

## 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:** Mok Haewoo
2. **Age:** 28
3. **Gender:** Male
4. **Are you an IT-related practitioner/learner?** No
5. **Do you have experience with VR games?** No
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: 5*

*after: 8*

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

4 points.

The system filters out people with uncivilised behaviour to make themselves feel better and improve the gaming experience. It's especially good for women and children, making virtual reality as much of a constraint on human behaviour as reality.

### Task B:

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

*before: 2*

*after: 7*

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

4 points.

My behaviour is fine, I consider myself a person with the right values. I think my reporting can have a positive impact on most players.

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

3 points.

Cons: Everyone speaks differently, others for their reasons. Everyone perceives offence differently. Standing up to disputes where others have an evil shield against me. Others may have a lower tolerance level. If a scammer, who I've been scammed by, uses this mechanism to report me, I can't even find him. No problem if there is backend complaint monitoring.

#### **Task C:**

##### **1. Do you think the repetitive operation is boring?**

Yes, a little.

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

I think manipulations like just reading the manual and picking apples are just pure punishment and don't serve a particularly good educational purpose. You can combine apple picking with terms and conditions, such as picking an apple and dropping a note to bring up some safety regulations. In addition, it is suggested to increase the answer or watch video animation and stipulate the viewing time and other ways, and even play the characteristics of VR games, design some virtual scenes for players to participate in, for example, let simulate a scene so that players experience the feeling of being network violence or let the player play a hero to save the people suffering from network violence, and so on. Although it is a punishment, but at the same time also takes into account the player's psychology.

##### **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 would. Firstly, I would be invisible to others. Secondly, I would care more about what I say and do if I needed to waste my game time to be punished. I would follow the rules more for the sake of the game experience not being ruined.

#### **complete all tasks:**

##### **1. what did you like about behaviour score system?**

Firstly, ratings can be used to give me an idea of other players so that I can choose quality players to socialise with. Second, blocking low-scoring players allows me to experience the game better and not be influenced by negativity.

##### **2. what did you dislike about it?**

Firstly, it could be abused. Second, the model of punishing low-scoring players is too cumbersome and could be improved.

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

Yes.

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

First of all, increase the details of the score increase and decrease, such as 1 point for reported verbal harassment, 5 points for behavioural harassment, etc., which can also be adjusted according to the different degrees of harassment of specific words or behaviours. Second, optimise the penalty mechanism. In addition, manual monitoring and complaints in the background should be strengthened to avoid abuse of the system.