

# Review of: "Enhancing Vocabulary Acquisition through Gamification"

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

The issue in gamification has received significant attention from many researchers. Thus, there are many recent publications to be referred to in order to discuss this issue. It is suggested that authors update the citations in the introduction section.

Some words are not suitable to be used. It is suggested to proofread this paper.

In quantitative research design, how is the sample gathered? What is the rule of thumb that has been used?

Has the same sample been used for both the quantitative and qualitative methods?