

Review of: "Fishing Rods for Magic: Theatre Forum Tools to Support Primary School Students' Active Engagement in Computer-Supported Collaborative Storytelling"

Joséphine Rémon¹

1 Université Lumiére (Lyon II)

Potential competing interests: No potential competing interests to declare.

Thank you for this interesting read. I liked the hero's clock and the hero's journey.

If I understand correctly, this paper is about sharing pedagogical ideas, and not about a corpus analysis.

Suggestions for improvement:

- avoid general sentences such as "students, as future modern citizens, must develop new life,"
- link different parts, for example "The hero's inner and outer journey (Vogler, 1998)"etc. doesn't seem link to was comes
 before
- proof-read: for example there's a word missing here "the translation of the pedagogical methodologies into context-aware for CSCS" / another example "the Theatre Forum Tools are based on the previous theories and are t5ranslated"
- · explain what is meant by theatre forum tools when it is first mentionned
- rephrase "ASEMA Pyramid (Awareness, Sensitivity, Empathy, Motivation, and Activation) methodology with the active participation eyeball and 4Cs+D skills building with message tagging, can advance all students' engagement in the Hero's Journey and the Hero's Emotional Journey storytelling structures"= I don't understand how the pyramid, which is a conceptuel construction, can advance engagement
- explain where the data comes from: "Different learning styles were also evident such as vicarious and instructional learning as well as collaborative learning". I didn't find mention of learning styles in the article so I don't understand how you reach this conclusion.
- Change the title: "Fishing Rods for Magic:" the article doesn't make any reference to this so I don't understand what the tite means
- In general, it is difficult to distinguish in this paper what is based on scientific studies and what is pedagogical suggestions.

Qeios ID: 0D90GD · https://doi.org/10.32388/0D90GD