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:** Aria Gao

2. **Age:** 24

3. **Gender:** Female

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

Whether there is any behaviour of being attacked by a player or attacking another player online?

Yes. No.

Task A:

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

before: 5

after: 10

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

5 points.

Before implementing the points system, the presence of numerous offensive words had the tendency to sour my mood. However, since the introduction of the points system, I've noticed a remarkable shift in the atmosphere, with the environment appearing significantly friendlier.

Task B:

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

before: 6

after: 10

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

5 points.

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

5 points.

Yes.In the world of social games, it can get pretty darn frustrating when you end up all by yourself after

getting reported by other players. I mean, seriously? One moment you're part of this lively gaming crew, and the next thing you know, you're stuck with just one person for company. It's like the game's vibe takes a nosedive. It's kinda like being ghosted, you know? You're left wondering what went wrong, and the whole fun community vibe just sort of vanishes. So, it's a reminder that how we treat each other in games matters, 'cause nobody wants to end up in a solo party when the game was all about having a blast together.

Task C:

1. Do you think the repetitive operation is boring?

As a newcomer to the VR gaming world, I have to say that trying this laser to report other players is very interesting. This is like, wow, a brand new level of gaming interaction! Imagine: in this virtual field, you are not just clicking on a button, but waving this virtual laser to handle various things.

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

It is reasonable.

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?

Yes, I will pay more attention to my words and actions.

complete all tasks:

1. what did you like about behaviour score system?

Firstly, picking apples as a punishment is quite interesting and innovative. Secondly, considering social security in VR games that are closer to reality makes people feel more secure about the game. Finally, the scoring mechanism is also very clear and clear, which is good.

2. what did you dislike about it?

In terms of reporting, there is a concern that someone may abuse the reporting mechanism and engage in online violence against innocent people.

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

Yes, I hope there is a points system to help me filter out negative comments.

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

The punishment method is indeed quite interesting, but I feel that the punishment intensity is not enough.