

# Configuration Manual for Social Ball: An immersive research paradigm to study social ostracism

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## Overview of the publicly available versions and links

We made four versions of the game publicly available. These versions can be used without any configuration to manipulate feelings of inclusion and exclusion. Brief descriptions and links for these versions can be found below. These scenarios are designed to be similar to the classic inclusion and exclusion conditions of the traditional Cyberball game (Williams & Jarvis, 2006).

### Social inclusion scenario with 3 or 4 players

We made 3- and 4-player versions of a social inclusion scenario publicly available. Each version consists of about 30 ball tosses in total. It is a social inclusion version because each player in the game receives similar amounts of ball tosses. That is, the human player would receive about 33% of the ball tosses in the 3-player scenario and 25% of the ball tosses in the 4-player scenario. The avatars are the alien avatars. In this version, non-human players throw the ball with a 1-2 second delay at a rate that is determined randomly. The non-human players do not wave their hands to ask for the ball but the human player can do so.

- The link for the 3 person social inclusion scenario: [socialball.nl/scenario/22](http://socialball.nl/scenario/22)
- The link for the 4 person social inclusion scenario: [socialball.nl/scenario/23](http://socialball.nl/scenario/23)

### Social exclusion scenario with 3 or 4 players

We also made 3- and 4-player versions of a social exclusion scenario publicly available. The total amount of ball tosses (around 30 tosses), avatar types (alien), the delay (1-2 seconds) and the anxiety (no anxiety for non-human players) are the same with the inclusion scenarios. The difference is that in the exclusion scenarios the human players receive the ball only a few times throughout the game (~10% of the total tosses).

- The link for the 3 person social exclusion scenario: [socialball.nl/scenario/24](http://socialball.nl/scenario/24)
- The link for the 4 person social exclusion scenario: [socialball.nl/scenario/25](http://socialball.nl/scenario/25)

## How to set up the game on a server

The game is currently in the final rounds of testing and troubleshooting. Afterwards, information on how to host the game on your institution's server will be made available here. In the meantime, you can use the publicly available versions - which function without a problem!

## Admin vs User

The admin can create scenarios and user accounts. The configurations that we outline here can only be accessed via an “admin” account. The “user” accounts can be used for people on the field when they are setting up games to create lobbies and start games and so on. These accounts don’t have access to the admin panel (i.e., they cannot create games but can only initiate already created scenarios).

This manual is targeted towards the Admin: the person who can not only create scenarios but can also create other user accounts. When we discuss functions that are available to users (i.e., the lobby function), we refer to the User specifically. Thus, unless we explicitly mention the User, we always refer to the Admin (i.e., you).

### How to create a User?

When logged in to the admin interface, you will see a list of scenarios that you created and some options to create new scenarios or export databases. At the bottom of this page you will see the USERS button. Clicking this button will lead you to the user sub-menu in which you can see the users that you have already created.



At the USERS page (/admin/user), you can also create new users by clicking on the “+USER” button at the bottom-right corner of the page.



Clicking on the +USER button will lead you to the page in which you can create a new user. You need to provide the email address of the prospective User (this will be the login email), write down a name for them (for record keeping purposes), select the language for their interface (English or Dutch). The software randomly generates a password but you can change that by typing in another password in the “Password” box. Once you provide all the details you can click “SAVE” and this will create a new User account. The User, then, can use their login details (email + password) to log in and start lobbies (more information on the lobby function can be found at the “lobby” section of this manual).

**ADD NEW USER**

Email

Name

Language

Password

[Cancel](#) **SAVE**

## How to use the “Lobby” function

### What is the Lobby function?

The lobby function of the game allows researchers or practitioners to connect multiple players to each other before playing the game. This lobby however, only simulates a connected game experience because players do not actually play the game together. What happens, however, is that each player sees the avatar and nickname choices of other players. For instance, imagine that a user wants to implement the “lobby” feature in a classroom. This would mean that all the students in the classroom will first enter a lobby via a special code. Next, once all the students log into the lobby, the user can start the game from their interface. When the game starts, the app would show the names and avatar choices of other players within the lobby to each other (still within the parameters of the game set up by the administrator). So, if the user starts a 6-player exclusion scenario with the lobby function, then each student would be matched with other 5 students to seemingly play the game together. However, in reality, they would only end up seeing their names/avatars but all play the same exclusion scenario.

### How to create a lobby

To use the lobby function, you need to first create a scenario or use a scenario that you created beforehand (See section on [creating a scenario](#)). Then a User would go to the login page (/login). After signing up with their login credentials, the User would see the lobby creation page (see below).

**CREATE GAME**

After you have pressed the start button you will receive a Game Code, pass it on to all participants.

Scenario

Language

**CREATE****EXPORT DATA**

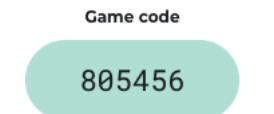
Here you can export all data from your created games.

**EXPORT**

In the game creation page, the User can select the scenario they want to start a lobby for from the “Scenario” drop down menu. In the picture above, the selected scenario is “Exclusion-EarlyFeb.” The user can also select the language to be in English or in Dutch. Once selected, the user can create the lobby by clicking on “Create.” Creating the game will send the User to the “START GAME” where the game code can be found. This code can then be distributed to the participants (or the players) so that they can log in to this lobby.

## START GAME

Give the game code below to the participants, by filling it in they can join this game.



0 players are ready to play.

Press start as soon as all participants are present in the list below.

Back

START

As the participants roll into the lobby, the User will be able to see them on the bottom of this screen as shown in the picture below. There we see a participant named “123” has logged into the lobby and is waiting for the game to start. Once the User starts the game by clicking the “START” button, all the participants that are in the lobby will be matched with each other and play the game. If, for instance, there are less participants than the maximum number of players in the scenario (e.g., there are 4 unmatched players but 6 max players in the game), then the app will automatically add the avatars that are initially created by the Admin when creating the scenario.

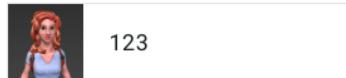
## START GAME

Give the game code below to the participants, by filling it in they can join this game.

