

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:** Jasmine Zhao
2. **Age:** 20
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, I was discriminated by other players because of my gender. No.

Task A:

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

before: 7

after: 9

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

4 points.

It does filter some speeches that makes me feel uncomfortable, but some speeches pointed 94 or 90 also offend me.

Task B:

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

before: 7

after: 9

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

5 points.

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

4 points.

I think it has positive impact on my social experience. As the pointed is accumulated, if this player makes lots of players uncomfortable or even affronted, he or she may also make me feel offended.

Task C:

1. Do you think the repetitive operation is boring?

Yes.

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

I think it may too light.

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?

Yes. As it's a social game, I have to behave well to make my score no less than 90 to maintain a normal gaming experience.

complete all tasks:

1. what did you like about behaviour score system?

It can block those players makes me feel uncomfortable.

2. what did you dislike about it?

The function of reporting and blocking may be too simple, it may cause operational errors.

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

Yes, but it needs to be more refined, like if I was intentionally reported how can I appeal.

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

I think the operation of reporting and the appeal function of the reported person can be refined.