

# Review of: "Interactive e-Contents: A Novel Gamification Approach for Students' Satisfaction"

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**Potential competing interests:** No potential competing interests to declare.

**Abstract** If we mention a new gamification approach in the title, the abstract should explain what this new gamification approach is that can be applied. If not, consider changing the title to one that focuses more on the work that has been done, which, from what I observed, is an evaluation to understand student satisfaction. The article could be titled in the following way: "Evaluation of Interactive Content to Identify Gamification Elements that Motivate University Students." This would emphasize that, after conducting the study, what has caught the students' attention the most are the following gamification elements...

**Method** The method applied in this case study for evaluation should be clearer. Each stage should be detailed more explicitly, indicating what is done at each step.

If you want to verify or study teaching content game tools, there are several examples of free serious games that include different gamification elements, which can be applied in the study. Through their evaluation methods, it can be determined whether they have achieved motivation in students and whether these contents can be applied both in face-to-face and virtual settings.

I lack the visualization or detailing of the tool applicable to this case study, along with the immersed gamification elements that were continuously evaluated by students.

**Results** I lack clear details, perhaps through a table emphasizing which gamification elements are the most motivational according to the evaluated tool.

**Conclusions** Improve the conclusions, ensuring that each objective proposed in the case study is covered.