Game code  
805456

1 players are ready to play.  
Press start as soon as all participants are present in the list below.

Back START



## How do the participants log into a lobby?

Once the code is created as shown in the previous section, the participants can then use this code to log in to the lobby. The User would need to instruct the participants to go to the web address that the game is hosted (in this example that would be [www.socialball.nl](http://www.socialball.nl)). The participants would then first see the introduction screen (an example introduction screen is displayed below).

## CATCH

We are going to play a ball game. The game is very simple: Tap on a fellow players avatar to throw the ball. Tap your own avatar to request the ball.

Try not to talk during the game. At the end of the game we ask you to answer some questions.

Press START to continue.

START

Once they click start, the participants would then be directed to the next screen in which they would enter the game code that was provided to them by the User (referred to as “the game master” in the picture below).

## ENTER GAME CODE

Game Code

#####

Enter the game code you received from the game master

Back

NEXT

## How to export the game data?

You can export the data that is generated within the game. This data includes information about the game play including the scenario, the date in which the game was played, participants' ball tosses or hand waves and so on (for more information about what's included in this data file and how to format and analyze this information, see the supplementary materials). You can export the data both as an Admin and as a User.

### As an admin

As an Admin, you can download all the data that was generated within the scenarios you created. You can do this in two ways. First, you can download the entire database by clicking on the “EXPORT DATABASE” button at the end of the main page for Admins (/admin/scenario). This would include all the data points for all the scenarios within your software. The scenario information would still be involved in this version.

EXPORT DATABASE

USERS

+ SCENARIO

Alternatively, you can also download the database associated with a specific scenario by clicking on the “EXPORT” button that is next to each scenario (as depicted in the picture below).

## SCENARIOS

1 Two balls	<b>EXPORT</b>	x
2 One ball	<b>EXPORT</b>	x

## As a user

Users can also export data. They however, cannot access the whole database, or download all the data for a Scenario. What they can do, instead, is to download the data associated with a session they create. So, if a User creates a lobby in which participants play the game, they can then download that data by clicking on the “EXPORT” button at the bottom of the User interface. It then only downloads the data associated with that User's account. The data structure is the same regardless of the person who downloads it (Admin vs User). The only difference, however, is what data is downloaded.

## CREATE GAME

After you have pressed the start button you will receive a Game Code, pass it on to all participants.

Scenario	<input type="text" value="Exclusion-EarlyFeb"/>
Language	<input type="text" value="English"/>
<b>CREATE</b>	

---

## EXPORT DATA

Here you can export all data from your created games.

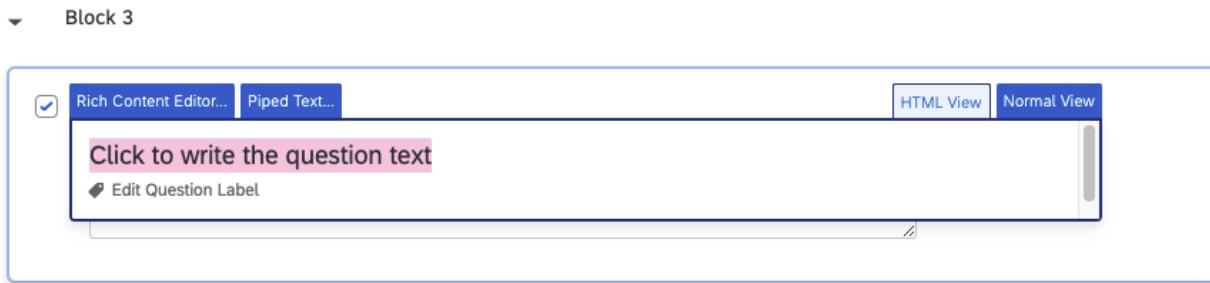
**EXPORT**

# How to integrate Social Ball with Qualtrics

## Presenting Social Ball in an iFrame

One can create an iFrame within Qualtrics to present the Social Ball game on the same webpage as the survey (an alternative would be the participants following a link to a new window and returning back to the survey after completing the ball-tossing game). When the game is embedded within the survey software, the participants do not need to leave the window in which the survey is presented and can seamlessly play the game and then continue with their survey. To do this, one first needs to create an iFrame within a Qualtrics survey question. This method could potentially also be recreated with other survey softwares but we only present the instructions for Qualtrics here.

To create such an iFrame one would first need to create a question in Qualtrics. Afterwards, they would click the question text and select the HTML view as shown in the top-right corner of the screenshot below.



Once clicked, you can modify the presented text/image view HTML coding. This also enables you to embed an iFrame in which you can present Social Ball. To do so, you'll need to copy and past the the code below into the window after clicking HTML View as shown in the picture below the code:

```
<iframe height="500px" src="https://socialball.nl/play" style="border:none;" width="100%">></iframe>
```



Adding this code to the HTML view of a question will immediately display the Social Ball within a window in the survey. The size of the window can be adjusted by changing the “height” and “width” values within the code.

The “src” element is the link to social ball. If you wish to link a special scenario then you’d need to change the link in the code to reflect that. For instance, if you wish to use the 4-player inclusion version of the game, you’d need to use the below code:

```
<iframe height="500px" src="https://socialball.nl/scenario/23" style="border:none;" width="100%">></iframe>
```

If you are hosting the game yourself. Then you’d need to use the link that you have assigned the game for the “src (source)” element. That will enable Qualtrics to present the webpage defined as the source (src) to be presented within a window in your survey.

## Linking the game with Qualtrics

You may want to link some information in the Social Ball to some other survey items or behavior in other paradigms. We present some code to make this easier by linking the user data within Social Ball to the data on Qualtrics with the use of a unique user ID. For example, if you want to check whether the avatar choices of your participants or their in-game behaviors (e.g., waving) are dependent on other factors (e.g., individual difference factors such as rejection sensitivity), then you may wish to link these in-game behaviors or data to data that you can collect via Qualtrics (or another survey software).

