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:** Dannie Wang

2. **Age:** 24

3. **Gender:** Female

4. **Are you an IT-related practitioner/learner?** Yes

5. **Do you have experience with VR games?** Yes

6. **Do you have experience with social games?** No

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: 5

after: 9

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

4 points.

The game has improved to a great extent. This system creates a better gaming experience, but is it possible to clean up the social environment more in real-time by blocking keywords?

Task B:

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

before: 5

after: 10

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.

This system could further improve the social experience, but it's uncertain whether the reporting of certain players is not representative of the wishes of all players due to the personal inclinations of other players.

Task C:

1. Do you think the repetitive operation is boring?

Depending on the circumstances.

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

Reasonable, but with room for improvement.

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.

complete all tasks:

1. what did you like about behaviour score system?

It can restrain players' speech lines and create a good social experience in the game.

2. what did you dislike about it?

No specific information such as grading rules has been presented.

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?

It can add more rigorous reporting audit norms, and increase the category of punitive measures for low-rated players.