

REVIEWER'S REPORT

Manuscript No.: 51273

Date: 28-04-2025

Title: Game-Based Learning in Action: How Teachers Use Minecraft Education to Foster Student Engagement

Recommendation:

Accept as it is

Accept after minor revision..... Yes ...

Accept after major revision

Do not accept (*Reasons below*)

Rating	Excel.	Good	Fair	Poor
Originality				yes
Techn. Quality				yes
Clarity				yes
Significance			yes	

Reviewer Name: Gulnawaz Gani

Reviewer's Comment for Publication.

The study contributes to ongoing explorations of curriculum integration in game-based learning, instructional innovation and educational technology.

Detailed Reviewer's Report

- This study examines how teachers integrate Minecraft Education (ME) into lesson plans across various subjects.
- It finds that while ME can enhance student engagement and skills like creativity and collaboration, successful integration depends heavily on teachers' instructional design and pedagogical approaches.
- Many teachers need more support in aligning game-based activities with curriculum standards and designing effective assessment strategies within ME.
- The paper highlights the importance of professional development to help teachers fully leverage ME's potential for deeper learning experiences.
- The research contributes valuable insights into the challenges and opportunities of game-based learning in education, particularly with ME
- Suggestions:
At many times, the figures are not properly aligned and look distorted. Please correct such mistakes before publication,

Decision: Minor Revision