



Anang Kukuh <anang@anang65.web.id>

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## [IJAIN] Submission Acknowledgement

1 message

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**Andri Pranolo** <andri.pranolo@tif.uad.ac.id>

Mon, May 28, 2018 at 10:24 PM

To: Anang Kukuh Adisusilo <anang@anang65.web.id>

Anang Kukuh Adisusilo:

Thank you for submitting the manuscript, "Soil Porosity Model for Immersive Serious Game Based on Vertically Angle, Depth and Speed of Tillage" to International Journal of Advances in Intelligent Informatics. With the online journal management system that we are using, you will be able to track its progress through the editorial process by logging in to the journal web site:

Manuscript URL: <http://ijain.org/index.php/IJAIN/author/submission/215>

Username: anang65

If you have any questions, please contact me. Thank you for considering this journal as a venue for your work.

Andri Pranolo

International Journal of Advances in Intelligent Informatics

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Anang Kukuh <anang@anang65.web.id>

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## [IJAIN] Editor Decision on Paper #Soil Porosity Model for Immersive Serious Game Based on

1 message

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Andri Pranolo <andri.pranolo@tif.uad.ac.id>

Thu, Jul 12, 2018 at 2:21 PM

To: Anang Kukuh Adisusilo <anang@anang65.web.id>

Cc: Mochamad Hariadi <mochar@its.ac.id>, Eko Mulyanto Yuniarno <ekomulyanto@ee.its.ac.id>, Bambang Purwantana <bambang\_pw@ugm.ac.id>, Radi Radi <radi-tep@ugm.ac.id>, ijain@uad.ac.id

Anang Kukuh Adisusilo:

We have reached a decision regarding your submission to International Journal of Advances in Intelligent Informatics, "Soil Porosity Model for Immersive Serious Game Based on Vertically Angle, Depth and Speed of Tillage".

Our decision is: Accept with major revisions

Send your revision no later than July 25, 2018 through your IJAIN Submission system, for further evaluation to be fully accepted in our journal. Please upload the revision in your previous submission on the review page. DO NOT create a new submission.

Regards,

Andri Pranolo  
(Managing Editor)

Prof. Dr. Siti Mariyam Shamsuddin  
(Editor-in-chief)

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Reviewer K:

Significance:

- How important is the work reported? Does it attack an important/difficult problem (as opposed to a peripheral/simple one)?
- Does the approach offered advance the state of the art?
- Does it involve or synthesize ideas, methods, approaches from multiple disciplines?
- Does it have interesting implications for multiple disciplines?:  
Good

Originality: - Is this a new issue? Is this a novel approach to an issue? - Is this a novel combination of familiar ideas/techniques/methods/approaches? - Does the paper point out differences from related research? - Does the paper properly situate itself with respect to previous work?:  
Good

Quality: - Is the paper technically sound? How are its claims backed up? - Does it carefully evaluate the strengths and limitations of its contribution?:  
Excellent

Clarity: - Is the paper clearly written? Does it motivate the research? Does it describe clearly the methods employed (e.g., experimental procedures, algorithms, analytical tools), if any? - Are the results, if any, described and evaluated thoroughly? - Is the paper organized in a sensible and logical fashion?:  
Good

Relevance:

- Is the paper closely related to the theme of the journal (broadly conceived)?
- Is the content interesting enough to a broad audience?
- Is the paper readable in a multi-disciplinary context?:  
Good

Technical (1): Structure of the paper:  
Good

Technical (2): Standard of English:  
Good

Technical (3): Appropriateness of abstract as a description of the paper:  
Good

Technical (4): Use and number of keywords/key phrases:  
Good

Technical (5): Relevance and clarity of drawings, graphs and tables:  
Good

Technical (6): Discussion and conclusions:  
Fair

Technical (7): Reference list, adequate and correctly cited:  
Good

Explanations for the above ratings and other general comments on major issues:

It is recommended to add information regarding the state of the art or literature review.

What can future work be done based on this research? It is recommended to highlight more the impact of the model.

