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Reviewer's Valuation Report

Paper Id	30230026
Article Title	The effects of audio narration and feedback used in a video game environment for the acquisition of conceptual knowledge
Journal Name	International Journal of Media, Journalism and Mass Communications (IJMJMC)
Name and address of the Author(s)	Luis Camillo Almeida 237 Loskin Ln, Lexington SC 29073, United States

Poor (P), Average (A), Good (G), Very Good (VG), Excellent (EX)

S. No.	EVALUATION CRITERIA	P	A	G	VG	EX
1	Title			✓		
2	Abstract			✓		
3	Introduction			✓		
4	Organization				✓	
5	Technical Content			✓		
6	Originality			✓		
7	Graphics (Diagrams, figures, tables, charts)			✓		
8	Results				✓	
9	Conclusion				✓	
10	References			✓		

General comments on the paper:

The paper investigates the impact of audio narration and feedback in a game environment on conceptual knowledge acquisition, adding valuable insights to the field.

It follows a rigorous research design with a randomized control group, providing robust statistical evidence for the effectiveness of feedback in video games for learning.

The findings challenge existing beliefs about the limited educational value of video games, making it relevant and timely for the journal's readership.

The study builds upon and consolidates previous research on feedback's positive influence on learning, contributing to the scholarly discourse.

As an interdisciplinary topic, it bridges the fields of media, journalism, and mass communications with educational technology, broadening the journal's scope.

Overall, the paper's rigor, novel findings, and relevance to the journal's field make it suitable for publication in this Media, Journalism, and Mass Communications journal.