Review of: "Interactive e-Contents: A Novel Gamification Approach for Students' Satisfaction"

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Abstract

Overall, it is okay, but the purpose of the study is a little ambiguous. I recommend changing the word 'content' to 'interactive e-content'.

Introduction

The introduction includes fundamental points. To improve, I recommend adding subtopics to make it easier to read. After the research questions, you can add the subtopics.

Method

It is great that a lot of information is presented in this section. However, please divide it into subtopics such as research design, participants, data collection, and data analysis.

Since you have four research objectives, it would be great if you could highlight how you answered each question separately.

Findings

It is great that you presented the data comprehensively. To improve, you can highlight which data answered which research question. If you can create four subtopics in relation to the four research questions, the readability will be improved.

Discussion

Please connect the discussion to the existing literature that you put in the introduction.

Conclusion

The conclusion part is great. It includes the summary of the study, limitations, and directions for future studies.