Presenting the game within an embedded window (through an iFrame) also allows you to link the game with your survey via the unique ID that is generated by Social Ball. To be able to link the survey data of a participant with their Social Ball data you need to turn on the UserID function (see the [Show UserID on the last screen section](#)). When this function is activated, Social Ball will present a unique ID for each participant at the end of the game. If you incorporate the below javascript code to the Qualtrics question, then this unique ID will be automatically integrated to the Qualtrics data file.

To do this, you first need to create an embedded data field in Qualtrics which will then be used to record the userID's of Social Ball players. This embedded data field can be created from the Survey Flow (you may want to check the current guidelines on creating embedded data fields by googling "how to add embedded data fields in Qualtrics"). The field should look like this in the survey flow:

The screenshot shows the Qualtrics Survey flow interface. At the top, there are tabs for Survey, Workflows, Distributions, Data & Analysis, Results, and Reports. The Survey tab is selected. Below the tabs, the title "Survey flow" is followed by a status indicator "Published". On the left, there's a sidebar with icons for document, list, and search. The main area displays a sequence of survey elements:

- Set Embedded Data:** A green box containing a "player-id" field with a note: "Value will be set from Panel or URL. Set a Value Now". It includes a "Add a New Field" button and a toolbar with "Add Below", "Move", "Duplicate", "Add From Contacts", "Options", and "Delete".
- Show Block: Welkom (1 Question)**: A grey box with a "Show Block" icon. It includes a "Add Below", "Move", "Duplicate", and "Delete" toolbar.
- Show Block: Catch (1 Question)**: A grey box with a "Show Block" icon. It includes a "Add Below", "Move", "Duplicate", and "Delete" toolbar.
- Show Block: End (1 Question)**: A grey box with a "Show Block" icon. It includes a "Add Below", "Move", "Duplicate", and "Delete" toolbar.

At the bottom of the list, there's a green "+ Add a New Element Here" button.

Then, you need to set an iFrame to present Social Ball within the same window as Qualtrics (see [previous section](#)). Afterwards, within the same HTML code window, you need to add a few more lines of code to include a hidden user input. This will serve as the input which then will be added to the Qualtrics data as “player-id.” This input is “hidden” because we do not want the participants to see this field, instead we want Qualtrics to seamlessly link their game data with their survey data.

```
<input type="hidden" id="player-id" name="player-id" />
```

The code HTML window of the question should look something like this:

The screenshot shows the Qualtrics Rich Content Editor. At the top, there are buttons for "Rich Content Editor...", "Piped Text...", "Remove Formatting", "HTML View" (which is highlighted in blue), and "Normal View". The main area contains the following HTML code:

```
<input type="hidden" id="player-id" name="player-id" />
<iframe height="500px" src="https://socialball.nl/play"
style="border:none;" width="100%></iframe>
```

Now we need to add the javascript code that will feed the userID that is presented by Social Ball into Qualtrics. To do that you need to add a Javascript code to the question/item that you use to present Social Ball. At the current version of Qualtrics, you add a javascript code by clicking the JavaScript button that is underneath the Question Behavior menu. Clicking that button will open a new pop-up window which will enable you to add JavaScript codes to your survey.

The screenshot shows the Qualtrics survey editor interface. At the top, it says "Edit question". Below that, under "Question type", there is a dropdown menu set to "Text / Graphic". Under "Content type", there is another dropdown menu set to "Text". Under "Response requirements", there is a toggle switch labeled "Add validation" which is turned off. Under "Question behavior", there are three options: "Display logic" (indicated by a blue arrow icon), "Skip logic" (indicated by a circular arrow icon), and "JavaScript" (indicated by a code icon). The entire configuration panel is contained within a light gray box.

To be able to link the Social Ball userID to Qualtrics, you need to copy and paste the below code into this window replacing the “Qualtrics.SurveyEngine.addOnload(function() {});”

```
Qualtrics.SurveyEngine.addOnload(function()
{
    // create a variable referring to the Qualtrics survey engine
    var qualtrics = this;

    // use it to hide the next button
    qualtrics.hideNextButton();

    // add an event listener that listens for a message that signals the end of
    // the Social Ball game
    window.top.addEventListener('message', (event) => {
        try {
            // get the message data
            var obj = JSON.parse(event.data);

            // check if the message contains the information that the game
            ended
            // if so, forward the survey to the next page
            // otherwise, throw an error
            switch(obj.type) {
                case 'socialball.finish':
                    // optionally: we save the player ID value
                    document.querySelector('#player-id').value = obj.data.id;
                    Qualtrics.SurveyEngine.setEmbeddedData(
                        'player-id', obj.data.id);

                    // simulate clicking the next button to forward
                    // the survey
                    qualtrics.clickNextButton();
                    break;
            }
        } catch(e) {
            console.error(e);
        }
    });
});
```

This code will hide the “next” button on Qualtrics and will only allow the participant to continue once the participant finishes the game and the UserID (or player-id) is piped into Qualtrics.

The javascript window will look like the picture below in the end:



The screenshot shows a modal dialog titled "Edit Question JavaScript". Inside the dialog, there is a code editor containing the following JavaScript code:

```
Qualtrics.SurveyEngine.addOnLoad(function()
{
    // create a variable referring to the Qualtrics survey engine
    var qualtrics = this;

    // use it to hide the next button
    qualtrics.hideNextButton();

    // add an event listener that listens for a message that signals the end of the Social Ball game
    window.top.addEventListener('message', (event) => {
        try {
            // get the message data
            var obj = JSON.parse(event.data);

            // check if the message contains the information that the game ended
            // if so, forward the survey to the next page
            // otherwise, throw an error
            switch(obj.type) {
                case 'socialball.finish':
                    // optionally: we save the player ID value
                    document.querySelector('#player-id').value = obj.data.id;
                    Qualtrics.SurveyEngine.setEmbeddedData('player-id', obj.data.id);

                    // simulate clicking the next button to forward the survey
                    qualtrics.clickNextButton();
                    break;
            }
        } catch(e) {
            console.error(e);
        }
    });
});

Qualtrics.SurveyEngine.addOnReady(function()
{
});

Qualtrics.SurveyEngine.addOnUnload(function()
{
});
```

Below the code editor, there is a section labeled "JS Question API". At the bottom of the dialog are several buttons: "Restore Size" (with a restore icon), "Clear" (with a red X icon), "Cancel", and "Save" (with a green checkmark icon).

