

Review of: "Gamification of the overexploitation of natural resources. An operational game based on System Dynamics"

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Potential competing interests: No potential competing interests to declare.

Gamification as an educational strategy has a structure or model that allows achieving a learning objective. It is not exactly the use of the gamification technique that is applied in the intervention described in the article from the educational point of view. It is correct to indicate the creation of an educational resource, in this case, a board game, created to be used in the classroom so that students learn the concept and functionality about the overexploitation of renewable or non-renewable resources, as indicated in the paragraph 7 of the introduction section or the title of the section "The learning tool". Consequently, it is closer to a dynamic gamification system as indicated in reference 20.

A suitable title is: "An operational learning tool based on system dynamics for the overexploitation of natural resources"

The elements in favor of work are the following:

The content of the introduction section is very good to understand the context and understanding overexploitation concept. The model used is clearly described. The explanation of the learning tool is clear and contains good recommendations. The conclusion is correct based on the established goals, especially the objective of developing a board game that is capable of simulating the effects that dominate real world systems.

The number of references is adequate and justified in the construction of writing work.

In summary section, it is only recommended to add the educational level where the intervention was carried out.