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:** Sherlock

2. **Age:** 24

3. **Gender:** Male

4. **Are you an IT-related practitioner/learner?** Yes

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, often play social games and occasionally get into conflict with other players.

Task A:

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

before: 5

after: 7

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

3 points.

The use of the points system has blocked the speech of some low-quality players, which does improve the game experience a bit, but I can see that there are still some players who are of lower quality, and the speech of these players still has some impact on the experience, so I need to report them myself. But I guess other players will report them too, I don't know if they won't see it after I report them.

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.

I think it's ok, low-quality players are hated by everyone, if I come across a low-quality player, I will report it to let everyone know that it's a low-quality player and I don't want other players to be affected by him.

3. Do you think the reporting behaviour of other players has an impact on your social experience?

***(5-point scale),* and reasons?**

4 points.

I think this point is a public and open design, everyone can go to report to block low-quality players so that everyone is free from receiving them, I have ever played most of the social games that can only be blocked by themselves, in case of encountering low-quality players will still affect the experience, this point feels more open and fairer.

Task C:

1. Do you think the repetitive operation is boring?

Yes. It does have some boring moments, but it's more effective as a means of punishment, and if it were me I certainly wouldn't want to come back and experience that punishment in the future。

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

In the context of this game, it's quite reasonable, and this punishment doesn't cause me to receive substantial damage apple picking is part of the game content, and there is a certain amount of punishment that doesn't harm my gaming experience as much as banning does.

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'll be more careful, after all, it's kind of unpleasant to receive punishment in a game, and I'll definitely try to watch my words and behaviour to keep from being punished to play my favourite game.

complete all tasks:

1. what did you like about behaviour score system?

I think the scoring mechanism is fair and open, players who have been reported more often have low scores, and if they continue bad behaviour knowing they have low scores, then I don't want to see that kind of person during my playthrough, and if other players come across them, their reports can help me not to come across him again.

2. what did you dislike about it?

It looks like the design of the game and the points is quite minimal, but I think it would need a lot of optimisation if it were to be used in a real application.

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 will think about the app, there is always some punishment for doing bad things, vr social games are also a kind of society, if there is no punishment there will be many bad people doing bad things. I hope the points system will help most players to stay away from bad guys and have a better gaming experience.

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

The reporting system should need to be improved a bit more, I'm not sure if some of the statements will be reported successfully, even if I think some of the statements are over the top and seriously affecting my gaming experience, there's still a chance that the report will fail.