Review of: "Implementing Simulation Software to Develop Virtual Experiments in Undergraduate Chemical Engineering Education"

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I am rejecting this paper because the term 'virtual' is wrongly used in this article; however, the other basic comments are:

1. learner-centric approach: Which learner? Scientific approach?

2. These virtual labs ? What are these? Avoid using these,

3. Evidence of / Citation of " The integration of virtual experiments has proven beneficial in enhancing student learning"

4. Write abstract in the form of: 1. Purpose, 2. Design approach, 3. Possible findings, 4. Possible implications, 5. Originality of work.

5. The term 'virtual laboratories' is not fit for this work; virtual laboratories are labs which use series games and advanced tech such as VR, AR, etc.

6. Similarly, the term 'virtual experiment' is not fit for this work; the author needs to think of some novel term for this work as the word 'virtual' dictates VR, etc. type tech.

7. The novel question is how the virtual experiment can be created using the MATLAB and Unisim type software; for the virtual environment and virtual experiment gaming engines such as Unity, Cry Engine, etc., are used.

8. Use references within the last 5 years.