

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.

Suggestions for introduction:

- Explicitly state the research gap or problem that the study aims to address. What existing issues or limitations in the current literature is the research trying to overcome?
- Ensure that each paragraph flows logically to the next, creating a smooth and coherent narrative. The transition between discussing the types of interactions and introducing the concept of non-formal education is somewhat abrupt.
- The research questions are broad and cover a wide range of topics. Consider breaking them down into more specific sub-questions to provide a clearer focus. For example, divide the question about interactive content models into sub-questions related to specific types of models.
- Define key terms such as "interactive content," "gamification," and "e-learning" to ensure a shared understanding among readers, especially those who may be less familiar with the terminology.

Suggestions for method:

- The research method, evaluation models, and assessment framework demonstrate a comprehensive and well-thought-out approach to investigating the efficiency and impact of the designed game in the educational environment.

Suggestions for Conclusion:

- In the conclusion, begin the conclusion by summarizing the identified limitations of the study, emphasizing their impact on the research outcomes and the insights gained.
- Reflect on the ethical considerations regarding incomplete questionnaires and the importance of maintaining scientific integrity. Acknowledge the potential impact on data reliability and discuss how future research can address this challenge.
- Discuss the novelty of the e-learning field and the unique challenges it presented, especially regarding students' understanding of game elements. Reflect on the criticisms received and propose avenues for future research to bridge the gap in understanding.
- Propose recommendations for overcoming the challenge of limited access to technical information for practical examples. Consider suggesting collaborative efforts, partnerships, or alternative sources to enhance the research process.
- Emphasize the importance of addressing the limitations and challenges identified in this study in future research

endeavors. Encourage researchers to build upon these findings to contribute further to the field of e-learning and gamification.

- Conclude with a call to action, encouraging researchers and educators to collaborate and explore the suggested recommendations. Emphasize the potential positive impact on the field of e-learning and gamification.