Review of: "Enhancing Vocabulary Acquisition through Gamification"

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Potential competing interests: No potential competing interests to declare.

The article is interesting, and it is very positive to have more research on the use of Kahoot. However, I suggest that the authors explain why they used ANCOVA and that they show the learning results from both the pre-test and the post-test. This will provide more robustness and consistency to their research.