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:** Lianhuan Ke

2. **Age:** 19

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: 10

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

5 points.

When there is an automatic blocking system for players with lower scores, it can reduce the number of players that affect the gaming experience. If you are harassed by people in the game with verbal attacks it will affect the mood of the game and lead to a poor gaming experience. Automatically blocking low-scoring players and reducing external influences can have a better gaming experience.

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.

If a gamer verbally attacks and harasses me during gameplay, folding makes me uncomfortable and diminishes my gaming experience. If I report a player's bad behaviour, the system makes a penalty. This player is blocked by the system because his rating becomes lower and he can't influence others, and

others will have a better gaming experience.

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

5 points.

If positive and useful, other people's reports block low-scoring players and can reduce unnecessary trouble for me. But if there are malicious reports, it doesn't affect me too much, but it reduces my chances of socialising to a certain extent.

Task C:

1. Do you think the repetitive operation is boring?

No.

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

Reading the safety instructions was reasonable and the apple-picking penalty was weak.

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. Because after being blocked and not having a social object, one would reflect on whether or not one's behaviour has bothered other players. Seeing the safety notes will allow you to know if your behaviour is inappropriate and correct it where it is wrong.

complete all tasks:

1. what did you like about behaviour score system?

Automatically block players with lower ratings and penalise players with lower ratings.

2. what did you dislike about it?

None.

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?

The penalties could be slightly stronger.