

Review of: "Gamification of the overexploitation of natural resources. An operational game based on System Dynamics"

Andreas Maroungas¹

¹ University of West Attica

Potential competing interests: No potential competing interests to declare.

In the introduction and perhaps the abstract the contribution of the paper has to be stated and be clear.

The introduction's last paragraph could be a section called "relevant literature." I believe a table should be included that displays all of the differences between the research mentioned in this section and this study. This would make it easier for the reader to recognize the contribution of this study and how it differs from past studies.

In the last two lines of the "Research background" section the phrase "Kerosene entered the market not because it was better or cheaper than whale oil, but because whale oil had become scarce and expensive" appears to be ambiguous. Since whale oil had become expensive doesn't mean that Kerosene was cheaper than whale oil? I think this might confuse readers. This sentence should be rephrased, in my opinion.

Why "Moby Dick" was designed as a board game? Although the authors illustrate similar works inside the Study, it is unclear why they chose a board game as a teaching tool over any other game genre or technique. What are the advantages of board games in education over other approaches, and what can learners gain from them other than attracting and engaging their interest?

The "Learning tools" section states that the evaluation can only be qualitative. I don't understand why there shouldn't be at least a question to imprint the participant's opinions and ideas after the intervention in order to project how entertaining or valuable the game is perceived to be.

A "future work" section could potentially be interesting, although it is not mandatory. I think the overall concept of the project is very intriguing, and this game can be adapted for similar themes of overexploitation of natural resources, as well as in a digital form that is more entertaining and immersive (such as AR, VR desktop-based or mobile applications) that may be more appealing to participants.