

# 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.

Generally, this paper is acceptable. However, the written style needs to be improved, especially the use of conjunctions. Please use proper words relevant to the context of the sentence; this is academic writing. It is suggested to avoid using pronouns in the sentence, i.e., he, she, we, or researcher. Therefore, there are a few suggestions for the author to make revisions, which are:

## **Abstract**

This abstract generally addresses the purpose of the study. However, the research problem and background of the study are not highlighted. Moreover, the group of respondents is insufficient to run the inferential analysis.

## **Introduction**

This section is like a literature review; the flow of the literature can be improved.

- Please break down the sub-topic to make it easier to read, i.e., learning process, learning method, learning contents, game mechanics, etc.
- Please discuss further the table for literature analysis. The table is excellent, but because of a lack of discussion and no citations, no authors or articles were referred to in order to prepare the table, i.e., Table 3—the Relationship between Mechanics and Dynamics of Games.
- Please check the style of writing and use proper conjunctions.

## **Research Methodology**

- The methodology presents a well-rounded approach to evaluating the designed game by integrating various models and incorporating dimensions of the flow experience.
- However, what about the types of analysis? Inferential? Please clearly discuss.
- Data analysis – Please write the sequence of the authors' actions. First, explain the data analysis approach you will

use because the authors mention it in the abstract but do not discuss it in this section.

- Please write in sequence and show the relation to each sentence.

## **Results**

The way the authors presented their findings is good, and using the proper statistical tests makes the results strong. The authors explained the ratios in the binomial test well; the positive relationships found in the Pearson correlation test make sense. Comparing their work to other research adds valuable context. Still, to evaluate things deeply, authors should give more details about the numbers, discuss why the relationships they found matter practically, and discuss what their findings mean for the whole field.

## **Discussion**

It is suggested that the authors refrain from utilizing bullet points in the discussion. Instead, endeavor to seamlessly integrate your findings with the extant literature, elucidating the thematic connection between your research and prior scholarly works. The authors' efforts in presenting a more scholarly and interconnected discussion would be appreciated.

## **Conclusion**

The conclusion does an excellent job of summarizing the research process, findings, and recommendations. It highlights the positive results related to student satisfaction and suggests how gamification can be helpful in e-learning. To conclude even better, it would be helpful to include more details about how the research was done and talk about any possible biases. Also, providing specific suggestions for schools to overcome the identified issues and discussing how to use gamification in Learning Management Systems (LMS) would make the conclusion more practical and applicable.