

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.

This paper is very interesting for those who would use gamification to engage and encourage students to increase their learning performance. I have some questions as follows:

1. The author(s) should provide more detailed discussions in Figure 1.
2. The systemic model in Figure 4 is not clear. Author(s) might better give more detailed explanations.
3. There are two instances of Figure 5.
4. Based on the results of hypothesis testing, p-values were not equal to 0.000.
5. It might be better if the author(s) could provide the values of Pearson correlations among variables and give more detailed discussions and findings accordingly.
6. Please provide more detailed discussions in Figure 7 so that readers can understand clearly.