## How to create a new scenario?

In the subsections below we will present all the options and customizations that you can access from the main admin interface.

## Name

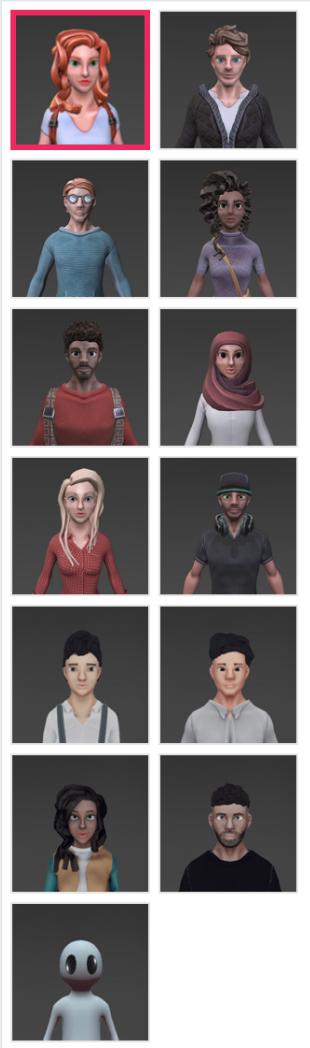
You can choose and write a name for the game. This name will be visible in the Admin scenario overview. The name you created won't be displayed to the participants. It is only for the Admins and the Users.

## Avatars

You can add a minimum of 1 to a maximum of 6 players to the game. Each player would then be displayed with an avatar within the game. There are 13 avatars to choose from (see image below). The options include 6 male avatars, and 6 female avatars, and 1 neutral avatar. You can write a name for each avatar that is added to the game. You can determine the anxiety level (0.0-1.0) for each of the avatars that are added to the game.

## CHOOSE YOUR AVATAR

**Avatar**



**Player name**

**Age**

**Gender**

Male  Female  Other

**Data**

My age and gender can be registered

**Back** **NEXT**

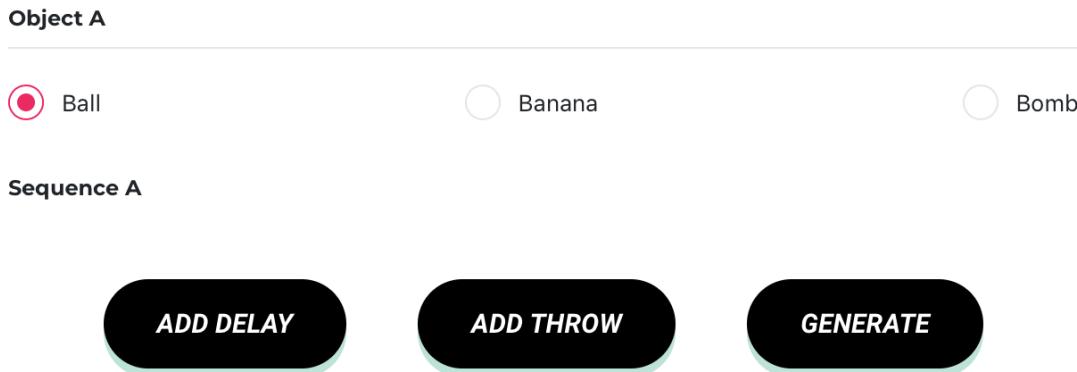
If a participant enters the game, they will automatically be assigned avatar nr. 1. If enabled, participants can also select their own avatar. In that case, the participants' selected avatar will always replace avatar nr1. The non-human players will then have avatars nr2, nr2 etc.

## Object A

You can select an object that will be tossed around during the game. This could be a ball, a bomb, or a banana.

## Sequence A

You can customize the game at the level of throws of the object you selected under object A. By selecting “ADD THROW” you can manually add throws to your sequence. You can select and vary to which player each throw will go (i.e. the receiver). By selecting “ADD DELAY” you can manually determine and vary a delay time (sec.) in between throws.



If you navigate to “GENERATE”, you will have several options to quickly generate a sequence of throws. You can determine the minimal and maximal delay time (sec.) between each ball-toss. If you generate a sequence of throws, the generated delay times will randomly vary between your minimum and maximum delay time. You can determine the number of players. Note: the number of players indicates the number of players that are part of the *sequence*. This can include less or more players than the number of players that actually take part in the game (see Example sequence A). You can determine the number of throws (0-X?) towards the participant throughout the game. You can determine the total number of throws you want to create a sequence. Note: this number of throws indicates the number of throws that will be generated in the *sequence*. The sequence does not necessarily align with the total amount of actual tosses in the game (see Example sequence A).

**Minimal delay**

1 ^ v

**Maximal delay**

2.5 ^ v

**Number of players**

3 ^ v

**Number of throws to the user**

3 ^ v

**Total throws**

30 ^ v

**GENERATE**

## Example sequence A

Below you can see an example sequence. To generate this example sequence, we used the following settings: Minimal delay 1. Maximum delay 2.5. Number of players 3. Number of throws to the user 2. Total throws 5.

**Sequence A**

1	Delay	1.52	▲ ▼	x
2	Throw	Player 2	▼	x
3	Delay	1.71	▲ ▼	x
4	Throw	Player 3	▼	x
5	Delay	1.05	▲ ▼	x
6	Throw	Human	▼	x
7	Delay	1.26	▲ ▼	x
8	Throw	Player 2	▼	x
9	Delay	1.41	▲ ▼	x
10	Throw	Human	▼	x

[ADD DELAY](#)

[ADD THROW](#)

[GENERATE](#)

The participant always starts the game with the first throw. Let's assume that the participant decides to throw the first ball (or selected object) to the avatar of Player 3. Following this particular sequence, the next throw of Player 3 should automatically go towards Player 2 after a delay of 1.52 seconds. Player 2 should then throw the ball to Player three after a delay of 1.71 seconds, and Player 3 should throw the ball back to the participant after 1.05 seconds. Let's assume that the participant throws the ball to Player 3 again. According to the sequence, Player 3 will now throw the ball to Player 2 after a delay of 1.26 seconds. And last, Player 2 will return the ball to the participant after 1.41 seconds. Note that the participant's actions will determine where the sequence picks-up.

