

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

Carlos Merino-Campos<sup>1</sup>

<sup>1</sup> Universidad de Alcalá de Henares

**Potential competing interests:** No potential competing interests to declare.

The article is generally well-organized and clear in presenting the research methodology and findings.

**Title:** The title is clear and concise. However, it may benefit from a slight modification to enhance clarity. Consider rephrasing it to "Interactive e-Contents: Evaluating the Impact of Gamification on Students' Satisfaction."

## **Abstract:**

1. The abstract provides a comprehensive overview of the study. However, it would be beneficial to include specific findings or key results in the abstract for a more informative summary.
2. Consider specifying the duration of the evaluation stage in the abstract for better context.

## **Introduction:**

1. The introduction provides a solid background on computer-based education and the evolution of electronic content. However, it would be helpful to include a brief rationale for why students' satisfaction is a crucial aspect to measure.
2. The research questions are clearly stated, but consider rephrasing them for conciseness and clarity.

## **Literature Review:**

1. The literature review effectively covers the evolution of e-learning and introduces key concepts like non-formal education and informal learning. However, it could benefit from more recent references, especially considering the rapidly evolving field of e-learning.
2. The section on gamification is informative, but it lacks a discussion on potential challenges or criticisms associated with implementing gamification in education. Addressing these aspects would provide a more balanced perspective.

## **Model and Framework:**

1. Clearly articulate the modifications or adaptations made to Kiili's model for this research. Specify how the model was applied to the game design and evaluation.
2. Provide more details on the commercial software used for structuring the technical content. A brief explanation or justification for its selection would enhance the reader's understanding.

## **Research Assessment Model:**

1. In Figure 5, elaborate on the variables included in the custom model and their specific relevance to the research context.
2. Provide a clear explanation of how each variable contributes to the evaluation of the designed game.

**Questionnaire Design:**

1. Describe the process of questionnaire development more thoroughly. Explain how questions were adapted from existing scientific papers and validated.
2. Clarify the rationale behind choosing specific questions and how they align with the research objectives.

**Results and Analysis:**

1. Present the demographic information of the participants (e.g., age, gender, field of study) to provide a better understanding of the sample characteristics.
2. Include a discussion on any potential biases in the sample and how they might impact the study's generalizability.

**Discussion:**

1. Elaborate on the limitations mentioned, providing more details on how they may have influenced the study's outcomes.
2. Strengthen the discussion by comparing the results with existing literature, discussing similarities, and differences.

**Conclusion and Suggestions:**

1. Provide a more concise summary of the key findings and their implications for the use of gamification in e-learning.
2. The suggestions for future research are valuable; consider expanding on each suggestion to guide researchers interested in building upon this study.

**Language and Style:**

1. While the language is generally clear, consider revising some sentences for better readability and coherence.
2. Ensure consistency in referencing styles and formatting throughout the article.

Despite the suggested improvements, it is noteworthy that your research demonstrates a strong foundation in exploring the intersection of gamification and e-learning. The articulation of the research methodology, the integration of various models, and the systematic evaluation process contribute significantly to the overall strength of the study. Additionally, the identification of limitations and thoughtful suggestions for future research reflects a comprehensive understanding of the subject matter.

By incorporating the provided feedback, your article has the potential to become an even more impactful contribution to the field of educational technology. Keep up the good work, and I look forward to seeing the continued development of your research.

