

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.

In general, the manuscripts have not mentioned or studied TPACK in depth. What is the content? What is the pedagogy? In addition, the manuscript needs to detail the role of the primary teacher in line with the UNESCO ICT Competency Framework for Teachers version 3.

Another point is that gamification; it needs to be emphasized that gamification is not making games. Gamification is the process of building and adding game elements and mechanics into applications and platforms for learning, training, or self-development.