### **Example sequence A: alternatives and skipping**

Depending on the participant's actions, any particular sequence can result in a different course of the game. Have another look at the example sequence above. This time, let's assume that the participant decides to throw the first ball to the avatar of Player 2 (instead of Player 3).

Following the sequence, Player 2 will now throw the ball to Player 3 after a delay of 1.71 seconds and Player 3 will in turn throw the ball back to the participant after 1.05 seconds.

Because the participant threw the first ball to Player 2, the sequence immediately picks-up at Player 2 (row 2) and skips the preceding delay time of 1.52 seconds (row1). Let's assume that the participant now throws the ball to Player 2 again. Now the sequence picks-up at Player 2 (row 8), and skips the preceding delay time of 1.26 (row 7). Next, Player 2 will throw the ball back to the participant after 1.41 seconds. And after the participant throws the ball to Player 3 (or 2), the game ends.

What if a sequence includes subsequent throws to one particular player? Have a look at the new example sequence below. Let's assume that the participant throws the first ball to Player 2.

Because Player 2 cannot throw the ball to themselves, the sequence picks-up at the next throw that can be performed by Player 2. In this case, this means that all throws to Player 2 are skipped and that Player 2 will throw the ball to Player 3 (row 8) after a delay of 1.26 seconds. Next, Player 3 will throw the ball to the participant after 1.41 seconds. And after the participant throws the ball to Player 2 (or 3), the game ends.

**Sequence A**

1	Delay	1.52	▲ ▼	X
2	Throw	Player 2	▼	X
3	Delay	1.71	▲ ▼	X
4	Throw	Player 2	▼	X
5	Delay	1.05	▲ ▼	X
6	Throw	Player 2	▼	X
7	Delay	1.26	▲ ▼	X
8	Throw	Player 3	▼	X
9	Delay	1.41	▲ ▼	X
10	Throw	Human	▼	X

**ADD DELAY**    **ADD THROW**    **GENERATE**

## Object B

You can select a second object that will be tossed around during the game. If you select “None” then the game will be created with one object. If you select any other object then you can create a game with two objects being tossed around. You would then need to create a sequence also for object B.

## Sequence B

You can customize the game at the level of throws of the object you selected under object B. See information under sequence A.

## Language

You can change the language of the game to English or Dutch.

## Scenario Settings

In the subsections below we present the different Scenario Settings that you can use to further customize your game.

### Show Catch Counter

If you select the option to “Show Catch Counter”, the game will show and automatically update the number of throws that are received by each player throughout the game. Participants can see Catch Counters (circle shape) on their own avatar and on the avatars of each of the players in the game.



### Allow player to exit early

If you select the option “Allow player to exit early”, there will appear an exit button on the upper left side of the game screen. Participants can click on the exit button to leave the game at any given time.



## Show video with explanation afterwards

If you select the option “Show video with explanation afterwards” the participants will see a video at the end of the game. You can do so by incorporating a URL to the section “Explanation video URL”.

### Explanation video URL

The current version of the game offers a standard video:

<https://player.vimeo.com/video/353532609>

Alternatively, you can incorporate your own video at the end of the game by adding a URL to the section “Explanation video URL”.

---

#### Explanation video URL

---

video link goes here

---

#### Select which pages to show

---

## Show UserID on last screen

If you select the option “Show UserID on last screen”, the participant will see a final message at the end of the game that shows a Player ID number. Participants can enter this number in a subsequent questionnaire to allow the researcher to link the Social Ball data to the additional survey data of the participant. We also explain how to link this information directly to Qualtrics to illustrate how it can be integrated to survey softwares (see section on [integrating Social Ball into Qualtrics](#)).

**THANKS!**

The game is over.

Player ID  
794

Use the Player ID above when completing any subsequent questionnaire.

## Select beach as a background

If you select “Beach as a background”, the background of the game turns into a beach location.



## Select which pages to show

### Show intro

If you select “Show intro” there will appear a default introduction text before the start of the game. *“We are going to play a ball game. The game is very simple: Tap on a fellow players avatar to throw the ball. Tap your own avatar to request the ball. We are going to play a ball game. The game is very simple: Tap on a fellow player's avatar to throw the ball. Tap your own avatar to request the ball. Press START to continue.”*

## CATCH

We are going to play a ball game. The game is very simple: Tap on a fellow players avatar to throw the ball. Tap your own avatar to request the ball.

We are going to play a ball game. The game is very simple: Tap on a fellow players avatar to throw the ball. Tap your own avatar to request the ball.

Press START to continue.



Alternatively, you can add a customized introduction text at the start of the game using the “Intro page text” box.

**Select which pages to show**

- Show intro
- Require game pin
- Select avatar
- Show communication options after game
- Show questionnaire
- Show explanation

**Intro page text**

Here you can write an intro text!

**CATCH**

Here you can write an intro text!

**START****Require game pin**

If you select “Require game pin”, the participant will have to enter a code at the start of the game that is provided by the game master (i.e. experimenter).

## ***ENTER GAME CODE***

**Game Code**

#####

Enter the game code you received from the game master

Back

**NEXT**

## **Select avatar**

If you select “Select avatar”, the participant can select their own avatar at the start of the game. In addition, participants can write a name for their avatar. They can enter their age and gender (male, female, other) and indicate whether their age and gender can be registered or not.

## CHOOSE YOUR AVATAR

Avatar



Player name

Age

  
^  
▼

Gender

 Male    Female    Other

Data

 My age and gender can be registered

Back

NEXT

## Show communication options after game

You can select “Show communication options after the game” to enable the post-game communication screen. If you enable the communication screen, you can add a customized page header using the “Communication page header” box. In addition you can add a customized “sending” message using the “Communication page “sending” message” box. This sending message will appear on the screen after the participant presses the “send” button.

