

[Results Evaluation] Dialogue Generation for the RPG "**Ordem Paranormal**"

The following questionnaire aims to measure your perception of the quality of dialogues generated by a large-scale language model using the **RAG** (*Retrieval Augmented Generation*), technique for the RPG: **Ordem Paranormal**

* Indicates a mandatory question

1. 1 - Have you read the free consent form and agree to its terms? *

See link: Consent Form - RPG - Ordem Paranormal

Mark only one oval.

☐ Yes, I agree.

Demographic Data

Select the options below that refer to your **demographic information**.

2. 2 - Age: *

Mark only one oval.

☐ Under 13 years old

☐ 13 to 17 years old

☐ 18 to 25 years old

☐ 26 to 40 years old

☐ 40 to 60 years old

☐ Over 60 years old

3. 3 - Gender: *

Mark only one oval.

- ☐ Male
- ☐ Female
- ☐ Prefer not to say
- ☐ Other: _____

4. 4 - Education level: *

Mark only one oval.

- ☐ Incomplete primary education
- ☐ Completed primary education
- ☐ Completed high school
- ☐ Incomplete higher education
- ☐ Completed higher education
- ☐ Postgraduate or currently pursuing postgraduate studies

Knowledge About This Experiment

Select the options below that reflect your level of knowledge about this research.

5. 5 - How long, APPROXIMATELY, have you been consuming **tabletop RPGs**? *

Mark only one oval.

- ☐ Never consumed
- ☐ Less than 1 year
- ☐ More than 1 year and less than 2 years
- ☐ More than 2 years and less than 4 years
- ☐ More than 4 years and less than 10 years
- ☐ More than 10 years

- Mark only one oval.

- Mark only one oval.

Mark only one oval.

1 2 3 4 5

Don't know ☐ ☐ ☐ ☐ ☐ Master the system

9. 9 - Do you have a group that plays Ordem Paranormal? *

Mark only one oval.

- ☐ Yes (Skip to question 10)
☐ No (Skip to question 12)

About the **Ordem Paranormal RPG** Group

Select the options below that refer to your Ordem Paranormal tabletop RPG group.

10. 10 - Usual group size (including the game master)

Mark only one oval.

- ☐ 1 or 2 people
☐ 3 or 4 people
☐ 5 or 6 people
☐ More than 6 people

11. 11 - How often do you play the Ordem Paranormal RPG?

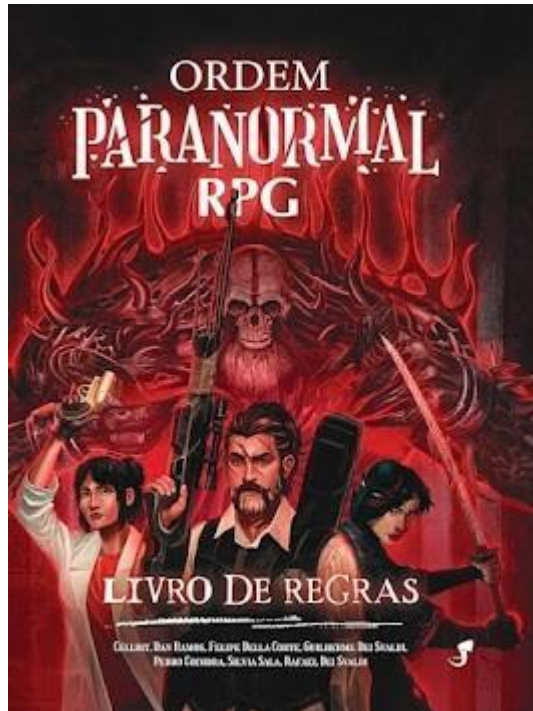
Mark only one oval.

- ☐ 1 or more times a week
☐ Once every two weeks
☐ Once a month
☐ Once every two months
☐ Once every three months
☐ There is no regular schedule

Knowledge About the **Rules of Ordem Paranormal**

Select the options below that refer to your level of knowledge about the **rules of the Ordem Paranormal RPG**.

Rules of Ordem Paranormal



12. 12 - How well do you know **the rules** of Ordem Paranormal? * (1 - I don't know anything; 2 - I almost don't know; 3 - I know reasonably; 4 - I know well; 5 - I know everything about it)

Mark only one oval.

	1	2	3	4	5	
Don't know	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Know everything

13. 13 - How well do you know **the rulebook** of Ordem Paranormal? * (1 - I haven't read it and I don't know anything; 2 - I haven't read it but I know about it; 3 - I've read it and know the content reasonably; 4 - I've read it and know the content well; 5 - I've read it and know everything about it)

Mark only one oval.

