

UTILIZING BRAINLY AS A SOCIAL QUESTION-AND-ANSWER (Q&A) SERVICE IN ENGLISH LEARNING MATERIALS: BENEFITS AND LIMITATIONS

Tira Nur Fitria*

Institut Teknologi Bisnis AAS Indonesia

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Abstract

This study described the use of Brainly as a Community Question Answer (CQA) platform in English learning materials. This research was library research. Data was collected from books and articles related to Brainly. Data is analyzed by scanning, grouping, reviewing, concluding, and then writing into paragraphs to produce the conclusion. The analysis shows that Brainly facilitates the submission of homework-related inquiries to students. The existing system allows users to pose inquiries, which are subsequently visible and answerable by other users who share their answers on the subject matter. Brainly may be considered to increase student learning interest, then teachers are expected to be able to apply learning media that can support the process of learning and become more effective. Brainly can support students' learning because the features and language contained in Brainly are simple and easy to understand as a Question-Answer tool. Brainly provides many conveniences so students can learn English and do schoolwork with the help of teachers or others in providing discussions on the questions. Educators and parents are expected to always supervise students in using learning technology at school or the house. They also need to be trained to be diligent in learning so as not to depend on the convenience of technology. However, answers on Brainly may be correct or may be inaccurate. Therefore, if we encounter questions or answers in Brainly, it would be nice to immediately report them to Brainly for follow-up. Therefore, it is better if a student tries it first, and then accesses this site to check answers. To get the right answer, try to find alternative answers on Brainly that come from books or credible references. However, further research certainly still needs to be done related to the level of accuracy of the answers given to the answerers on Brainly.

Keywords: Brainly; English learning; English material, social question-and-answer (Q&A)

Abstrak

Studi ini mendeskripsikan Brainly sebagai layanan tanya jawab sosial (Q&A) dalam pembelajaran bahasa Inggris dan menemukan dampak positif dan negatifnya bagi guru dan siswa. Penelitian ini bersifat deskriptif kualitatif. Analisis menunjukkan bahwa menggunakan Brainly itu mudah. Brainly bisa kita buka di <https://Brainly.co.id/>. Jika kita belum memiliki akun, kita bisa mendaftar menggunakan Gmail, lalu login menggunakan akun Brainly. Untuk membuat pertanyaan, klik "Let's Ask", tulis pertanyaannya, pilih poin yang akan diberikan kepada penjawab, pilih jenis materi lalu klik "Ask a Question". Untuk menjawab pertanyaan, klik pertanyaan yang akan dijawab pada kolom "jawaban kami" isikan jawabannya, dan klik "Tambah Jawaban". Menjawab pertanyaan akan menambah poin kita. Berdasarkan penelitian sebelumnya, penggunaan Brainly memiliki dampak positif dan negatif. Secara positif, guru dapat menyampaikan konsep kepada siswanya secara sederhana dan mampu menghubungkan siswa dengan pakar pendidikan. Selain itu, siswa dapat menambah wawasan pengetahuan yang berdampak pada minat belajar dan hasil belajar siswa. Mereka bisa mendapatkan jawaban dan referensi serta saling berinteraksi untuk menambah jawaban atau bisa juga saling benar. Brainly dapat memberikan konten yang mudah dan mudah diakses oleh siswa, situs ini lebih praktis dibandingkan dengan situs pendidikan lainnya, memudahkan siswa dalam mengerjakan pekerjaan rumah, dapat digunakan sebagai alternatif untuk berkomunikasi secara virtual, dan dapat menjadi sumber belajar dan motivasi secara bersamaan. Secara negatif, penggunaan Brainly menimbulkan kemalasan siswa untuk membaca buku, mengurangi keefektifan dalam kegiatan pembelajaran, menimbulkan ketergantungan pada teknologi Q&A, dan membiasakan siswa menjadi pasif untuk mendapatkan jawaban

*Author(s) Correspondence:

E-mail: tiranurfitria@gmail.com

secara instan. Hal ini berdampak pada ketidakmampuan guru dalam mengontrol siswa yang menggunakan buku atau website. Namun, penelitian lebih lanjut tentunya masih perlu dilakukan terkait dengan tingkat akurasi jawaban yang diberikan para penjawab di Brainly.

Kata Kunci: *Brainly; pembelajaran bahasa Inggris; materi bahasa Inggris; tanya jawab sosial (Q&A)*

INTRODUCTION

Learning media is a necessity that is unavoidable to make the learning program successful and the learner can achieve changes in expected behaviors. Consequently, the teacher should have many roles in creating, using, or developing learning media (Ridwan, 2021). Media is an integration of system learning as a basis for selection development or use. Learning media can enhance the learning process of the learner in teaching which in turn is expected to increase the learning process of the learner in teaching which in turn is expected to increase the learning.

