## **Review Form 1.6**

| Journal Name:            | Asian Journal of Education and Social Studies                           |
|--------------------------|---|
| Manuscript Number:       | Ms_AJESS_88771  |
| Title of the Manuscript: | Traching English as a Foreign language and the Use of Educational Games |
| Type of the Article      | Original Research Article   |

### **General guideline for Peer Review process:**

This journal's peer review policy states that <u>NO</u> manuscript should be rejected only on the basis of '<u>lack of Novelty'</u>, 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:

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

### **PART 1:** Review Comments

|                                     | Reviewer's comment   | 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) |
|-------------------------------------|--|---|
| <u>Compulsory</u> REVISION comments | ✓ Please, pay your attention to the thought of whether you have to use Past Tense or Present Tense.  |   |
|                                     | ✓ Please, pay your attention to how to cite a reference properly.  |   |
| Minor REVISION comments             | Vocabulary errors, as in:  |   |
|                                     | (1) <i>Traching</i> English as a Foreign language and the Use of Educational Games, you mean "teaching"?;  |   |
|                                     | (2) people need a common language, <b>besides</b> their mother tongue,, <b>it should be</b> " people need a common language, <b>beside</b> their mother tongue,";  |   |
|                                     | (3) In brief, looking at games as sources of motivation and attitude, learners can highly affected by using them in classrooms., it should be "In  |   |
|                                     | brief, looking at games as sources of motivation and attitude, learners can be highly affected by using them in classrooms.";  |   |
|                                     | (4) However, the <i>teachers</i> himself should test it to make sure that the learning objectives can be achieved., <b>it should be</b> "However, the <b>teacher</b> himself should test it to make sure that the learning objectives can be achieved.";   |   |
|                                     | (5) They can use fast answer race games, sound games, word games, picture games or caring and sharing games related to the <i>topic lesson</i> ., it should be "They can use fast answer race games, sound games, word games, picture games or caring and sharing games related to the lesson topic."; |   |
|                                     | (6) Furthermore, Keshta & Al-Faleet (2013) <i>claim</i> that puzzles,, <b>it should be</b> "Furthermore, Keshta & Al-Faleet (2013) <i>claimed</i> that puzzles,";  |   |
|                                     | (7) Recent studies such as Ho, Thien, An, & Vy (2020) believe that gaming in the classroom can have a great effect on training students on, it   |   |
|                                     | <b>should be</b> "Recent studies such as Ho, Thien, An, & Vy (2020) <b>believed</b> that gaming in the classroom can have a great effect on training students on".   |   |
| Optional/General comments           |  |   |

### PART 2:

|  |   | 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) |
|--|---|---|
| Are there ethical issues in this manuscript? | (If yes, Kindly please write down the ethical issues here in details) |   |

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# **Review Form 1.6**

# **Reviewer Details:**

| Name:                            | Ana Purwitasari                   |
|----------------------------------|-----------------------------------|
| Department, University & Country | University of Freiburg, Indonesia |

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