

# ***Interactive comment on “Volcanoes in video games: The portrayal of volcanoes in Commercial-Off-The-Shelf (COTS) video games and their learning potential” by Edward George McGowan and Jazmin Paris Scarlett***

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Dear Ian, we would both firstly like to say thank you for reviewing our manuscript and for the positive words in response to it.

We also welcome all of your suggestions to enhance our paper. Obviously the topic of video game learning is very expansive, particularly with all the different styles of gaming out there each providing a different learning experience. Therefore, we will not be able to cover anything in a single paper. However, the bases that you provided, the

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age barriers and MMORPG communities really got us thinking and wondering how we missed that as a point of discussion.

I strongly believe that we can take your review on aboard to create the best manuscript possible, and continue the advise for our follow up paper.

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Interactive comment on Geosci. Commun. Discuss., <https://doi.org/10.5194/gc-2020-39>, 2020.

GCD

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