

## 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:** Claire
2. **Age:** 28
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: 6*

*after: 7*

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

4 points.

It will improve the social experience to a certain extent. Through the point system, unfriendly players can be filtered out, making the social environment purer and friendlier. However, a reasonably recognised point system has to be established first, otherwise, the evaluation of the same person and the inconsistent feelings of different people may result in players that individuals dislike being left behind and players they like being filtered out.

### Task B:

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

*before: 7*

*after: 8.5*

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

5 points.

Yes. Whether or not an individual's reporting behaviour can help other players depends on whether or not the reporting behaviour is reasonable, if a player is indeed reported for his bad behaviour, then such reporting behaviour can help other players; however, if it is some malicious reporting behaviour, it will

interfere with the player's normal gaming experience. Therefore, it is recommended to provide appropriate reasons to prove that the reported player has indeed committed bad behaviours when reporting.

**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 will improve my social experience to some extent. On the one hand, some unfriendly players will be blocked due to the reporting mechanism, thus reducing my chances of meeting such unfriendly players. On the other hand, there may be some malicious reporting behaviours, if a normal player is blocked due to malicious reporting, it will reduce my chances of meeting these people, but my dating needs are not very big, so the degree of impact of knowing fewer people is not very big; however, if I am blocked due to unfair and malicious reporting, it will affect my normal gaming experience, so I hope there is a complaint channel for the reporting behaviours. So I hope that there is a channel for me to complain about the reporting behaviour.

**Task C:**

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

Generally, it depends on the number of repetitions as well as the difficulty of the repetitive movements.

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

Reasonable. Bad behaviour interferes with the gaming experience of other players and therefore needs to be punished accordingly.

**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. If I want to play the game for a long time, then I will care more about what I say and do so that I don't get punished for breaking the rules. But if I don't care if I still get to play the game, then I won't care if I get punished, because I can just not honour that punishment.

**complete all tasks:**

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

Can block some unfriendly people for me and create a cleaner and more civilised gaming environment.

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

(1) There is a possibility of being maliciously reported by other players, interfering with one's normal gaming experience;

(2) Everyone has different subjective feelings and therefore different standards of judgement, and the social environment after being screened by others may not be the same as what one would like.

**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?**

Establish a reasonably recognised points system and refine the scoring criteria.