The existence of learning media as a tool to help in learning. The teacher as a messenger has great importance in conveying messages or learning materials to students. Teachers also realize that without media, learning materials will be difficult to digest and understand by the students, especially when the lessons to be delivered are quite complicated and complex. Therefore, the use of media is inevitable so that the materials can reach students effectively and efficiently.

As technology develops, processes of learning conducted by the teacher and students also experience changes. Practice in the learning process directly can be found no exception at this time. In the process of learning that is carried out to be more effective and efficient, educators use media and educational tools to support students in understanding the material in a particular subject family. Media and tools that are popular and often used by educators and students are books, both textbooks as learning resources. However, with the development of the times, the use of books is no longer the only source and learning media because, with the increasingly sophisticated learning media technology, it is shifting to electronic media along with the large number of electronic books that can be obtained by students only with internet capital. This might be said to be more effective and efficient when compared to having to look for books one by one on the large library shelves. In addition to electronic books, with the sophistication of technology, students can also access learning applications or web media.

The development of the times allows students to do many things via the internet, from trivial things to everything related to more serious things. The Internet has revolutionized how information seekers obtain information (Rath & Shah, 2016). Students may rely on their smartphones to do many things, one of which is studying independently. Even though teaching and learning activities are now taking place in schools, there is usually homework that is intended as learning outside of teaching and learning activities with the teacher.

Generally, homework given at school to students is something that has been taught in class before. However, for certain reasons, it is not uncommon for students to still have difficulty answering the questions given. Even though there is the internet that can help students try to find answers, in fact finding answers on the internet is sometimes quite difficult and often we don't get accurate answers, whereas asking new friends is effective if the friend understands. Sometimes as a parent also cannot always help students. One that is always used by students is the web media or the Brainly application.

The Brainly.co.id website is the result of the evolution of educational technology to facilitate the resolution of students' learning issues. As this website is frequently used by students, it is vital to supervise them so that they do not simply use it to learn (Rif'ati & Sugiyono, 2020a). Brainly is a technology-based private education company and learning web service that allows its users to ask each other and answer questions related to school lessons that are generally open to other users. This site was founded by three figures namely Tomasz Krausz, Michal Borkowski, and

*Author(s) Correspondence:

E-mail: tiranurfitria@gmail.com

Ukasz Haluch. Founded in September 2009 in Krakow, Poland, and headquartered in New York City.

Social question-answering (SQA) services are used to facilitate social information-seeking and sharing behaviors in online communities where users can ask a question, while others voluntarily answer to satisfy an asker's information need (Choi et al., 2015). As a result of the emergence of social question-and-answer (Q&A) services, social information seeking through question-and-answer exchanges to share knowledge and information for users' learning processes has increased (Choi et al., 2016).

Brainly has websites worldwide where students can answer or ask questions in any field (Anis et al., 2022). As of January 2018, Brainly has more than 100 million monthly users from 35 countries covered, including Indonesia. In Indonesia, Brainly operates through two platforms, web at Brainly.co.id and mobile which can be found on the Play Store for Android and the App Store for iOS. Brainly is a service that can be used free of charge either by students or teachers. However, they also offer paid premium programs specifically designed for difficult questions so that the answers are not random, but have been verified by the moderator.

Brainly carries the concept of social media which was previously popular but is more aimed at students and teachers. More precisely it makes it easier for students to ask about the lesson and the teacher can give the best answer to the question. Uniquely, for every answer given, Brainly gives rewards in the form of points which will later improve the reputation of educators in their community. The service is free for students and teachers to use, but they also offer paid programs designed specifically for difficult questions that require more detailed answers. Brainly is a website that allows its users to communicate with each other ask and answer questions related to school lessons in an interactive manner open to other users. On this site, you must first create an account as a questioner or answerer.

There are several previous studies on Brainly. These studies all discuss the positives and limitations of Brainly to the teacher or students. First, Rif'ati & Sugiyono (2020) state the positive aspect of Brainly that made it simpler for teachers to convey concepts to the students. But, the students were lazy to read books, inability to improve learning outcomes, and reduced effectiveness in learning activities. Second, Murtiyasa et al. (2021) state that Brainly as a learning medium is effective in increasing student interest in learning especially in mathematics. Third, Nugroho (2021) states that students can quickly get answers, discuss with other users, easily get answer references, and improve learning outcomes. But, it cultivates laziness in reading and understanding the material, and students become dependent use Brainly. Fourth, Ramadhani & Pulungan (2020) state that students access Brainly as one online learning resource for learning needs. Fifth, Sinaga (2022) states the effect of using Brainly as a source of learning and learning motivation on student achievement, and the remaining is influenced by other factors outside of this study. All previous above focus on the positives and limitations of Brainly, but there is no previous research discussing how to use it as learning material for students. The researcher is interested to know the use of Brainly. Therefore, this study aims to describe the use of Brainly as a social question-and-answer (Q&A) service in English materials and find the positive and negative impacts on teachers and students.

