





The Impact of Physical Activity Application Product Features on Improving Young People's Leisure Experiences

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1. Round 1

1.1. Reviewer 1

Reviewer:

The study presents a relevant and timely investigation into technology's role in enhancing leisure experiences through physical activity apps. The objectives are clear, but the research question could be refined to specify which product features are hypothesized to have the most significant impact and why.

The findings are clearly presented, with significant effects reported for all examined app features on leisure experiences. However, the paper could improve by providing a more detailed analysis of the data, including how different demographics (age, gender, socio-economic status) might influence the relationship between app features and leisure experiences.

The study offers practical implications for app developers and policymakers. However, recommendations could be more specific, suggesting features that could be enhanced or added to physical activity apps based on the study's findings. Discussing potential barriers to implementing these recommendations would also be beneficial.

The conclusion succinctly summarizes the study's findings and implications. Emphasizing the novel insights provided by the study and its contribution to the existing body of knowledge could make the conclusion stronger.

Authors uploaded the revised manuscript.

1.2. Reviewer 2

Reviewer:

While the study references the importance of leisure and physical activity, the literature review could be expanded to include more recent studies on digital interventions in leisure and physical activity. This would strengthen the foundation of the research and highlight the study's contribution to filling existing gaps.

The methodology section is detailed, describing the study's design, participants, and data analysis techniques. However, it could benefit from a deeper discussion on the selection criteria for the application (Samsung Health) and its generalizability to other physical activity applications. Additionally, the rationale behind the sample size and its representativeness could be elaborated.

The discussion effectively ties the findings back to the literature review but could delve deeper into the theoretical implications of the study. Discussing how the findings align or contrast with existing theories on leisure, technology adoption, and physical activity would enrich the discussion.

The limitations section appropriately identifies the study's scope and sample. Future research directions could be more specific, suggesting studies on different age groups, comparisons between multiple physical activity apps, or longitudinal studies to assess changes over time.

Authors uploaded the revised manuscript.

2. Revised

Editor's decision after revisions: Accepted.

Editor in Chief's decision: Accepted.