	1	2	3	4	5	
Haven't read	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Read and know everything

Dialogue Reading - **Mission Narrative Construction**

In this section, you will compare four dialogues from the RPG Ordem Paranormal, identified as A, B, C, and D. Two of these dialogues were generated by language models (one with RAG and one without), and the other two were written by humans familiar with the RPG.

Read each dialogue carefully, and take notes of possible considerations regarding their engagement, content coherence with the RPG rules, and text cohesion in the narrative construction of a mission.

Tip: Open the links in different tabs of your browser to easily access each dialogue while answering the questions.

Context: You are a player in an Ordem Paranormal game session (previous entry) and you are conversing with the game master (response generated/written).



----- Dialogue A -----

Link: Dialogue A

14. 14 - Did you read the entire text of **Dialogue A**? *

Mark only one oval.

☐ I confirm that I read it

----- Dialogue B -----

Link: Dialogue B

15. 15 - Did you read the entire text of **Dialogue B**? *

Mark only one oval.

☐ I confirm that I read it

----- Dialogue C -----

Link: Dialogue C

16. 16 - Did you read the entire text of **Dialogue C**? *

Mark only one oval.

☐ I confirm that I read it

----- Dialogue D -----

Link: Dialogue D

17. 17 - Did you read the entire text of **Dialogue D**? *

Mark only one oval.

☐ I confirm that I read it

Dialogue Evaluation - Individually - **A, B, C, and D**

Evaluate the quality based on 5 categories: engagement, coherence, cohesion, creativity, and surprise. Your analysis will help understand the differences between the methods used to create the dialogues.

Qualitative Category Index

- 1. **Engagement:** How much this dialogue engaged you in the story;
- 2. **Coherence:** How coherent this dialogue is with the content of Ordem Paranormal;
- 3. **Cohesion:** How cohesive the dialogue is with its own narrative information;
- 4. **Creativity:** How creative this dialogue is;
- 5. **Surprise:** How much this dialogue surprised you.

18. 18 - Regarding **Dialogue A**, rate the points of each qualitative category where "Very bad" represents the category in the most negative way, up to "Very good," which represents the category in the most positive way: *

Mark only one oval per line.

	Very Bad	Bad	Neutral	Good	Very Good
Engagement	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Coherence	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Cohesion	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Creativity	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Surprise	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

19. 19 - Regarding **Dialogue B**, rate the points of each qualitative category. *

Mark only one oval per line.

	Very Bad	Bad	Neutral	Good	Very Good
Engagement	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Coherence	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Cohesion	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Creativity	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Surprise	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

20. 20 - Regarding **Dialogue C**, rate the points of each qualitative category. *

Mark only one oval per line.

	Very Bad	Bad	Neutral	Good	Very Good
Engagement	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Coherence	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Cohesion	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Creativity	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Surprise	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

21. 21 - Regarding **Dialogue D**, rate the points of each qualitative category. *

Mark only one oval per line.

	Very Bad	Bad	Neutral	Good	Very Good
Engagement	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Coherence	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Cohesion	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Creativity	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Surprise	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

21 - Sobre o **Diálogo D**, classifique os pontos de cada uma das categorias qualitativas.



Dialogue Evaluation - Comparatively - **A, B, C, and D**

Evaluate the dialogues comparatively based on 5 categories: engagement, coherence, cohesion, creativity, and surprise. Your analysis will help understand which dialogues (generated or written) performed better in each specific category.

22. 22 - Which dialogue **engaged you** the most with the mission's story? *

Mark only one oval.

☐ Dialogue A

☐ Dialogue B

☐ Dialogue C

☐ Dialogue D

23. 23 - Which dialogue **seemed the most coherent** with the content of the RPG: Ordem Paranormal? *

Mark only one oval.

- ☐ Dialogue A
- ☐ Dialogue B
- ☐ Dialogue C
- ☐ Dialogue D

24. 24 - Which dialogue was the most cohesive in terms of narrative development for the mission? *

Mark only one oval.

- ☐ Dialogue A
- ☐ Dialogue B
- ☐ Dialogue C
- ☐ Dialogue D

25. 25 - Which dialogue was the **most creative** in its development? *

Mark only one oval.

- ☐ Dialogue A
- ☐ Dialogue B
- ☐ Dialogue C
- ☐ Dialogue D

26. 26 - Which dialogue **surprised you the most** positively during the reading?

*

Mark only one oval.

- ☐ Dialogue A
- ☐ Dialogue B
- ☐ Dialogue C
- ☐ Dialogue D

Closing Section

I would like to express my sincere thanks to everyone who took the time to answer the questionnaire. Your responses are extremely valuable for the development of this study, and your contribution was essential to achieve more accurate and meaningful results.

Thank you for your attention and for the care in each of your answers, which will help advance research on dialogues in RPG games.

Thank you very much for your support and collaboration!

27. Finally, if you would like to leave any comments or observations, feel free to do so.
