

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.

Relevance and Clarity of the Abstract The abstract effectively outlines the purpose, methodology, and key findings of the study. It clearly states the objective: to explore the impact of interactive content, specifically gamified content, on student satisfaction in e-learning. The abstract also succinctly describes the experimental and descriptive-applied research methods used, which is beneficial for readers to quickly grasp the study's approach.

Research Objective and Scope: The study's objective, which is to identify interaction methods through content and measure their impact on student satisfaction, is both relevant and timely, especially considering the increasing reliance on e-learning platforms. The focus on gamification is particularly noteworthy, as it's a growing trend in education technology.

Methodology: The methodology, including both experimental and descriptive-applied research at different stages, seems appropriate for the study's aims. The use of a prototyping approach in developing the sample content is innovative. However, the sample size of 35 students from the University of Mehr Alborz might be considered small and potentially limits the generalizability of the findings. The convenience random sampling method is practical but may introduce sampling bias.

Data Collection and Analysis: The use of a questionnaire with a high reliability score (Cronbach's alpha coefficient of 0.834) is commendable. The validity confirmed by content and face validity adds credibility to the data collection instrument. The thorough analysis using SPSS23 and a variety of statistical tests (Kolmogorov-Smirnov, binomial, Mann-Whitney, Kruskal-Wallis, and Pearson correlation coefficient) demonstrates a robust approach to data analysis.

Findings: The results, indicating that over 80% of students found the interactive game content simple, useful, and satisfactory, are significant. Additionally, the fact that more than 70% confirmed constructive interaction in this content type highlights the potential effectiveness of gamification in e-learning.

Contribution to E-Learning: This research contributes valuable insights into the field of e-learning, especially regarding the incorporation of gamification to enhance student satisfaction. The high approval rates of the gamified content by the students suggest that this approach could be a promising avenue for enhancing engagement in e-learning environments.

Limitations and Further Research: While the study provides important findings, the limitations regarding the sample size and the specific university context should be acknowledged. Future research could focus on larger, more diverse populations to enhance the generalizability of the results. Additionally, longitudinal studies could assess the long-term

impact of gamified e-learning content on student satisfaction and learning outcomes.

Overall Impression: Overall, the study appears to be well-conducted with clear objectives, a solid methodology, and significant findings. It makes a valuable contribution to the field of e-learning, particularly in understanding the role of gamification in student satisfaction. However, the limitations in sample size and scope should be considered when applying these findings more broadly.