

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

Venera Mihaela Cojocariu¹

¹ University of Bacau

Potential competing interests: No potential competing interests to declare.

The idea of the work is interesting and topical. A very interesting and useful combination of the study of specialized literature with a small empirical study. We are convinced that the study can become better if the following aspects are addressed:

1. The general problems of the research should be concretized in the form of hypotheses and objectives;
2. The source(s) of substantiation of the questionnaire are very vaguely specified (scientific papers);
3. The question of the validity of the questionnaire is NOT resolved. Even if the questions had been extracted from valid scientific papers, and the validity in the main questionnaire was measured in English, however we do not know what the original source of the questionnaire looks like, nor how it was modified;
4. It should be specified how the ethical aspects of research with human subjects were respected;
5. To be added to the limitations - the small number of respondents to the questionnaire;
6. The large time gap between the application of the questionnaire, the first semester of the academic year 2020-2021, and the presentation for publication of the data - 2024 (and the possible perishability of the data obtained) should be explained;
7. To check and correct the final form of the technical editing of the text (e.g., Discussion??);
8. To check and correct the correct and coherent way of writing the bibliography (name, surname - they are not the same everywhere) (e.g., NO Cristina Ioana Muntean, but Muntean Cristina Ioana);
9. The bibliography should be updated; it covers the period 1968-2015, and there is NO capitalization of publications published in the last 8 years.