

## 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:** Yumi Asukai
2. **Age:** 17
3. **Gender:** Female
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

**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: 4*

*after: 8*

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

3 points.

The game experience has improved a bit. There were some bad statements I didn't want to see, and I feel much better after blocking them.

### Task B:

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

*before: 7*

*after: 10*

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

5 points.

I think this system is fine. I don't want to see their bad comments, and I hope other players don't see them, I prefer a quality gaming environment with a good 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.

It would be great if other players experiencing bad behaviour reported it first and then I couldn't see it.

#### **Task C:**

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

It's okay, but since it's used as a punishment, boredom is more appropriate, after all, punishment can't be too comfortable.

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

It's fairly reasonable, and also the scenes and gameplay within the game aren't too jarring.

**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?**

It will be, I don't like discourtesy people and I'm not going to hurt anyone.

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

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

It helps me block some low-quality players with low scores, and I think it is great that I don't need to be made to encounter bad behaviour to block them.

**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.