Review Form 3

Journal Name:	**Asian Journal of Advanced Research and Reports**
Manuscript Number:	**Ms_AJARR_130991**
Title of the Manuscript:	**Effectiveness of Taragutog on Learners' Academic Performance in Mathematics**
Type of the Article	

<mark>**PART 1:**</mark> **Comments**

	Reviewer's comment	Author's Feedback *(Please correct the manuscript and highlight that part in the manuscript. It is mandatory that authors should write his/her feedback here)*
Please write a few sentences regarding the importance of this manuscript for the scientific community. A minimum of 3-4 sentences may be required for this part.	This study highlights *Taragutog* as a culturally relevant game-based intervention to improve multiplication skills. It addresses persistent challenges in mathematics education and contributes to research on gamification by demonstrating significant student performance gains.	
Is the title of the article suitable? **(If not please suggest an alternative title)**	The title is clear but could be more specific. Suggested alternative: **"Enhancing Elementary Mathematics Learning Through Taragutog: A Game-Based Intervention for Multiplication Skills."**	
Is the abstract of the article comprehensive? Do you suggest the addition (or deletion) of some points in this section? Please write your suggestions here.	1. Clarify *Taragutog*'s uniqueness compared to other methods. 2. Briefly discuss its scalability for broader application. 3. Reword **"This study utilized the null hypotheses."** to **"The study tested the following null hypotheses."**	
Is the manuscript scientifically, correct? Please write here.	1. The **sample size (N=48)** is small—consider discussing generalizability limits. 2. No **long-term follow-up**—mention potential future studies. 3. Additional analysis (e.g., **effect size**) could strengthen findings.	
Are the references sufficient and recent? If you have suggestions of additional references, please mention them in the review form.	1. Some sources are outdated; include **more recent gamification studies (post-2020).** 2. Suggested: a. **Hamari et al. (2020): Gamification in Education** *(Computers & Education).* b. **Plass et al. (2022): Foundations of Game-Based Learning** *(Educational Psychologist).*	
Is the language/English quality of the article suitable for scholarly communications?	1. Ensure **tense consistency** and remove redundant phrases. 2. Example: **"An intervention is needed"** → **"Luna Central School requires an intervention."**	
Optional/General comments	1. Strengthen the **introduction** with a global perspective on math challenges. 2. Briefly explain **Taragutog's mechanics** for readers. 3. Provide **practical recommendations** for integrating *Taragutog* into curricula. **Justification:** *1. Strengths: Well-structured study, clear methodology, statistically significant results, and relevant contribution to gamification in education.* *2. Minor Revisions Needed: Ethical approval clarification, minor grammatical improvements, and slight expansion on Taragutog's mechanics.* *3. Final Recommendation: Minor Revision*	

PART 2:

	Reviewer's comment	Author's comment *(if agreed with reviewer, correct the manuscript and highlight that part in the manuscript. It is mandatory that authors should write his/her feedback here)*
Are there ethical issues in this manuscript?	*(If yes, Kindly please write down the ethical issues here in details)*	

Reviewer Details:

Name:	**Nadir Zaibout**
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