## Show explanation

If you select “Show explanation” a default explanation text will appear at the end of the game.  
*“You did not get the ball thrown again during the game. This was not because of your fellow players, but because of the computer. Just ask them!”*

### **EXPLANATION**

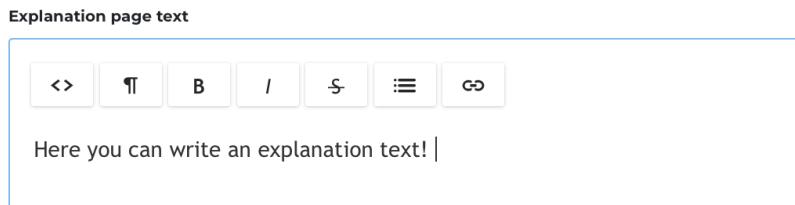
You did not get the ball thrown again during the game. This was not because of your fellow players, but because of the computer.

Just ask them!

Back

NEXT

Alternatively, you can add a customized explanation text at the end of the game using the “Explanation page text” box.



## EXPLANATION

Here you can write an explanation text!

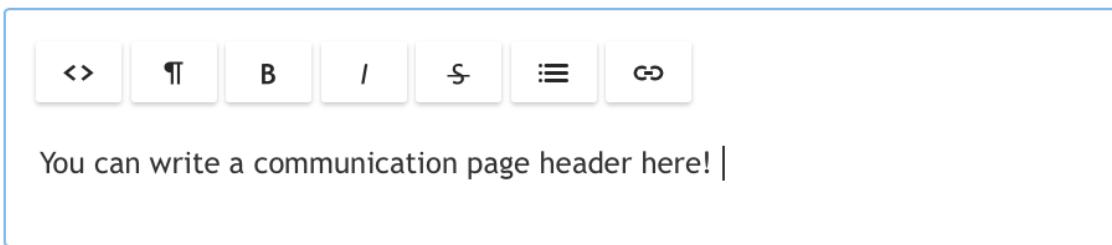
Back

NEXT

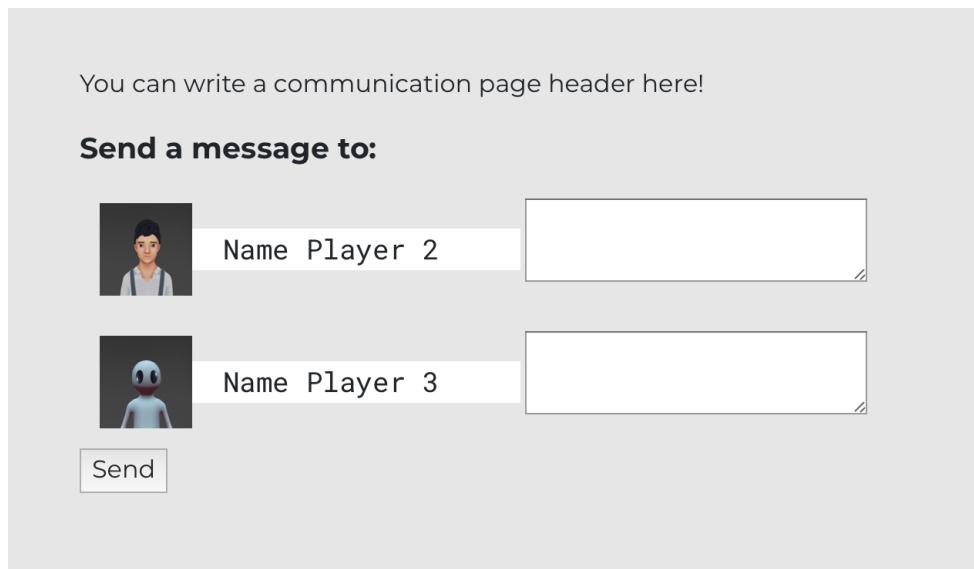
## Communication page header

You can write your own communication page header in the “Communication page header” text-box. This option can best be used when you select the option “Show communication options” and when you select one- or more communication settings.

### Communication page header

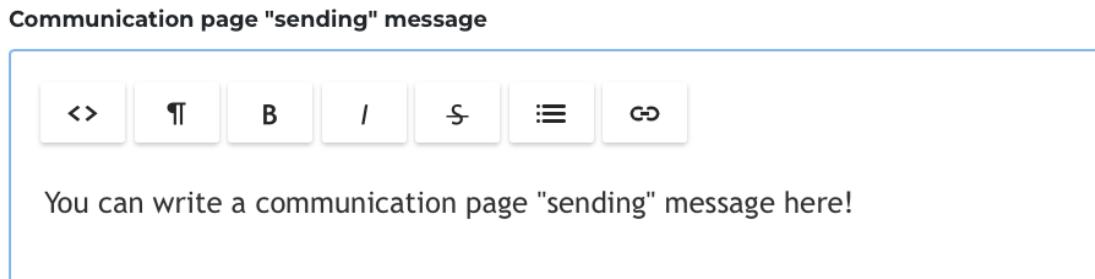


In the example below, we selected “Show communication options” and “Send a message to specific player (instead of global)”. The customized communication page header will appear at the top on the communication page.