LITERATURE REVIEW

Brainly

Community question-answer (CQA) has become a popular method of online information-seeking (Le et al., 2019). Brainly is a question-and-answer platform designed for classroom use. Brainly allows users to ask questions about homework using machine learning algorithms (Garg & Agrawal, 2020; Shivani & Pradeep, 2020; Srinivasa et al., 2022). Brainly enables students to ask homework problems and obtain verified responses from their peers without fear of their queries

*Author(s) Correspondence:

E-mail: tiranurfitria@gmail.com

being flagged as spam. It even assists students in collaborating to find their answers. By answering questions, having a student in command of the classroom might help them become a Brainly community moderator. Students can use this education platform to ask homework problems and receive automatic, verified replies from their peers (Dhaya & Kanthavel, 2022).

Brainly (<https://Brainly.com/>) is a social media site for classroom questions allowing users to ask questions and receive verified answers from fellow students (Cvetković, 2019). As mentioned earlier, Brainly adopted the concept of social media which was already popular, but specifically for students and teachers, where students can ask questions related to lessons and vice versa the teacher can provide the best answer. For each answer, Brainly gives rewards in the form of points which will increase the educator's reputation in the eyes of the community. Brainly is a platform created for the convenience of users in completing school work. On this platform fellow users. Brainly users can exchange questions and answers. In other words. Brainly is a platform linking education to one user with another user to exchange questions and answers. Brainly is the platform that is often chosen by students in search of answers about their school work. Brainly is aimed at students with different levels, including students schooling at home, as well as, parents and teachers (José, 2020).

Brainly is an educational platform for Community Question Answering (CQA) that makes it simple for users to get answers to questions presented by students. Frequently, questions from students are addressed rapidly by a large number of answerers interested in the topic in question. Students choose the number of accessible responses to receive answers and provide a positive rating to the answerer (Cahyo & Sudarmana, 2022).

Brainly is a Community Question Answer (CQA) program that enables kids or their parents to ask homework-related inquiries (Cahyo et al., 2021a). The present process consists of users asking questions, followed by other users with the same subject interest viewing and answering the question. Brainly awards points to users for responding to questions. The number of points for each question varies. Brainly will automatically display users with the most total points in the smartest user leaderboard on the homepage of the website. Occasionally, though, some users do not actively answer inquiries (Fitria et al., 2023). Thus, it is feasible to have an urgent query to which no one has responded (Fitria, 2023).

Brainly Features

There are several features offered by this one site to make it easier for students to learn (Rif'ati & Sugiyono, 2020b), including:

1. Ask and answer. In Brainly we can do two things, namely asking and answering existing questions. To get answers, we can immediately search in the search column for the same questions that have been asked by the questioner before. But if we can't find the answer we want, we can ask a question directly by selecting the "Let's Ask" option or you can also go to the "Ask a Question" option. In this menu, we can immediately see the number of questions we can answer. When we send automatic questions our points are reduced, but if we help answer questions our points will increase according to the number of questions we have successfully answered, the average point value is 50 points. Meanwhile, to put together a list of questions, starting questions and answers can be accessed in the profile section.
2. Question filters. In the answers menu, Brainly provides a filter feature that is useful for filtering the types of questions that will appear. There is a choice of education level and the subject being sought.
3. Chat directly in the question column. In the questions menu, we can find chat options and direct questions where we can join in to visit other visitors or answer questions asked directly. In this feature, there is also a love button to like the answers that have been given to our questions and also a comment button to send a new message.

*Author(s) Correspondence:
 E-mail: tiranurfitria@gmail.com

4. Smart answer comments. In the questions menu, there is also a special display that functions to display a list of questions that have been answered by experts. Even though in this menu we cannot provide answers for comparison, we can leave comments on each question that has been answered previously. For example, to say thank you or give a rebuttal.
5. Message. Apart from interacting in general in the comments column and giving each other answers, Brainly can also send private messages to fellow users. This messaging feature can be found in the user profile menu.
6. Rating. Previously it was said that this site implements a ranking system by giving reward points for each completed answer to each question. The goal is none other than to differentiate the ratings of each user. Starting from beginner equipment to experts, each rank is given a different badge.
7. Notification. The activities of all users, starting from sending questions, giving answers, and leaving comments and hearts, will be recorded automatically by the system. These notifications can be customized via the 'Settings menu in the user profile.
8. School book solutions. This feature is a feature that was just launched this month, which presents a view like an online library. The books provided are also quite diverse, ranging from elementary to high school level. In this feature, there is also a filter for what books will be searched for and from what level of education the subjects will be searched for.
9. Math answer. This feature is also a new feature launched simultaneously with the school book solution feature, which makes it even easier for students to create math questions. Where previously submitting math questions had to be typed, now it can be easily done using only a picture of the problem. The method is to select the Scan and Solve option, then take a photo and get the solution to the math problem you want to ask.
10. Friend. Apart from asking and answering questions, we can also make friends with other users.

