Review of: "Creative Learning of Computer Science of Computer Science Professionals: Case University of Matanzas"

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Creative learning of Computer Science is an interesting topic that deserves proper attention. The authors have done hard work to contribute to the knowledge in the field. However, the text is difficult to read, and it needs editing and corrections. The information presented is excessive and redundant. There are repeated parts.

The hypotheses should come as inferences of the literature review; they are not a part of the method. The hypothesis includes "professional activities in an employing organization," but according to the text, the study was conducted in a university with university students. It is not clear what the measurable variables and the factors in the hypothesis are. Please revise the methodology section to include participants, place of study, instruments, statistics, and statistical software.

The results section is bulky and includes a discussion. Please give your results shortly and concisely and avoid discussing them here.

In the discussion section, please discuss the achieved results. "One notable finding from the study is the role played by fundamental subjects, particularly mathematics, in computer science education." Mathematics was not mentioned in the hypotheses, nor in the results. The discussion includes reflections that are not part of the results. In case you fail to prove that creative learning has a substantial impact on computer science training, you may try to explain, speculate why it is so, and outline guidelines for overcoming the problem.

The conclusions are quite scarce; in fact, only the last paragraph sounds like a conclusion.

The issue of creativity in computer science education is provoking and little studied. Congratulations on your choice and very hard work. Please make your manuscript more explicit and lucid, and I am sure it will be well accepted by the audience.