

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

The purpose of the study is a little ambiguous. I recommend authors focus on the research objectives and findings.

Introduction

The "Introduction" and "Literature Review" parts should focus on gamification. An excessive description of the learning types doesn't add anything to the research potential.

Method

A lot of information is presented in this section. The research methodology should be centered on the authors' framework, describing the requisite processes. Information can be divided into subtopics such as research design, participants, data collection, and data analysis.

Findings

To improve, authors can highlight which data answered which research question. Authors can create four subtopics in relation to the four research questions, and the readability will be improved.

Discussion

Please connect the discussion to the existing literature that you put in the introduction.

Conclusion

The conclusion part is ok. It includes the summary of the study, limitations, and directions for future studies.

The paper constitutes substantial research. However, some issues should be addressed:

The improvements mentioned above could level this paper up.