METHOD

The method used is a qualitative research method with literature review techniques or library research. Anggito & Setiawan (2018) state that qualitative research is a research method whose object is a natural phenomenon so that it can be interpreted by the researcher as a key instrument. In the search for theory, a researcher will collect as much information as possible from the literature related to Brainly.

Data collection for this study used a library research technique (Sari & Asmendri, 2020), where the data collected was sourced from books, journals, articles, and other related documents. Then the data collected is analyzed by scanning, grouping, reviewing, concluding, and then writing into paragraphs to produce the conclusion.

FINDINGS AND DISCUSSION

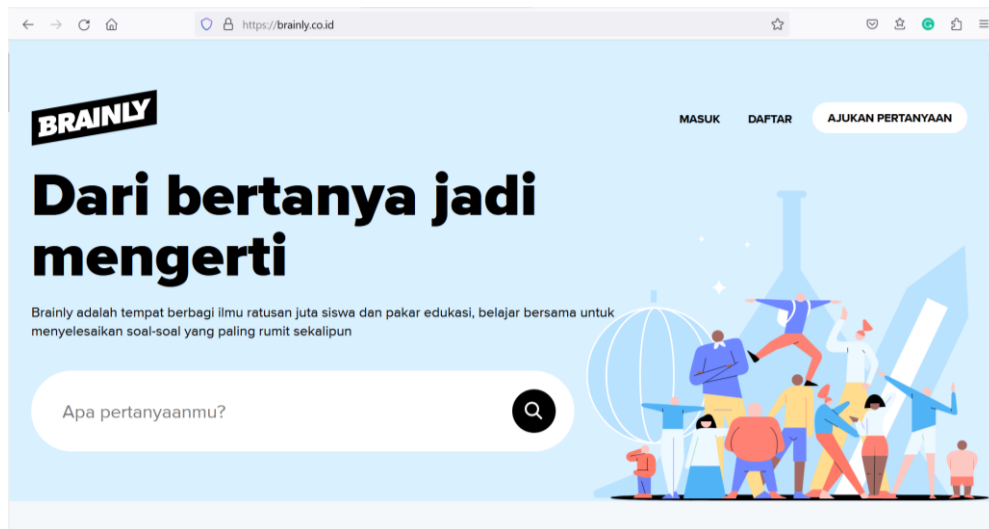
A. Using Brainly Website for Questing and Answering

This study aims to describe the use of Brainly (a social question-and-answer (Q&A) service) as an online learning resource in English materials. There are easy steps to study with Brainly as described below:

We open Brainly.co.id and click Register with Google or our Google email address (if we do not have an account).

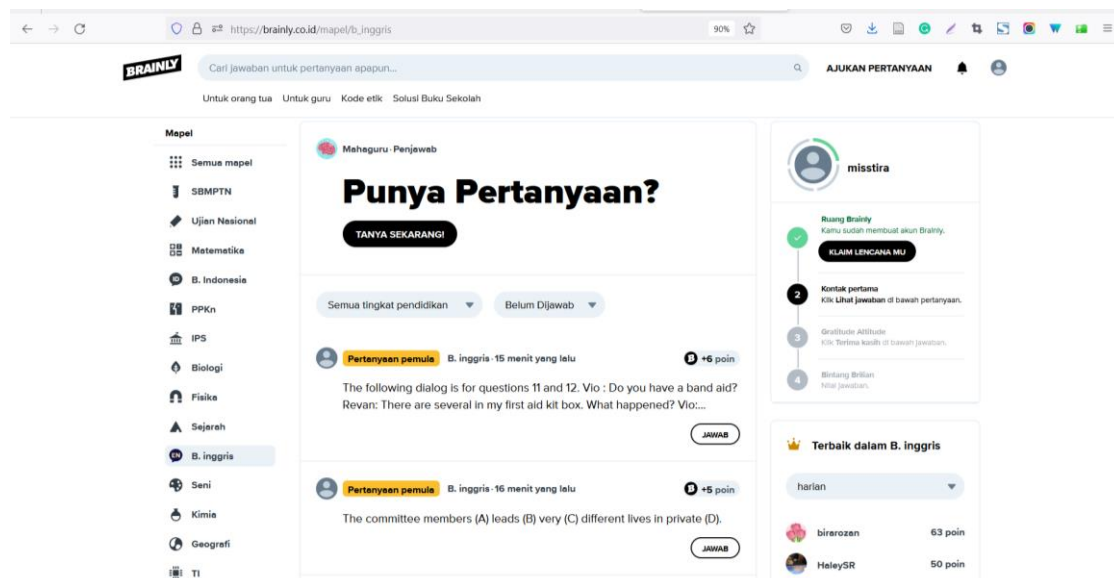
*Author(s) Correspondence:
 E-mail: tiranurfitria@gmail.com

