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:** Mengju Xu

2. **Age:** 23

3. **Gender:** Male

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

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

Task A:

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

before: 8

after: 7

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

2 points.

The point system creates a preconceived subjective impression for me. I feel that I should treat every unfamiliar gamer as an equal, and if there is a point system as a frame of reference, then I will get to know every stranger through other people's reviews before I approach them. A certain amount of social freedom would be lost with the introduction of such tinted glasses.

Task B:

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

before: 7

after: 7

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

5 points.

Because I will control the accuracy of my comments, that is, I will only initiate the act of reporting if I think the person does have a major character flaw or is of a corrupt character.

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

4 points.

There will be some influence. I will refer to other players' reports, which will allow me to make certain mental precautions and behavioural predictions for each low-rated player to ensure that I am not harmed or disturbed by low-rated players.

Task C:

1. Do you think the repetitive operation is boring?

Yea.

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

Doesn't make much sense. I think the part about transcribing the user code can be kept.

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. Bad behaviour is largely based on ethical issues and punishment acts as a final barrier to the bottom line and can act as a deterrent for me.

complete all tasks:

1. what did you like about behaviour score system?

It gives a visual representation of each person's usual language or behavioural habits. I can quickly get to know a stranger as a whole through other people's comments.

2. what did you dislike about it?

A certain degree of purely rational digital differentiation of different types of people. The lack of perceptual analysis makes me feel that I can't evaluate a person completely. And the point system can easily breed cliques (e.g. users with less than 95 points don't deserve to join our circle).

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

I'd still suggest a hidden way to handle the credit score system. As a game, releasing emotions is always a topic that can't be escaped. How to introduce a more reasonable points system needs to be explored further.

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

Provide a partial display of scores that only alerts specific low-score users (e.g., hide the display of scores higher than 85). This allows the score to be used as a reminder action towards the player so that he can be more careful when interacting with low-score users. In other words, make sure that the player is not blocked (hidden) as much as possible.