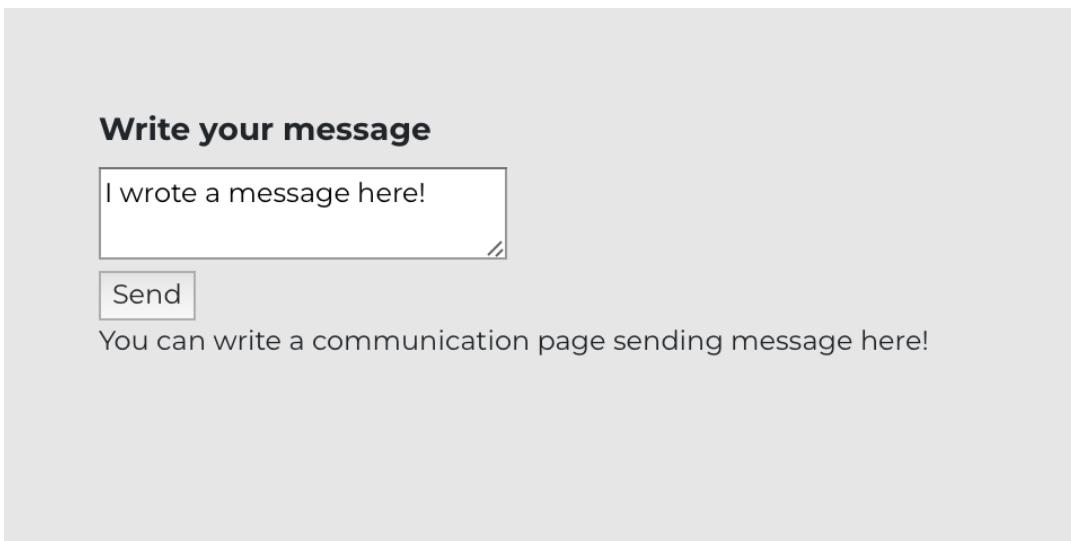


## Communication page “sending” message

You can write your own communication page “sending” message in the “Communication page message” text-box. This option can best be used when you select the option “Show communication options” and when you select one- or more communication settings.



In the example below, we selected “Show communication options” and “Allow sending a textual message”. The customized communication sending message briefly appears at the bottom on the communication page *after* the participant pressed the “send” button.



## Select communication settings

You can select different options to allow participants to communicate one-shot messages after the game. The different options below will only be presented at the end of the game if you selected the option “Show communication options after game” as well. Note that this is not an actual communication interface and participants won’t really see each other’s messages even if they’re in the lobby version. They will only see the messages you program for them to see.

### Send a message to a specific player (instead of global)

If you select the option “Send a message to a specific player (instead of global)”, the participant can send individual messages to one- or more players at the end of the game. Make sure you select the option “Show communication options after game” as well. In the example below, we wrote a personalized message to Player 2.



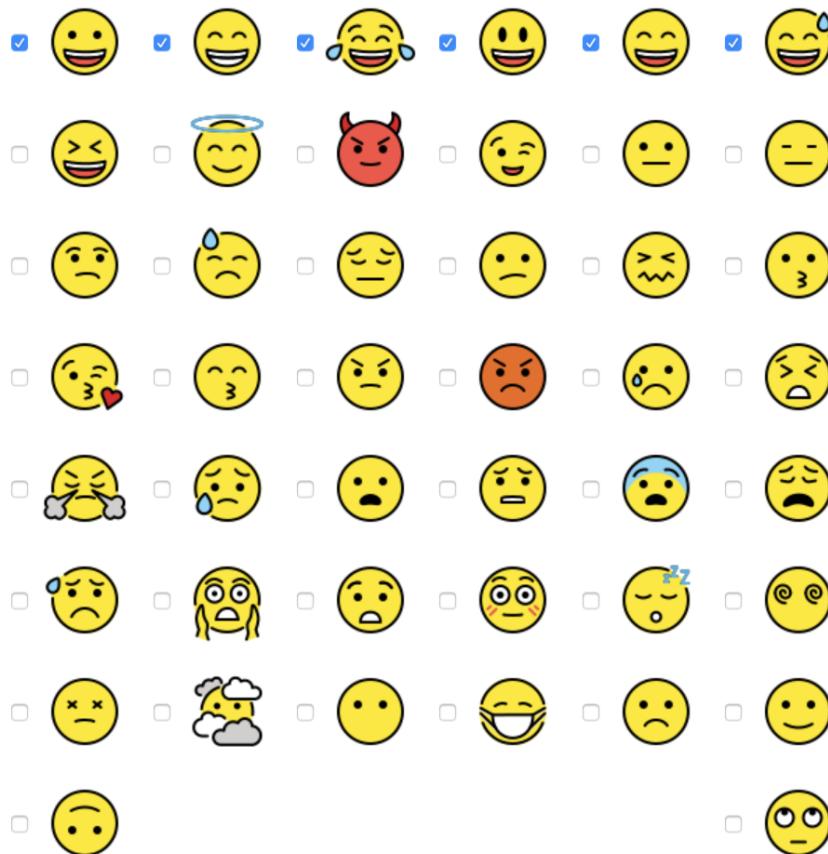
## Allow sending a textual message

If you select “Allow sending a textual message”, the participant can write their own text message to communicate to all players at the end of the game. In the example below, we wrote a personalized message to all players.