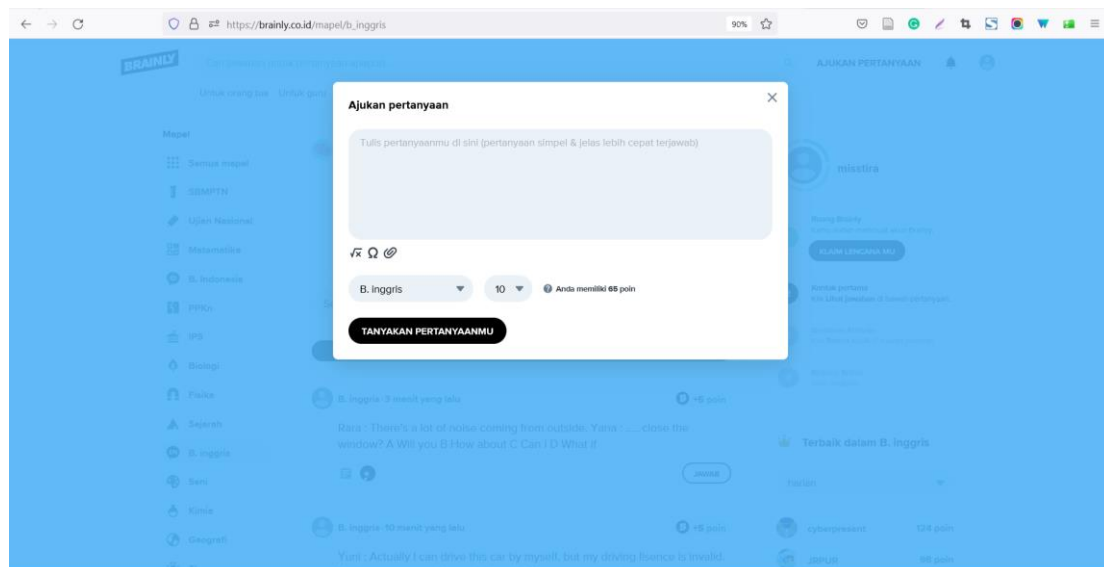
Figure 1. The View of Brainly



We can select the Google email address we want to use to register. If we have more than one Google email address, we will see a list of our Google email addresses, and we can select one. Once we have selected the Google account that we want to use, we need to complete the account registration page. Automatically, Brainly will give us a nickname (username) for our account, but we can change it immediately by clicking on the nickname, or we can do it later by contacting contact@brainly.co.id. Read and agree to Brainly's Terms of Use and Privacy Policy. Finally, check our email inbox and confirm our account, then log in using the registered account. We click the "Let's Ask" option on the initial appearance of the page to ask a question.

Figure 2. The View of Asking Questions in Brainly

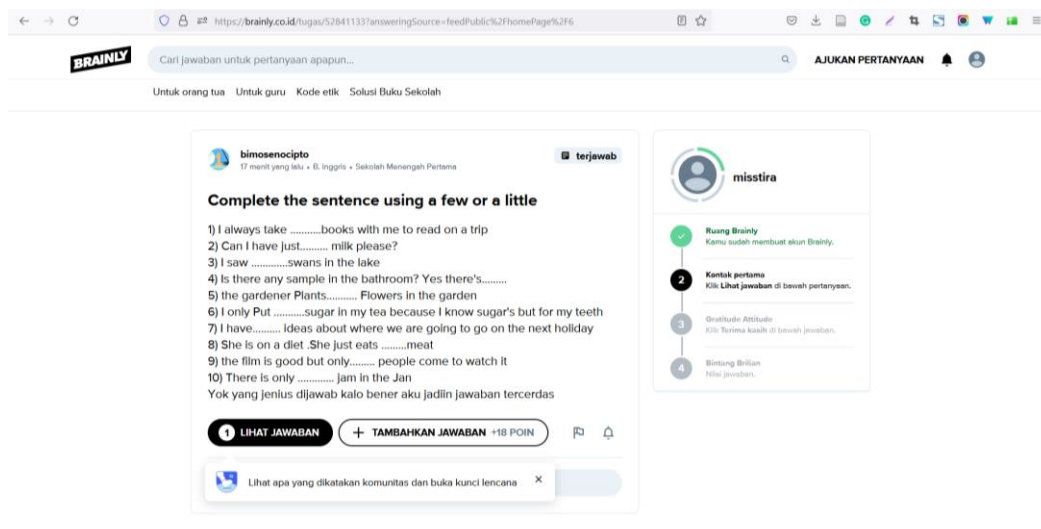




We can click the "Let's Ask" option on the initial appearance of the page to ask a question. We can select a course such as "Bahasa Inggris". Brainly can be used on Android, iOS, and web browsers by providing three levels of education, namely Elementary, Middle, and High School and there are 25 subject categories. In Brainly, users can ask questions or answer questions from other users. By answering other users' questions, the answerer will be given points according to what the questioner specified. The user who writes the question will be deducted as many points as he wants in exchange for answering. These points will be collected every day, and users who get the most points will appear on the main page.

