

Review Form 1.8

Journal Name:	Asian Journal of Education and Social Studies
Manuscript Number:	Ms_AJESS_120146
Title of the Manuscript:	Increasing Student Learning Engagement in Entrepreneurship Learning Through Gamification Methods
Type of the Article	Original Research Article

General guideline for Peer Review process:

This journal's peer review policy states that **NO** manuscript should be rejected only on the basis of '**lack of Novelty**', provided the manuscript is scientifically robust and technically sound. To know the complete guideline for Peer Review process, reviewers are requested to visit this link:

(<https://www.journalajess.com/index.php/AJESS/editorial-policy>)

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PART 1: Review Comments

Compulsory REVISION comments	Reviewer's comment	Author's Feedback <i>(Please correct the manuscript and highlight that part in the manuscript. It is mandatory that authors should write his/her feedback here)</i>
Is the manuscript important for scientific community? <i>(Please write few sentences regarding this manuscript to justify your answer)</i>	Yes. This study on investigating gamification's impact on student engagement within entrepreneurship education holds significant value for the scientific community. The findings can directly contribute to the field of educational science. By providing concrete evidence on gamification's effectiveness, it can inform the development of innovative teaching methods and enhanced the curriculum specifically tailored to entrepreneurship learning.	
Is the title of the article suitable? (If not please suggest an alternative title)	Yes	
Is the abstract of the article comprehensive?	Yes. The abstract covers all essential elements, providing a comprehensive overview of the research.	
Are subsections and structure of the manuscript appropriate?	Yes	
Do you think the manuscript is scientifically correct? <i>(Please write few sentences regarding this manuscript to justify your answer)</i>	Yes. However, the gamification learning material must be discussed comprehensively as an intervention. Discuss also the validation and reliability testing of the Likert Scale Questionnaire in evaluating the Gamified Learning Material.	
Are the references sufficient and recent? If you have suggestion of additional references, please mention in the review form.	Yes. Cited references are up-to-date and relevant. However, there is a need for in-text citations and reference lists be formatted according to established guidelines (e.g., APA, MLA)	
Minor REVISION comments Is language/English quality of the article suitable for scholarly communications?	Use simple past tense of verbs for completed research.	
Optional/General comments	Overall, the research provides a good starting point for understanding the effectiveness of gamification on increasing student learning engagement in Entrepreneurship.	

PART 2:

	Reviewer's comment	Author's comment <i>(if agreed with reviewer, correct the manuscript and highlight that part in the manuscript. It is mandatory that authors should write his/her feedback here)</i>
Are there ethical issues in this manuscript?	<i>(If yes, Kindly please write down the ethical issues here in details)</i>	

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