hands-on activities. This approach allowed participants to receive immediate assistance with any issues or questions they encountered, enhancing their learning experience.
- **Reference Materials:** To complement the live demonstrations, reference materials were provided in the form of PDF files. These documents included step-by-step instructions and additional resources, enabling attendees to review and reinforce their learning at their own pace.

5: AUDIENCE ENGAGEMENT



Feedback and Reactions: The feedback from the audience was overwhelmingly positive. Participants particularly appreciated the step-by-step walkthrough, which facilitated a clear understanding of Discord's features and functionalities. The practical, hands-on approach was well-received, with attendees expressing a strong interest in having more detailed sessions in the future.

- **Positive Reception:** The structured, step-by-step method was praised for its clarity and effectiveness, making it easier for lecturers to grasp the various aspects of Discord and apply them in their own contexts.
- **Requests for Future Sessions:** Several participants requested more in-depth sessions or follow-up workshops to explore additional features and applications of Discord. This feedback indicates a keen interest in further developing their skills and knowledge related to the platform.

The interactive nature of the presentation, combined with the supportive approach of the presenters and the provision of useful reference materials, contributed to a successful engagement with the audience. The enthusiastic response and requests for more sessions highlight the effectiveness of the presentation in meeting the needs and interests of the attendees.

6: OUTCOMES & RECOMMENDATIONS



Outcomes:

The presentation on Discord was successful in achieving its objectives, with several notable outcomes:

- **Enhanced Understanding:** Participants gained a clear understanding of how to use Discord effectively in an educational context. The step-by-step walkthroughs and hands-on activities allowed attendees to become familiar with the platform's features and functionalities.
- **Increased Engagement:** The interactive nature of the session, including walk-around assistance and practical demonstrations, led to high levels of engagement and participation. Lecturers actively explored Discord's capabilities and discussed potential applications in their teaching.
- **Positive Feedback:** The audience responded positively to the presentation format and content. The step-by-step approach was particularly appreciated, and many participants expressed interest in additional training sessions to explore more advanced features and uses of Discord.

6: OUTCOMES & RECOMMENDATIONS



Recommendations:

Based on the feedback and outcomes of the presentation, the following recommendations are proposed for future sessions:

- **Offer Follow-Up Workshops:** Given the interest expressed by participants, consider organizing follow-up workshops or advanced sessions. These could delve deeper into specific features, such as advanced bot configurations, integrations with other educational tools, or strategies for managing larger groups.
- **Provide Additional Resources:** Continue to provide reference materials, such as detailed guides and best practice documents, to support ongoing learning. Consider creating a repository of resources that participants can access after the session to review and apply what they've learned.
- **Facilitate Peer Learning:** Encourage participants to share their experiences and strategies for using Discord in their own teaching environments. This could be facilitated through online forums, discussion groups, or collaborative projects.
- **Gather Ongoing Feedback:** Implement a mechanism for collecting feedback after each session to continuously improve the content and delivery. This could include surveys or informal discussions to understand what aspects of the presentation were most beneficial and identify areas for enhancement.
- **Expand to Other Tools:** Explore the possibility of introducing additional digital tools and platforms that can complement Discord and further support educational goals. Providing a range of options can help educators choose the best tools for their specific needs.

By implementing these recommendations, future sessions can build on the success of the current presentation, offering even more value to educators and enhancing their ability to effectively use digital tools in their teaching practices.

7: CONCLUSIONS



The presentation on 24th July 2024, held at IPGKBL, successfully introduced the Discord platform to a group of education lecturers, demonstrating its potential as a valuable tool for enhancing teaching and learning. Through a hands-on, step-by-step approach, presenters Shafiq Rasulan and Sandran Abdullah effectively showcased the platform's features and applications, allowing participants to gain practical experience and insight into its use.

Summary of Key Points:

- **Effective Introduction:** The session provided a comprehensive overview of Discord, covering essential aspects such as registration, server creation, channel management, roles, and the use of bots. Participants were able to explore these features in a structured and interactive manner.
- **Positive Impact:** The interactive format, combined with personalized assistance and supportive reference materials, resulted in high levels of engagement and positive feedback. Attendees expressed a strong appreciation for the clear, step-by-step guidance and showed interest in further learning opportunities.
- **Future Opportunities:** The enthusiastic response and requests for additional sessions highlight the potential for further development in this area. Future workshops could build on the foundation laid by this presentation, offering more advanced insights and applications of Discord and other digital tools.

In conclusion, the presentation effectively met its objectives, providing valuable knowledge and practical skills to the attendees. By continuing to build on this success and addressing the recommendations outlined, future sessions can further support educators in integrating digital tools into their teaching practices, ultimately contributing to more dynamic and effective learning environments.

APPENDIX: PICTURES









APPENDIX: PICTURES!

