

**ABSTRACT/PAPER REVIEW FORM
2018 DCA CONFERENCE**

Abstract Number: 000

Abstract/Paper Title: Immersion : Interaction - a case for gamification

Please mark the appropriate column and add mandatory written feedback below. The right hand column is for ranking by numeric number (1 being lowest and 10 being highest) for each row. Please add total.

	YES	Needs Work	NO	Please rank by a numeric number below for each row, 10 being highest 1 being lowest
1. Proposed abstract/paper addresses the conference theme or sub-themes	X			10
2. The content contains some original ideas and contributes to research, or teaching, or practice.	X			10
3. The purpose of the paper is stated clearly.	X			10
4. The paper is well organized and contains all the relevant sections.	X			10
5. The content shows evidence of sufficient background reading and state-of-the-art research and topic.	X			10
6. The research study methods are sound and appropriate.	X			10
7. The writing is clear, concise and interesting.	X			10
8. The references and quotations are clear. The bibliography is updated and relevant.	X			8
9. The conclusions or summary are accurate and supported by the content.	X			10
10. Proposed paper will likely be of interest to conference participants and attendees	X			10
Please Add Total Points from All Rows: 98				

Reviewer General Comments and Suggestions (mandatory written feedback):

What would be interesting to see is the expansion of gamification beyond one person to a team and to include the client participation in it.

Overall interesting and well written.

Reviewer Recommendation:

Please indicate which of the following actions you recommend.

1. **Recommended** (no significant changes suggested)

2. **Recommended with Reservation** (suggest changes to the manuscript as specified in this review)

3. **Not Recommended**

**ABSTRACT/PAPER REVIEW FORM
2018 DCA CONFERENCE**

Abstract Number: 68

Abstract/Paper Title: Immersion Interaction a case for gamification

Please mark the appropriate column and add mandatory written feedback below. The right hand column is for ranking by numeric number (1 being lowest and 10 being highest) for each row. Please add total.

	YES	Needs Work	NO	Please rank by a numeric number below for each row, 10 being highest 1 being lowest
1. Proposed abstract/paper addresses the conference theme or sub-themes	x			7
2. The content contains some original ideas and contributes to research, or teaching, or practice.		x		5
3. The purpose of the paper is stated clearly.	x			6
4. The paper is well organized and contains all the relevant sections.	x			6
5. The content shows evidence of sufficient background reading and state-of-the-art research and topic.		x		5
6. The research study methods are sound and appropriate.		x		5
7. The writing is clear, concise and interesting.	x			6
8. The references and quotations are clear. The bibliography is updated and relevant.		x		5
9. The conclusions or summary are accurate and supported by the content.		x		6
10. Proposed paper will likely be of interest to conference participants and attendees	x			7
Please Add Total Points from All Rows: 58				

Reviewer General Comments and Suggestions (mandatory written feedback): The ideas presented in this paper will be of interest to the DCA audience. The author's proposal for immersion through gamification has been done before by other researchers and there is an extensive body of literature. The authors are encouraged to build on prior work and point to their specific innovations to strengthen the paper.

Reviewer Recommendation:

Please indicate which of the following actions you recommend.

1. **Recommended** (no significant changes suggested)

2. **Recommended with Reservation** (suggest changes to the manuscript as specified in this review)

3. **Not Recommended**

**ABSTRACT/PAPER REVIEW FORM
2018 DCA CONFERENCE**

Abstract Number: 068

Abstract/Paper Title: Immersion : Interaction - a case for gamification

Please mark the appropriate column and add mandatory written feedback below. The right hand column is for ranking by numeric number (1 being lowest and 10 being highest) for each row. Please add total.

	YES	Needs Work	NO	Please rank by a numeric number below for each row, 10 being highest 1 being lowest
1. Proposed abstract/paper addresses the conference theme or sub-themes	X			9
2. The content contains some original ideas and contributes to research, or teaching, or practice.		X		7
3. The purpose of the paper is stated clearly.		X		7
4. The paper is well organized and contains all the relevant sections.		X		7
5. The content shows evidence of sufficient background reading and state-of-the-art research and topic.		X		7
6. The research study methods are sound and appropriate.		X		7
7. The writing is clear, concise and interesting.		X		7
8. The references and quotations are clear. The bibliography is updated and relevant.		X		7
9. The conclusions or summary are accurate and supported by the content.		X		6
10. Proposed paper will likely be of interest to conference participants and attendees		X		8
Please Add Total Points from All Rows:				7

Reviewer General Comments and Suggestions(mandatory written feedback):

The study might fit to the conference and its themes. However, the paper needs to define the process clearly and more pertinently. The benefits of the process of gamification within an architecture design studio and the key differences should be presented in the full paper explicitly.

Reviewer Recommendation:

Please indicate which of the following actions you recommend.

1. **Recommended** (no significant changes suggested)

2. **Recommended with Reservation** (suggest changes to the manuscript as specified in this review)

3. **Not Recommended**