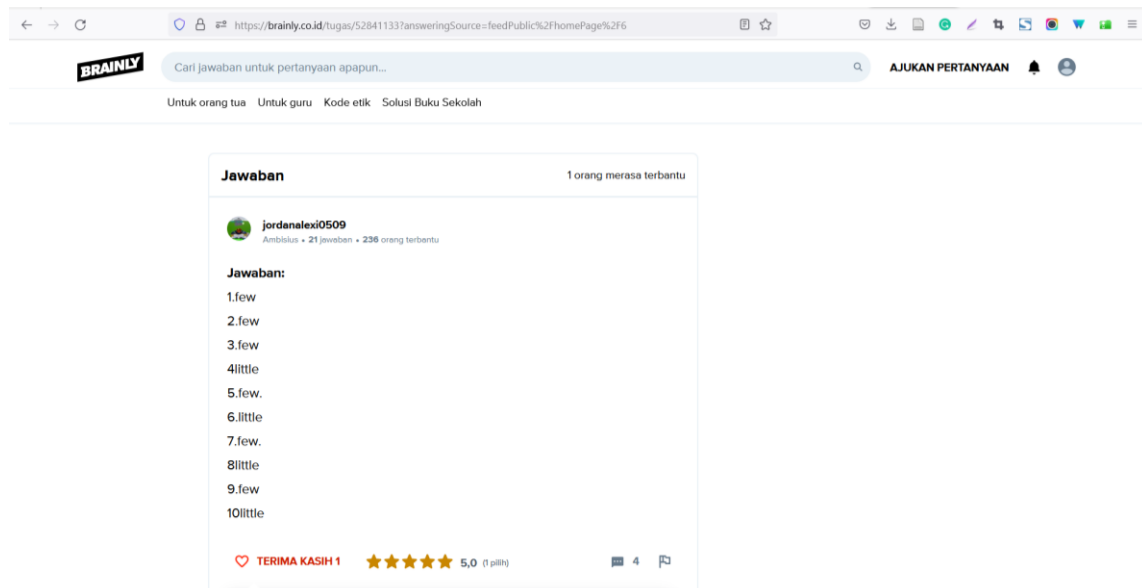
Write questions clearly so that the answerer can easily understand the contents of the question, then select the points that will be rewarded to the answerer, and do not forget to choose the type of subject for the question. Then click the "Ask a Question" option button at the top right of the screen. Asking automatically will reduce the points we have and increase if our position becomes the answerer. If you need to add special characters, math equations, images, or attachments, you can use one of the tools available under the question box. Do not forget to choose appropriate subjects and points to award.

Picture 3. Essay Question in Brainly



Questions from other users related to the selected subject are displayed at the bottom of the screen. This site allows you to add answers to questions to help other members. The platform offers a search bar to search for questions answered by other users. Just type a question or term and press the "Enter" key on the keyboard. The system will display the appropriate query as the result of the search. Access any of the results.

Figure 4. Answering Questions in Brainly



To answer a question, select the question option we want to be answered. Then in the column "Our answer" fill in our ideas which must be clear and correct then click "Add Answer". When asking or answering questions, we can insert pictures, formulas, and symbols. The points obtained are useful for asking questions or for increasing account ratings. The website identifies whether the query is in its database. If so, it offers a list of solved questions that you can click on to see the answers. Check the included questions and answers to learn more about the selected topic.

B. Benefits and Limitations of Using Brainly

Several previous studies used Brainly in the teaching and learning process. Using Brainly may have benefits and limitations. The benefits and limitations can be seen in the table below:

Table 1. Previous Studies about Brainly

Author	Research Purpose
(Rif'ati & Sugiyono, 2020)	Finding out the impact of learning facilities using the Brainly.co.id website.
(Ramadhani & Pulungan, 2020)	find out the use of Brainly as an online learning resource on coordination system material.
(Nugroho, 2021)	Finding out how much influence the use of Brainly has on student learning outcomes when learning at school.
(Murtiyasa et al., 2021)	Determining the effectiveness of online learning media namely Brainly on interest in learning mathematics
(Ridwan, 2021)	Describing the use of the Brainly application in a comprehensive and detailed.
(Sinaga, 2022)	Finding the influence using Brainly as a source of learning and learning motivation has on the economics learning achievement of class XII IPS students at SMAN 1 Pegajahan in the 2022/2023 academic year.

*Author(s) Correspondence:
 E-mail: tiranurfitria@gmail.com

The positive impacts of Brainly are stated by previous studies. Rif'ati & Sugiyono (2020) state that Brainly makes it simpler for teachers to convey concepts to their students. The website's function is an added insight into the knowledge and its ability to connect students with education experts. Murtiyasa et al. (2021) explain that there is an effect of the effectiveness of Brainly learning media on students' learning interests. So Brainly is considered effective and affects students' learning interests. While Nugroho (2021) supports that students can quickly get answers, and can discuss this with other Brainly users because Brainly provides a directly usable comment column.

