

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 Authors,

The topic is interesting. The following suggestions would be helpful in improving the content.

- 1- The abstract requires reorganization as problem, method, findings, conclusion, novelty.
- 2-The research questions included in the introduction part are different than the hypotheses answered. Pls match them.
- 3- Fig. 1 may be removed from the introduction. It needs to be cited as Modes of Interaction (Anderson & Garrison, 1998).
- 4-Table 1 requires citing of the given descriptions. The reference 11 is not correct. Pls check.
- 5- Although the topic of the study is up to date, the references and citations used are quite old. The latest reference is 2013. Authors are recommended to use up-to-date references that match with the UpToDate topic.
- 6-Correct grammatical mistakes in the content and in figures & tables, i.e., fig.2.
- 7- Pls check and correct your reference 13; it is not correct, it is not working.
- 8- Authors need to find relevant articles rather than website-retrieved information and cite them .
- 9-Since your introduction describes gamification, based on the information given in the introduction, did you design a gamified course? It is not clear; pls provide answers.
- 10-Pls state how you arrived at the proposed model in detail. It is different than Kiili's model.
- 11-The sampling method used is not random but convenience sampling.
- 12-The questionnaire items should be included and should be cited.
- 13-Pls explain who designed the gamified course. Also, provide the instrumentation procedure for collecting data.
- 14-The proposed model hypotheses and the given hypotheses do not match. In the model, each construct is related to efficiency and reuse; however, in the following stated hypotheses, it is different:

There is a positive relationship between PU, challenge, control, and goal.

There is a positive relationship between PEOU, user satisfaction, challenge, feedback, and goal.

There is a positive relationship between user satisfaction, PEOU, and control.

There is a positive relationship between challenge, PU, PEOU, control, and goal.

There is a positive relationship between control, PU, user satisfaction, challenge, feedback, and goal.

There is a positive relationship between feedback, PEOU, the control, and goal.

There is a positive relationship between goal, PU, PEOU, perception, challenge, control, and feedback.

15-It is not clear which inferential statistics are used in the study. Pls state in a table the significance level, p-value, and the tested hypotheses. It should match with the proposed model.

proposed.

16-Please check the results in fig.7; the statistics should be given as p-values whether they are supported or not.

17-Typo in the titles; see Discussion. There is no discussion; discuss your findings with relevant up-to-date studies.

18-Add the novelty of this study.