

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

Steven Rogers (Editor)

s.l.rogers@keele.ac.uk

Received and published: 3 November 2020

Declaration: I am the handling editor for this manuscript, but this comment is as an interested individual, please treat it as such (i.e. these are not conditions you must meet, just thoughts that are hopefully of use)!

Hello Edward and Jazmin - I really enjoyed reading this submission and think this type of study, linking geology to 'everyday society', is a really important avenue geoscientists need to engage with.

C1

Other comments have included some nice suggestions about the framing of the paper - my comments/thoughts are more pedagogy focused:

Section 1.4 This section does a nice job of introducing tangential and incidental learning, I think you could consider expanding the section a little to include some key references, examples and possibly case studies - setting up these concepts here would allow a more detailed discussion (I'm not saying you don't do this, section 4.2 starts to explore this) of the learning happening whilst playing COTS - and really set this paper up as a springboard to your planned second paper (which sounds like an interesting read!). There are several papers available discussing tangential/incidental learning in both educational games and COTS.

Section 4.3 This section could consider if this matters in the geosciences - does it matter if people pick up erroneous facts from playing games (can these facts be easily "corrected" in a formal educational setting? Are there any studies on this?) Could it be more/as important that people are being exposed to geoscience through COTS, even if it is erroneous?

Hopefully some useful suggestions?

Cheers,

Steve Rogers

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

C2