Geosci. Commun. Discuss.,
https://doi.org/10.5194/gc-2020-6-RC2, 2020

Discussions

Interactive comment on "Educational and artistic fun teaching tools for science outreach" *by* Marina Locritani et al.

Anonymous Referee #2

Received and published: 21 May 2020

The paper presents an interesting approach on the use of game and illustration in the scientific outreach. The authors describe the realization of 4 different edutainment tools inspired from well know board games and based both on scientific content and visual impact. The game development process and the interaction between researchers and illustrators are well explained and motivated as well as the objectives, the range of users and the way the games are played. The introduction is too long and has parts that are repeated in the following paragraphs. The use of too long and complex sentences, with breaks in parentheses, makes reading in some cases difficult and unclear. An interesting analysis of questionnaires collected in connection with one game experience and with a group of users is presented. Considering that the developed games are 4 and that the activities have been carried out in 9 years, it would be interested if

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the authors gave more feedback on the impact that these activities had on the users. Indications, even if only qualitative, of the level of satisfaction and impact on the improving in scientific knowledge. This is also valuable as in the introductory part of the paper the authors stressed the importance of a playful approach for better conveying scientific content.

It is not clear whether the VISUAL QUESTIONNAIRE has already been made, and therefore used and tested, or if it is still in progress. The training objectives are not clear either. The methods of interpretation of the results, which appear potentially interested, are also not adequately developed.

Specific comment and Technical corrections in the supplement file

Please also note the supplement to this comment:
https://www.geosci-commun-discuss.net/gc-2020-6/gc-2020-6-RC2-supplement.pdf

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