

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)

Task0:

1. **Name:** Karste
2. **Age:** 24
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've attacked people and I've been attacked.

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.

Because the points system allow me to effectively block some people I don't like. However, the details of how to report success and deduct points are not clear enough. It may not be able to report some rotten players, and there may be a phenomenon of being blocked after malicious reports.

Task B:

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

before: 6

after: 9

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

4 points.

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

4points.

Because through the reporting system, players can block low-score players who are reported and play with more like-minded game partners in groups. However, the quality of players is different, everyone

cares about the point is not the same, if the report penalty mechanism is not clear, will lead to the report later is still useless, you will still encounter you do not like the player.

Task C:

1. Do you think the repetitive operation is boring?

Yes.

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

The punishment mechanism is too simple to just repeat the operation, and bad players will find others to help them with the punishment mechanism, and the pain of the punishment makes their mentality more likely to be broken.

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 would care more about my words and actions if the punishment mechanism was heavier.

complete all tasks:

1.what did you like about behaviour score system?

First, the score system helps me make a preliminary judgment about a player and whether he is worth hanging out with. The second scoring system when I meet the bad player through the scoring system to lower the score and shield him, in the future will not meet her.

2. what did you dislike about it?

Sometimes the scoring system can not be intelligent evaluation, for example, if some players do not want to play the game seriously, you want to talk about him after he is involved, but it is reported by bad players.

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?

First, you can do more shielding choices. For example, if the score is particularly low, it will be completely shielded; Points are a little low, but the game ability is good, can be banned. Second, you can let the player to see the reason for the deduction, choose whether to block. Third, the punishment mechanism is too simple, you can add some difficult levels or directly block the number for a period of time.