Users can exchange opinions about a topic or problem at hand discussed. Students easily get answer references. Brainly makes it easy for users to get reference answers from users because one question submitted can be responded answered by more from one Brainly user to another. So Brainly users can interact with each other to add answers or can be mutually correct if any answer is wrong. Brainly can improve learning outcomes. Brainly also has a good effect on student learning outcomes. Several respondents admitted that their study results went up when using Brainly. They can answer difficult questions quickly using Brainly.

Ramadhani & Pulungan (2020) state that Brainly can provide easy content to understand as well as Brainly is also easily accessible to the student. This site allows its users to ask and answer related questions lessons at school are open to users. The students directly found the answer packed with simple sentences, this site is more practical compared to other educational sites. Ease of access. Ridwan (2021) explains more that the Brainly application is not just used as a tool to facilitate students in doing homework, but rather more than that it can also be used as an alternative to communicate virtually. Sufficient use it's easy to get Brainly wrong one app to be reckoned with in conducting Distance Learning at home during the COVID-19 pandemic. Sinaga (2022) states that Brainly as a learning resource and learning motivation simultaneously has a positive and significant effect on student achievement. There is an effect of using Brainly as a source of learning and learning motivation on student achievement.

Based on the statements above show that the Brainly application is the favorite website and application for students to help them understand learning material (Qolbi, 2021). The use of the Brainly application has been proven by the large number of people who use the Brainly application, around 23 million people around the world use this application. So the use of the Brainly application to support learning is said to be effective. Because the features and language contained in the Brainly application are very simple and easy to understand.

Besides, the negative impacts of Brainly are stated by previous studies. Rif'ati & Sugiyono (2020) state that students' laziness in reading books, the website's inability to improve learning outcomes, and its reduced effectiveness in learning activities, the negative impact on teachers was their inability to control the students who used books as learning facilities and those whose learning was facilitated by the website. While Nugroho (2021) explains that Brainly can cultivate laziness. Using Brainly continuously will reduce their laziness in reading and understanding the material. Brainly generates dependency. Students can become dependent use Brainly as it continues to get answers instantly making students lazy to search for learning references from other sources because the answers are already available on Brainly. Brainly familiarizes students to be passive. Brainly will make students passive and always want to get the answer that is practical and fast. Some answers are given Brainly usually presented without along with the reasons behind them, this makes the students as if only care about answers but do not want to know the method/reason for the answer.

C. The Use of the Brainly Application in Improving the Understanding of Learners

In the learning process, an educator has full power in controlling learning. Educators can use a variety of media and tools to support the ease of the course of learning. Media and educational tools are important components for achieving learning goals because by using educational tools and media, students will more easily understand the material presented by the educator. Likewise in

*Author(s) Correspondence:
 E-mail: tiranurfitria@gmail.com

teaching, the use of educational tools and media becomes something that facilitates the delivery of material to students. Tools and media as well as educational resources that are often used in learning are books.

Books are used as the most effective and efficient way to establish harmony in the teaching and learning process in the classroom so that the learning objectives that have been set in the curriculum are achieved easily. However, as time has progressed, the present era is called the era of Revolution 4.0 where all aspects of human life have switched to using technology, even factories have used technology more than human power, so human resources are almost extinct because they have been replaced by technological sophistication. which is more effective and efficient.

The impact of advances in digital technology plays an important role in the learning process, especially in the cognitive aspects of students. One example of technological progress is the existence of the Internet. The inclusion of the Internet in the learning process makes it easier for students to find information from various sources. Currently, students do not need to buy books in-store or look in the library to get Learning Resources. Students simply search for the information they want to learn on the internet. In this case, Brainly becomes a tool/media learning resource that students use to finish their jobs. Brainly can replace the role of books as a source of the main learning of students in class. They prefer Brainly as reference material because it's faster to get answers compared to reading a book takes longer.

Likewise, the existence of books as tools, media, and learning resources has begun to be replaced by technology. One of the technologies that are currently booming among students because it is often used to help students understand learning in learning is the Brainly application and website. The Brainly application is an application created by an education company originating in Poland. This application was created to provide convenience to users in completing school work. In this application, one user with other users can exchange questions and answers.

Brainly is the largest learning community in the world. Brainly is a question-and-answer application that comes with various advantages. Brainly is an online learning application that can make it easy to ask questions and find answers like homework. The working system of this application is that we can ask questions or assignments given in the form of photos or written questions. We can freely ask and participate in answering various questions in the Brainly application. Various grids, keys, and calculations for various school subjects are available in this application. Besides being free, the Brainly application is unlimited so it's very easy for us to access it anytime and anywhere. Brainly also makes it easier for teachers or lecturers to educate online.

