

# ***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 John, I would first of all like to say thank you for taking time to read our manuscript. We are very glad that you enjoyed it so much.

To address your comments, the games we covered were chosen purely for their popularity, either as individual games, part of well-known franchises, or came highly recommended by friends during the early stages of the project. It just happens to be the case that a majority of the video game market at the moment is dominated by RPG and

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Action-Adventure games. Even looking at online forums giving lists of ‘Top 10 video game volcanoes’ they are mostly populated with these types of games. We do briefly mention our choice of popular games in Section 2, but I am happy to expand on it to make it clearer.

One game that we did cover, From Dust, is classed as a strategy/ ‘god’ game, where you can control the elements to prevent natural disasters such as volcanic eruptions and tsunamis from destroying native civilisations. This was not previously mentioned in the manuscript purely due to other games making better examples of topics we cover. However, this is now going to be included in a summary table of all the games we have reviewed.

We did also think about Mario Kart (a racing game), which has several volcanic race tracks including Rumble Mountain and Bowser’s Castle. Unfortunately, neither of us had a copy to hand and even though the latest edition on the Nintendo Switch was released a few years ago now, it has yet to significantly decrease in price to consider purchasing just to review.

I must admit I have not heard of the two examples that you provided. However, your in-depth description and images of Tropico 6 have definitely intrigued me. Perhaps with much more time, we will be able to expand our work to form a database of video games and cover a broader range of genres.

I believe your suggestion of a discussion of the historical importance of volcanoes in video games and their development through time is just outside the scope of this particular paper. However, we have been discussing with others to look further into the development process of commercial games as part of another manuscript, and I feel this would fit in perfectly with your suggestions.

Finally, full names of the societies will of course be added along with the abbreviations. Thank you for pointing that one out to us.

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I hope we have been able to answer your questions and will be able to input your suggestions appropriately.

Kind regards, Edward McGowan

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