

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.

I would like to congratulate you on the choice of the research theme, the work carried out and the results obtained. I agree with other reviewers about the clearness of your exposition. I would then like to make some suggestions for improvement:

- Please also include additional recent and relevant references.
- Please add more description and detail about the method used: description of the sample (age, gender, studies, other), elaboration and content of the questionnaire, etc.
- The statistical part of the results section needs a major revision, as another reviewer has commented.
- Table 3 looks like the headings are swapped: 'game dynamics' and 'game mechanics'. Also, it is worthy of more clarity (the dots are poorly visible) and description in the text.
- It would be appreciated if you could comment on the results obtained from the Pearson correlation between variables (page 14).
- Please comment appropriately on the Figures in the text, such as Figures 2 and 4.
- Some figures can be improved, such as Figures 4 and 6.
- On page 7, the sentence 'The problem with the current rating system is that when you fail, overcoming and participating in that lesson is difficult or almost impossible. As a result, students lose their motivation and interest.' is too categorical.
- On page 9, you refer to a Figure 12 that does not exist.
- Please use the same format for the content of all Tables, e.g., with the same number of decimal digits.
- On page 16, the title 'discussion' is misspelled.
- Better 'Results' than 'Findings'.
- In general, please check the English.

Again, thanks for the work and congratulations.