Review of: "Enhancing Vocabulary Acquisition through Gamification"

Jyoti M. Benni[1]

1 KLE University

The study clearly focuses on investigating the impact of gamification on vocabulary acquisition and motivation. The study suggests that gamification can enhance vocabulary learning by improving engagement and effectiveness. Also, it states the limitations of technical issues, small sample size, and need for more diverse samples.

In the methodology, include the conventional teaching methods used in the control group and also mention the rationale for selecting Kahoot as the gamification platform.

Was the feedback of investigators/instructors/faculty involved in gamification recorded, and did they receive any training in using Kahoot?? Mention whether the investigators had limitations during the conduct of the study ?

Comment on whether gamification limits self-directed learning in the students???

Suggestion: A repeat test can be conducted after a few weeks to check for retention of memory/long-term memory.