

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.

It will be interesting to detail the **context** (¿school, high school, university...?) and the **sample**, the participants in this experience (¿number of students? its ages, characteristics...). It is necessary to explain the **main objective** of this paper (for example: To describe... To present...) and the **specific objectives** of the proposal (for example: To design... To increase....), and to show the **added and differential value** of this proposal (What makes this proposal different from the previous ones?). What are the research questions of this paper? And it is suggested to the authors to detail how the **results** are analysed and shown. Also, the **bibliographic references** will be expand to show different and previous literature about gamification in order to justify and theoretically support the design of this proposal.

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Among others.