

# 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.

Dear Author,

The idea of gamification is good but there are lot of recent advances in this field.

References are too old like the latest one is 2011 only its far behind the current trends.

Diagrams are not so clear there is some ambiguity and, in the picture, flow.

The working model can be given as a GitHub link for the users to try out, if so, it would be great.

Method of assessment and challenges are explained well.

Combination of methods or ablation study could be done for different types of players.

Also check the typo errors throughout the paper.

According to me the paper needs major revision.