

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:

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Review Form 1.8

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>
<p>Is the manuscript important for scientific community? (Please write few sentences regarding this manuscript to justify your answer)</p>	<p>Yes, The manuscript is very important for the scientific community as it addresses the crucial issue of the student's engagement, in gamification that can become a key factor in enhancing of Entrepreneurship learning. By investigating the application of gamification in teaching the Break Even Point (BEP) calculations within an undergraduate Entrepreneurship learning for accounting students, the study provides empirical evidence that gamification can significantly boosts engagement and active participation of the students. This, in turn, it improves the effectiveness and enjoyment of the learning process, making it a valuable scientific pedagogical tool. The Research methodology as mentioned in the Abstract, involves design, implementation, and evaluation phases, of methodology offers a structured approach to assess gamification's impact.</p> <p>The findings of the Research Article serves as a benchmark for educators seeking to improve student engagement through innovative teaching methods. By demonstrating gamification's efficacy and broad applicability, the research provides valuable insights and strategies for improving educational outcomes, thus contributing significantly to the fields of educational research and pedagogy. The manuscript encourages further exploration and adoption of gamification in diverse educational contexts, promoting a more interactive and stimulating learning environment especially in Entrepreneurship learning.</p>	
<p>Is the title of the article suitable? (If not please suggest an alternative title)</p>	<p>Yes, The title "Increasing Student Learning Engagement in Entrepreneurship Learning Through Gamification Methods" is clear and descriptive, but it can be refined to enhance its precision and appeal.</p> <p>Here is an improved version:</p> <p>"Enhancing Student Engagement in Entrepreneurship Education Through Gamification". However, Including a specific location will make the title more informative.</p> <p>This revised title will be more concise and clearly indicates that the focus is on using gamification to improve student engagement specifically within the context of entrepreneurship education in a specific Geographical Context.</p>	
<p>Is the abstract of the article comprehensive?</p>	<p>Yes, The abstract provided is comprehensive, covering the key aspects of the study. It outlines the Aim of the Research, Methodology, Results, and conclusions effectively</p>	
<p>Are subsections and structure of the manuscript appropriate?</p>	<p>Overall, the subsections and structure of the manuscript is coherent and follows a logical progression, making it easy for readers to follow the research process and understand the findings. The inclusion of relevant subsections ensures that all critical aspects of the research are covered comprehensively.</p>	
<p>Do you think the manuscript is scientifically correct? (Please write few sentences regarding this manuscript to justify your answer)</p>	<p>Based on the provided text of the manuscript, it appears to be scientifically correct. The study is grounded in a well-defined research question that investigates the impact of gamification on student engagement in entrepreneurship learning. It is comprehensive and draws on relevant past researches to frame the study's context and theoretical underpinnings.</p> <p>It also effectively presents the findings, with a clear analysis of data and interpretation of results. The manuscript adheres to standard scientific practices, including the use of appropriate statistical methods for data analysis and a structured approach to present and discuss the findings. Additionally, the references cited are relevant, supporting the study's context and findings.</p>	
<p>Are the references sufficient and recent? If you have suggestion of additional references, please mention in the review form.</p>	<p>The references used in the study are a little less in number. Most of the references are recent and relevant, but there could be further enhancement of the references by incorporating additional contemporary studies and diverse perspectives, particularly those published in the last five years, to ensure the literature review latest and reflects the latest advancements in the field.</p> <p>A detailed Review of Literature is required for this scientific study because that could provide additional context and support for this manuscript theoretical framework for this innovative educational Research for providing more robust foundation.</p>	

Review Form 1.8

	<p>Here are some Suggested additional references:</p> <ol style="list-style-type: none"> 1. Deterding, S., Dixon, D., Khaled, R., & Nacke, L. (2011). From Game Design Elements to Gamefulness: Defining “Gamification”. In Proceedings of the 15th International Academic MindTrek Conference: Envisioning Future Media Environments (pp. 9-15). 2. Hamari, J., Koivisto, J., & Sarsa, H. (2014). Does Gamification Work? -- A Literature Review of Empirical Studies on Gamification. In Proceedings of the 47th Hawaii International Conference on System Sciences (pp. 3025-3034).Seaborn, K., & Fels, D. I. (2015). Gamification in Theory and Action: A Survey. International Journal of Human-Computer Studies, 74, 14-31. 3. Su, C. H., & Cheng, C. H. (2015). A Mobile Gamification Learning System for Improving the Learning Motivation and Achievements. Journal of Computer Assisted Learning, 31(3), 268-286 4. Wang, A. I. (2015). The Wear Out Effect of a Game-Based Student Response System. Computers & Education, 82, 217-227. 5. Caponetto, I., Earp, J., & Ott, M. (2014). Gamification and Education: A Literature Review. 	
<p>Minor REVISION comments</p> <p>Is language/English quality of the article suitable for scholarly communications?</p>	<p>The language/ English quality of the article are suitable for scholarly communications, though there is always a scope for refinement to enhance clarity, coherence, and overall readability. The manuscript employs a formal academic tone, appropriate for scholarly writing, and the terminologies used in the scholarly article are also appropriately explained.</p>	
<p>Optional/General comments</p>	<ol style="list-style-type: none"> 1. Mention the specific location/ Geographical Area (if it is for a specific place) or in Perspective of the Country/ World in the title. 2. Mention and Explain some Gaming Based Methods in the study 3. Explain “Kahoot” (Gaming Method mentioned in the Study) 	

PART 2:

	<p>Reviewer’s comment</p>	<p>Author’s comment (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)</p>
<p>Are there ethical issues in this manuscript?</p>	<p><i>(If yes, Kindly please write down the ethical issues here in details)</i></p>	

Reviewer Details:

<p>Name:</p>	<p>Neelam C Dey</p>
<p>Department, University & Country</p>	<p>Sh. JJT University, India</p>