

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 Jamie, we would firstly like to say thank you for reviewing our manuscript and we are very glad you enjoyed it, particularly the video supplement. We were unsure of how it would be received but based on your comments we are more than happy to try and add more in of other hazards. Unfortunately, we have lost the raw video of a layer sequence, however, we still have some edited gifs of the sequence that maybe of sufficient quality.

The summary table matrix is also a very good suggestion, which I can see will help improve our conclusion for readers. I believe two tables, one containing volcanic aesthetics and the other containing volcanic hazards, would best cover all the features that we found while reviewing the video games.

Hopefully we will be able to take on all of your suggests to create the best manuscript possible.

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