

# ***Interactive comment on* “Taking a Breath of the Wild: Are geoscientists more effective than non-geoscientists in determining whether game-world landscapes are realistic?” by Rolf Hut et al.**

## **Anonymous Referee #1**

Received and published: 11 April 2019

The paper opens a new field in GC, it is an interesting connection to the currently relevant topic of gaming and to science communication. It addresses the difference between experts and layman.

The scientific method is valid, however I would recommend the authors to incorporate more literature in the introduction. The authors can explore the field of learning in games further. Furthermore, the authors could more explicitly motivate the choice of method, including the choice of these particular images as well as the chosen filter.

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The results are sufficient as a first exploration in this research direction, as the authors state in the conclusions. They could focus their conclusion also on the ability to recognise realistic landscapes for both groups.

The conclusion that this study indicates the potential to use games as powerful tool to communicate geoscientific principles is unclear to me.

The presentation is well structured, the title reflects the content, the language is fluent and precise. The number and quality of references can be improved by a stronger introduction of the research and method.

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Interactive comment on Geosci. Commun. Discuss., <https://doi.org/10.5194/gc-2019-4>, 2019.

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