

## 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:** Evan Allen
2. **Age:** 30
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, been attacked and fought back when attacked so have attacked others.

### Task A:

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

*before: 10*

*after: 10*

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

5 points.

I think the scoring system has information similar to big data, and I like that score system. But I'd prefer to choose for myself whether to block a player or not, rather than an automatic block below 90.

### Task B:

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

*before: 5*

*after: 6*

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

4 points.

I think it has a positive impact, it helps people and people don't like to be harassed. Can build community civility with other players.

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

4 points.

Most people would want to contribute to a harmonious social platform as well.

**Task C:**

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

Yes.

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

Yes. Apple picking is boring, such punishment is necessary, and you need to pay for doing bad things.

**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?**

No, it doesn't. Most people come to the game to have fun. People can't change that, but the point system will have some positivity to boot.

**complete all tasks:**

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

Points allow people to save time on trial and error before socialising, save on social costs, and choose who to date based on rating impressions.

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

I don't want people with low scores to be blocked, and by giving users multiple-choice questions, people who stink will inevitably want to yell at each other. Social games are all about finding people who want to socialise.

**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 blocking option could be given to the player.