

## 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:** Zihan Bai
2. **Age:** 23
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?** Yes

**Whether there is any behaviour of being attacked by a player or attacking another player online?**

Yes. I've been attacked by players and I've attacked other players.

### Task A:

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

*before: 6*

*after: 8*

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

4 points.

The points system gives me a clearer picture of my current situation in order to improve my subsequent behaviour.

### Task B:

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

*before: 7*

*after: 8*

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

5 points.

Because my reporting behaviour reduces the harassment of others by the person being reported, it can help others enhance a good gaming experience.

**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 there is an impact. While the reporting of other players reduces my gaming experience in the

game, it can reduce the number of bad attacks on me. Overall the impact on me is beneficial, but it also reduces my enjoyment of the game somewhat.

**Task C:**

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

Yes.

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

Yes.

**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 be more concerned about what I say and do. Because not being able to interact with other players while performing punishments hurts my gaming experience. And I think punishment is a relatively boring process and I don't want to waste my time in the game.

**complete all tasks:**

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

It may help me reduce the probability of receiving an attack, gives me a more civilised gaming environment and improves my gaming experience.x

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

The scoring threshold is set a little high, and too strict a gaming environment can reduce player interest.

**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 think it's a great model for self-assessment in games. It allows players to make adjustments to their current gameplay based on their current points to adapt to the gameplay and enjoy the game.

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

I think the score requirement could be lowered slightly. For example, 80 or 70 to give players more room to play and improve the quality of the game.