Brainly can be an answer to that need as an application that allows users to ask and answer questions related to school subjects openly to other users. Using the service is quite easy because after registering on the Brainly application, we can immediately ask and answer questions. Brainly as an application that brings together students and educators online tries to accommodate the need for online teaching and learning activities. Another benefit of Brainly is that it presents a new, more fun way of learning various literature and science. Brainly brings students and educators together in a mobile platform that is very accessible and efficient. Through the Brainly application, students can ask questions, and on the other hand, educators can provide the best answers. All activities and subject questions or answers can be monitored in real-time, anywhere and anytime. Three categories of educational levels are available in the Brainly application, namely elementary, junior high, and high school. With the number of choices of subjects provided by Brainly, it is also quite complete, from mathematics to foreign languages and even art.

With the benefits and conveniences provided by this application, so far Brainly already has more than 23 million users worldwide, and 1.5 million of them are from Asia. Brainly also has a mobile app that you can download for free on iOS and Android. This application, which started as a website that originated in Poland and is in English, now has a growing number of users spread all over the world, including Indonesia. Even Brainly is now available in Indonesian. So, we won't be confused about the languages available on Brainly.

*Author(s) Correspondence:
E-mail: tiranurfitria@gmail.com

Students may often use Brainly to find answers when they are confused about completing assignments given by the teacher. The reason they use Brainly is that it has a question-and-answer system that can provide concise explanations that are easy for students to understand (Anggraini et al., 2021). The Brainly application is an application issued by a digital technology-based educational company which is also a website that makes it easy for users to share or exchange questions and answers about various school subjects freely and can be accessed by anyone anywhere and anytime. The popularity of the Brainly application and website shows that this helps students understand school subject matter because this application and web are like peer trainers but are based on digital technology. Based on this explanation, the author feels very interested in analyzing how to use the Brainly application in the learning process so that it can increase student understanding. This research aims to find out how far a learning application can help students' understanding of subjects in the learning process.

Rath et al. (2017) conducted an inquiry into the quality of the inquiries on the educational Community Question Answering (CQA) website. Brainly analyzed 2,000 queries, of which 1,000 received answers and 1,000 remained unanswered. The quality of each query was evaluated by two human assessors using a scale of 1 to 5. The criteria used to determine the score included ambiguity, poor syntax, lack of information, complexity, inappropriateness, and inconsistency. Following this, we identified various textual characteristics required to determine the quality of a question.

Brainly provides three categories of education levels, namely elementary, junior high, and high school. The number of subject choices provided by Brainly is also quite complete, from mathematics to foreign languages and even art. If you answer questions asked by other users, you will get points according to what the questioner wants to give when making the question. These points will be accumulated every day and the user who gets the most points will be shown on the front page of this website. In short, this website can be called a social media for education, or also a crowdsourcing website for answering school homework questions. This website comes from Poland and is in English. However, after seeing a large number of their users spread all over the world, the Brainly team decided to localize this website in several countries, including Indonesia. That's why Brainly is now available in Indonesian. In terms of effectiveness and speed, I have to admit that at least half of the questions that appear on this website are answered in a short time by other users.

Brainly is a Community Question Answer (CQA) platform that facilitates the submission of homework-related inquiries by parents or students. The existing system operates as follows: users pose inquiries, which are subsequently visible and answerable by other users who share their interest in the subject matter. Brainly compensates users with points for responding to inquiries. Variable points are awarded for each topic. Brainly helps students to come up with their correct answers (Sethi et al., 2020). Brainly will exhibit users' total points in ascending order of value in the brightest user leaderboard that appears on the homepage of the site. Occasionally, however, certain users lack sufficient activity to address queries. Thus, it is feasible to encounter a pressing inquiry that remains unresolved (Cahyo et al., 2021b).

CONCLUSION

Learning is targeted to achieve an understanding so that students can implement it in everyday life. The use of the Brainly application has been proven by the large number of people who use the Brainly application, around 23 million people around the world use this application. So the use of the Brainly application to support learning is said to be effective. Because the features and language contained in the Brainly application are very simple and easy to understand. So far Brainly has provided many conveniences and benefits so that students can learn and do schoolwork properly with the help of teachers or other educators in providing discussions on their questions. The subjects provided are also quite complete, ranging from Religion to foreign languages.

*Author(s) Correspondence:
E-mail: tiranurfitria@gmail.com

Unfortunately, on this site, there are still quite a lot of questions and answers that don't make sense or are spam. Therefore, if we encounter questions or answers as mentioned earlier, it would be nice to immediately report them to Brainly for follow-up.

Educators and parents are expected to always supervise students in using learning technology at school or the house. The students also need to be trained to be diligent in reading books so as not to always depend on the convenience of today's technology. The use of e-learning platforms such as Brainly can be considered to increase student learning interest, then teachers or teaching staff are expected to be able to apply learning media that can support the process of learning and become more effective. However, there are things to keep in mind before accessing Brainly. Answers on Brainly may be correct or may be inaccurate. Therefore, it is better if a student tries it first, and then accesses this site to check answers. To get the right answer, try to find alternative answers on Brainly that come from books or credible references.

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*Author(s) Correspondence:
 E-mail: tiranurfitria@gmail.com

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*Author(s) Correspondence:

E-mail: tiranurfitria@gmail.com

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