

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

Brenda N. Santos-Guevara¹

¹ Tec de Monterrey

Potential competing interests: No potential competing interests to declare.

I believe there are a couple of assumptions that are not entirely generalizable. For example, when it seems to assume that there is only one form of active learning.

On the other hand, on what basis do you say that most of the students' time is in interaction with the content? On the contrary, we want this to happen, or that you specify well what you are referring to.

Table 1 should be explained to understand what it is representing and its relevance to the content of the article. Particularly to understand what the elearning process refers to or why some content is included, for example, gamification is not part of elearning, although it can be applied, the same as the rest of the elements in the table.

After the table 1, it talks about contents, however, it is not clear the relationship it wants to establish between contents and the so called elearning process.

The following paragraph is not clear either, what is he getting at when he talks about curriculum and non-electronic contents?

Correct the title of Figure 2 (in the figure). I would organize the information in a different hierarchy, but mainly in "structure-based", maybe use another category more appropriate and related to the type of resource.

It is not clear how one gets from Figure 2 + Table 1 to the research proposal to use gamification.

Create a highly motivated user? Perhaps the correct verb is not to create, it could be to stimulate because gamification seeks to take advantage of those stimuli and characteristics of games and humans to create a higher involvement. So we start from the idea that both games and people are already motivated, we just have to direct that motivation and that is where gamification comes in.

Mention and explain table 2. I suggest using levels instead of steps. Improve table 2. I suggest separating the row Challenges, Awards, Medals, Success as they correspond to gamification components but in different sense and purpose.

Where can I find figure 12?

In the method, the content can be divided into subsections so that the content is clearer and the central idea is not lost.

The conclusions of the statistics can be summarized in a single sentence, there is no need to write a paragraph for each

of the results that are the same and, above all, confusing.

It is not clear what gamification consisted of in the course, so the suggestions are not obvious from the content of the article.

At the beginning it looks like a very ambitious research, but then it gets lost in the text. Without detracting from the work done, I consider that it can be improved, both in writing and in the order of ideas and the way they are presented. The use of the questionnaires was not clear and the validation is a bit questionable. The use of figures could be improved to make them more appropriate.