Comments on the minor details of the article:

There are some spaces between words and between words with punctuation marks that must be corrected, for example: "the game world, so"

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Reviewer L:

Significance:

- How important is the work reported? Does it attack an important/difficult problem (as opposed to a peripheral/simple one)?
- Does the approach offered advance the state of the art?
- Does it involve or synthesize ideas, methods, approaches from multiple disciplines?
- Does it have interesting implications for multiple disciplines?:  
Poor

Originality: - Is this a new issue? Is this a novel approach to an issue? - Is this a novel combination of familiar ideas/techniques/methods/approaches? - Does the paper point out differences from related research? - Does the paper properly situate itself with respect to previous work?:  
Fair

Quality: - Is the paper technically sound? How are its claims backed up? - Does it carefully evaluate the strengths and limitations of its contribution?:  
Fair

Clarity: - Is the paper clearly written? Does it motivate the research? Does it describe clearly the methods employed (e.g., experimental procedures, algorithms, analytical tools), if any? - Are the results, if any, described and evaluated thoroughly? - Is the paper organized in a sensible and logical fashion?:  
Fair

Relevance:

- Is the paper closely related to the theme of the journal (broadly conceived)?
- Is the content interesting enough to a broad audience?
- Is the paper readable in a multi-disciplinary context?:

Poor

Technical (1): Structure of the paper:

Fair

Technical (2): Standard of English:

Fair

Technical (3): Appropriateness of abstract as a description of the paper:

Poor

Technical (4): Use and number of keywords/key phrases:

Fair

Technical (5): Relevance and clarity of drawings, graphs and tables:

Fair

Technical (6): Discussion and conclusions:

Fair

Technical (7): Reference list, adequate and correctly cited:

Fair

Explanations for the above ratings and other general comments on major issues:

I have some major concerns with the manuscript that are listed below:

- The authors have discussed the mechanism of soil porosity, tillage, and immersion in great details. The manuscript was submitted the theme of machine learning and soft computing. Unfortunately, the authors have used none of the machine learning or any other soft computing technique in this manuscript. Also, the work presented by the authors does not fit very well with the journal's overall focus and scope.

- As a reviewer, I failed to find any meaningful connection between the soil porosity model presented by the authors and the concept of gamification. The authors need to present better ties and convincing relationship between their model and its application in immersive serious games.

- The most part of the manuscript discusses theoretical foundations. The only notable contribution in this manuscript is the obtaining and processing of observational soil porosity data and optimization of few equations based on the observed data. This is an interesting line of research but the presented work is certainly not enough for a research paper.

Some minor comments are:

- There are occasional grammatical mistakes in the manuscript. Many sentences such as in abstract and elsewhere are usually long and read little odd. I would advise authors to break all the length sentences to shorter and meaningful sentences.

- Use proper scientific notation " $1.10E-07$ " not " $1,10E-07$ ". Correct it for table 1 and the rest of the manuscript.

- There are many spelling mistakes such as "thar", "indepedent", and "isconstant" etc.

Comments on the minor details of the article:

I have some major concerns with the manuscript that are listed below:

- The authors have discussed the mechanism of soil porosity, tillage, and immersion in great details. The manuscript was submitted the theme of machine learning and soft computing. Unfortunately, the authors have used none of the machine learning or any other soft computing technique in this manuscript. Also, the work presented by the authors does not fit very well with the journal's overall focus and scope.

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Reviewer M:

Significance:

- How important is the work reported? Does it attack an important/difficult problem (as opposed to a peripheral/simple one)?
- Does the approach offered advance the state of the art?
- Does it involve or synthesize ideas, methods, approaches from multiple disciplines?
- Does it have interesting implications for multiple disciplines?:  
Good

Originality: - Is this a new issue? Is this a novel approach to an issue? - Is this a novel combination of familiar ideas/techniques/methods/approaches? - Does the paper point out differences from related research? - Does the paper properly situate itself with respect to previous work?:  
Good

Quality: - Is the paper technically sound? How are its claims backed up? - Does it carefully evaluate the strengths and limitations of its contribution?:  
Good

