

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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Hi Steven,

As always, it is great to hear such praise for our work and to hear that people are not only interested in the topic, but believe that others should be too.

For your comments, we believe that your suggestions for Section 1.4 are extremely valid and could definitely help to strengthen not only this section but the discussions later on as well.

C1

For the Section 4.3 suggestions, we believe this is just slightly out of the scope of this paper, but will definitely be one of the main focuses for our next paper. In that one we hope to discover what people truly learn from playing COTS, and in turn, whether it matters. Therefore, the questions you proposed to us will be much more useful for that paper.

Thank you very much for your feedback.

Cheers, Ed

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C2