

Experimental Questionnaire

5-point scale:

1. Great negative impact
2. Some negative impact
3. No impact
4. Some positive impact
5. Great positive impact

10-point scale: Players rate themselves 1-10 (negative - positive)

Task 0:

1. **Name:** Yuan Fang
2. **Age:** 23
3. **Gender:** Male
4. **Are you an IT-related practitioner/learner?** No
5. **Do you have experience with VR games?** Yes
6. **Do you have experience with social games?** Yes
7. **Whether there is any behaviour of being attacked by a player or attacking another player online?** Yes, Yes.

Task A:

1. **Please rate the two experiences before and after using the points system separately. (10-point scale)**

before: 7

after: 9

2. **Do you think the use of the points system will improve your social experience? (5-point scale) and reasons?**

5 points.

Create a good social welcome. Going on a game is all about relaxing and being harassed can feel uncomfortable, having a scoring system is very comforting.

Task B:

1. **Please rate both experiences before and after others report bad behaviour separately. (10-point scale)**

before: 7

after: 9

2. **Do you think your reporting behaviour can help other players? (5-point scale)**

4 points.

Creating a positive environment.

3. **Do you think the reporting behaviour of other players has an impact on your social experience? (5-point scale), and reasons?**

4 points.

It would make me less likely to meet not-so-nice people. But if my friend gets reported and punished, I

can't play the game with him.

Task C:

1. Do you think the repetitive operation is boring?

Yes. At first the experience was ok, enjoyed the act of apple picking, many times it got boring.

2. Is this kind of punishment for bad behaviour reasonable?

I think it's reasonable. I think it's great that wrongdoing is something that should be punished.

3. If you knew that bad behaviour under the point system would lead to such consequences, would you care more about your words and actions?

I will. You'll weigh your words before you say them.

complete all tasks:

1. what did you like about behaviour score system?

I like the way the rays were used to shield the bad guys, gave me a sense of the righteous.

2. what did you dislike about it?

The penalties for the uncivilised are too light.

3. If you will use VR social games in the future, would you want the point system to be applied to the software?

Great system, I wish all social games were introduced.

4. Are there any improvements you would like to see in the system?

The game demo is a bit skimpy with only text chat, add a proximity voice feature if you can and also use a point system.