

Article: Designing Stories from the Grave: Reviving the History of a City through Human Remains and Serious Games

Authors: Tsaknaki, Electra; Anastasovitis, Eleftherios; Georgiou, Georgia; Alagioglou, Kleopatra; Mavrokostidou, Maria; Kartsiakli, Vasiliki; Aidonis, Asterios; Protopsalti, Tania; Nikolopoulos, Spiros; Kompatsiaris, Ioannis

Peer Review by: Tine Rassalle

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This is a revised version of a previous article on the use of Serious Games methodologies to introduce a general audience to the history and archaeology of human remains, specifically from Thessaloniki in Greece.

The article has been revised substantially and adequately addresses many of the issues that were brought up in the first round of peer review. The structure and lay-out of the article have drastically improved and more background information is being provided to better understand the project. The English language has been improved as well, although minor issues still persist (like the inaccurate use of the word “moreover,” confusing verb tenses, or some strange grammatical constructions). Furthermore, it’s still not clear to me what ECHOES exactly is. However, the article as a whole is well-researched and a significant improvement from its previous version. The writing style is clear, concise, and engaging, making it accessible to a wide range of readers. The article's organization has been enhanced, with a logical flow that guides the reader through the topic, allowing for easy comprehension. Overall, this revised article exemplifies the commitment to quality research and writing, resulting in a substantial improvement over its prior iteration. A slight adjustment in language editing would further enhance its overall quality, but with these improvements, it is, in my opinion, ready to be published.