This is a stage 1 report for a meta-analysis about how comics can increase learning compared to the same material in a non-comics format.

I think this manuscript is in good shape and I only have few minor points. Since there are no number of pages, I will refer to the chapter or the exact sentence.

In study search, I think that Web of Knowledge does not exist, only web of science by clarivate. A quick google search led me to think that web of knowledge is the old name for web of science. Anyway, please update it.

10. Achievement level:

Can you explain a bit what this variable means? I don't understand what are these levels.

For the moderators, I think that you can also code the "duration" of the experience of learning. Did the teacher presented a course with the comics for 1h or the whole semester etc… I am always doubtful of all the effects found through 1 experience, as it can be confounded with a "surprise" effect. However, if we find an effect for a 1 semester course, the participants had time to accommodate to the material, reinforcing the effect.

"the symmetry of the forest plot to investigate the presence of small study bias" seems to be written in grey?

It seems that "use Cochrane's risk of bias tool to" is also in grey

While the use of ROB2 is an important idea to assess biases, it would be good to also add other tools such as the 3PSM which performed well in a set of simulation ([carter et al. 2019](#)). Adding PET-PEESE and a z-curve (or p-uniform) analysis could also benefit this MA by providing more details on the possibility of publication bias. One can contact me if you need the R code to conduct these analyses.

Finally, I have not found anything about open script, data and supplementary. In the PCI-RR guidelines, it is stated that "In general, authors are required to make all study data, digital materials, and computer code publicly available (at Stage 2 submission) to the maximum extent permissible by relevant legal or ethical restrictions." Therefore, it would be important to at least state that all codes, data and materials will be shared on an (empty for the moment) OSF repository, in the abstract and/or in the method section.

I look forward to the revision and conduct of this meta-analysis as I find it very interesting to understand better the relationship between entertainment and learning.

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