Clarity: - Is the paper clearly written? Does it motivate the research? Does it describe clearly the methods employed (e.g., experimental procedures, algorithms, analytical tools), if any? - Are the results, if any, described and evaluated thoroughly? - Is the paper organized in a sensible and logical fashion?:  
Good

Relevance:

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Excellent

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Good

Technical (5): Relevance and clarity of drawings, graphs and tables:  
Good

Technical (6): Discussion and conclusions:  
Good

Technical (7): Reference list, adequate and correctly cited:  
Good

Explanations for the above ratings and other general comments on major issues:

In this paper, authors present a model for design a basis of immersive in serious games. The case used in the serious game is the tillage using a moldboard plow by taking real data through an experiment use a device called soil bin; to determine the effect of angle, depth, and speed on the soil porosity, by comparing the value of the smallest error using the polynomial function of the use of different orders. The result shows that the proposed model can be used for design immersive serious game.

The paper is very interesting and it is characterized by a clear and systematic presentation of the literature review, research model and mental model and visualization, and a complete experimental procedure and analysis.

This is a topic that needs addressing and this is a useful contribution. The authors' themes are relevant to this publication and they are clearly stated. However, there are a few minor issue in which i recommend authors to address:

The paper contains passages that are unclear or ungrammatical or contain typos. I urge the authors ask a native speaker of English to check the manuscript and make any further adjustments required.

It would be better if authors add a few lines highlighting their contributions at the end of introduction.

In section D (serious game), i recommend authors to back up their writing with a few related work in the area, for example:

Hooshyar, D., Yousefi, M., & Lim, H. (2018). Data-Driven Approaches to Game Player Modeling: A Systematic Literature Review. *ACM Computing Surveys (CSUR)*, 50(6), 90.

Hooshyar, D., Yousefi, M., & Lim, H. (2017). A systematic review of data-driven approaches in player modeling of educational games. *Artificial Intelligence Review*, 1-21.

Hooshyar, D., Yousefi, M., Wang, M., & Lim, H. (2018). A data-driven procedural-content-generation approach for educational games. *Journal of Computer Assisted Learning*.

In conclusion, authors are better off deleting the equations and add a couple of more sentences on selling points (contributions). What's more, a line or two on future work would help readers to follow up the line of work.

All in all, the paper can be accepted for publication in its current form provided that the above-mentioned issues have been fixed.

Comments on the minor details of the article:

In this paper, authors present a model for design a basis of immersive in serious games. The case used in the serious game is the tillage using a moldboard plow by taking real data through an experiment use a device called soil bin; to determine the effect of angle, depth, and speed on the soil porosity, by comparing the value of the smallest error using the polynomial function of the use of different orders. The result shows that the proposed model can be used for design immersive serious game.

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Anang Kukuh <anang@anang65.web.id>

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## [IJAIN] Editor Finsl Decision

1 message

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**Andri Pranolo** <andri.pranolo@tif.uad.ac.id>

Mon, Jul 23, 2018 at 3:59 PM

To: Anang Kukuh Adisusilo <anang@anang65.web.id>

Cc: Mochamad Hariadi <mochar@its.ac.id>, Eko Mulyanto Yuniarno <ekomulyanto@ee.its.ac.id>, Bambang Purwantana <bambang\_pw@ugm.ac.id>, Radi Radi <radi-tep@ugm.ac.id>, ijain@uad.ac.id

Anang Kukuh Adisusilo:

We have reached a decision regarding your submission to International Journal of Advances in Intelligent Informatics, "Soil Porosity Model for Immersive Serious Game Based on Vertically Angle, Depth and Speed of Tillage".

Our decision is to: Accept Submission

Please keep attention for the copy editing and proofreading process which are final publicity process on IJAIN Journal. Your paper is scheduled to be published in the upcoming issue after we finished those process.

Regards,

Andri Pranolo  
(Managing Editor)

Prof. Dr. Siti Mariyam Shamsuddin  
(Editor-in-Chief)

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