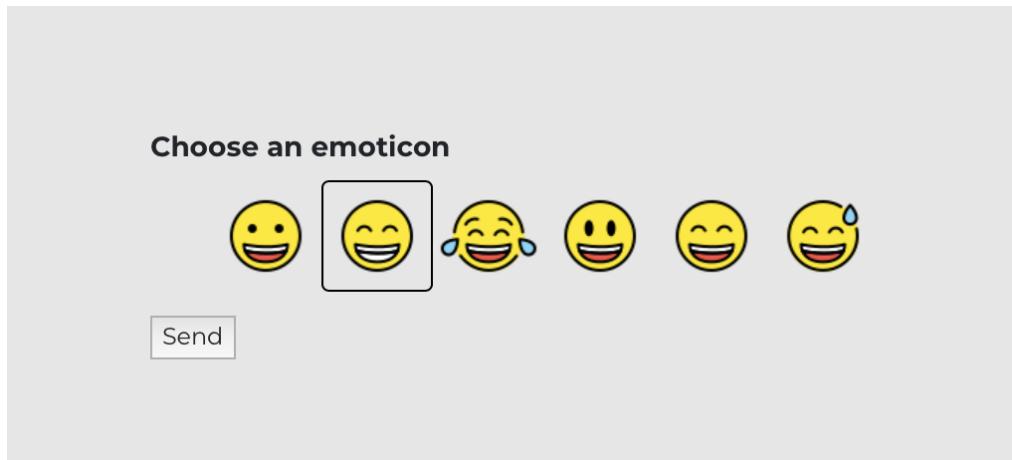


## Allow sending an emoji

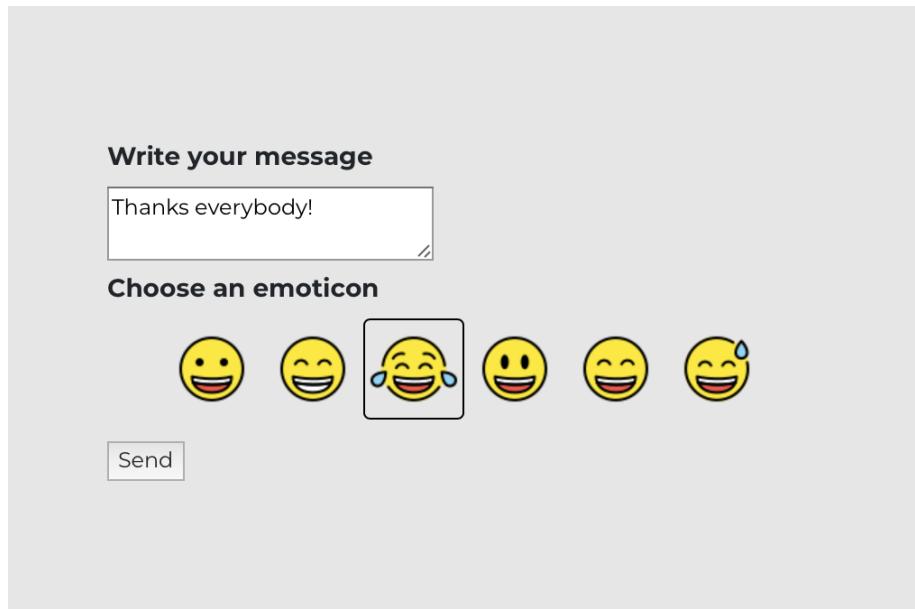
If you select “Allow sending an emoji”, the participant can send one emoji to all players at the end of the game. You can predetermine which emoji's the participant can choose from by selecting specific emojis in the list. Make sure you select the option “Show communication options after the game” as well. In the example below we selected the six emojis on the first row.

**Select communication settings** Send a message to a specific player (instead of global) Allow sending a textual message Allow sending an emoji

The participant will see the selected emojis on their communication page. They can select one of the emojis to send to all the other players.



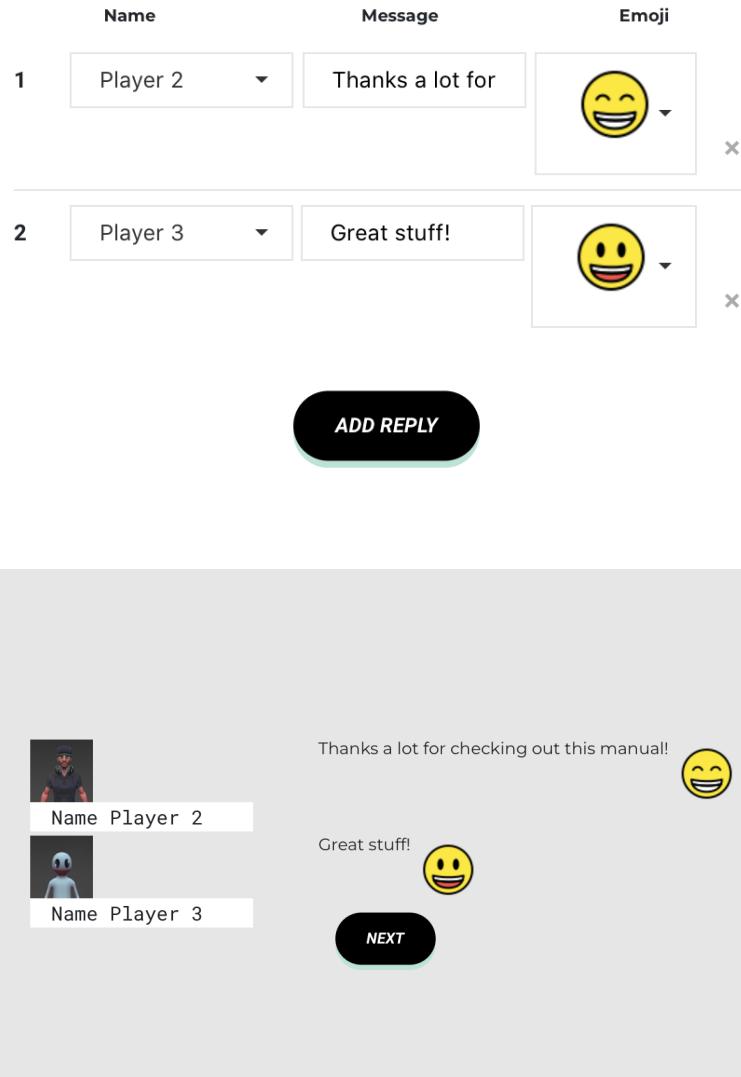
The option “Allow sending an emoji” can be used in combination with other communication settings. In the example below, we added the option “Allow sending a textual message”. In this case, the participant can send one emoji in addition to their personal message to all players at the end of the game.



## Add reply

If you select “Add reply”, you can create a fictional message from one, or more players of a game to send to the participant at the end of the game. These messages will be displayed after the participant has “sent” their own message. Make sure you select the option “Show communication

options after the game” as well. In the example below we wrote a message from Player 2 as well as Player 3.



## Manual version updates

In this section we will report the changes to the manual as they happen for record keeping purposes.

## Version 1.0 to version 1.1

We updated the manual because we realized that there was a mistake in the JavaScript code that was used to link Qualtrics responses with Social Ball data. The JS code was picking up the userID from Social Ball but wasn't recording it within Social Ball. We added a line of code to save that data into the embedded data we create in Qualtrics manually.