### **Glass Houses: Personality and Gaming**

A game by Hannah Glazebrook, for the purposes of the Human-Computer Interaction Masters Project at Georgia Tech.

\* Required

#### Instructions

Hi everyone!

Thanks for taking the time to participate in my Masters Research. To participate in this project, you need to:

- take a short personality assessment
- play a short (~15 minute) video game I have created for this project
- answer some questions about the game and your preferences.

If you would like to participate, please proceed to the next section to answer the personality questions.

No personal or identifying information will be collected. All responses are anonymous.

## **Personality Assessment**

On the following pages you will find a series of statements about you. Please read each statement and decide how much you agree or disagree with that statement. Then write your response in the space next to the statement using the following scale:

5 = strongly agree

4 = agree

3 = neutral (neither agree nor disagree)

2 = disagree

1 = strongly disagree

Please answer every statement, even if you are not completely sure of your response.

What is your gender?  Mark only one oval.
Male
Female
Prefer not to answer
Other:
2. What is your age (in years)?

3. \*

Mark only one oval per row.

	1 (Strongly Disagree)	2 (Disagree)	3 (Neutral)	4 (Agree)	5 (Strongly Agree)
I would be quite bored by a visit to an art gallery.					
I plan ahead and organize things, to avoid scrambling at the last minute.					
I rarely hold a grudge, even against people who have badly wronged me.					
I feel reasonably satisfied with myself overall.					
I wouldn't feel afraid if I had to travel in bad weather conditions.					
I wouldn't use flattery to get a raise or promotion at work, even if I thought it would succeed.					
I'm interested in learning about the history and politics of other countries					
I often push myself very hard when trying to achieve a goal.					
People sometimes tell me that I am too critical of others.					
I rarely express my opinions in group meetings.					
I sometimes can't help worrying about the little things.					
If I knew that I could never get caught, I would be willing to steal a million dollars.					
I would enjoy creating a work of art, such as a novel, a song, or a painting.					
When working on something, I don't pay much attention to small details.					
People sometimes tell me that I'm too stubborn.					
I prefer jobs that involve active social interaction to those that involve working alone.					

When I suffer from a painful experience, I need someone to make me feel comfortable.			
Having a lot of money is not especially important to me.			
I think that paying attention to radical ideas is a waste of time.			
I make decisions based on the feeling of the moment rather than on careful thought.			
People think of me as someone who has a quick temper.			
On most days, I feel cheerful and optimistic.			
I feel like crying when I see other people crying.			
I think that I am entitled to more respect than the average person is.			
If I had the opportunity, I would like to attend a classical music concert.			
When working, I sometimes have difficulties due to being disorganized.			
My attitude toward people who have treated me badly is "forgive and forget".			
I feel that I am an unpopular person.			
When it comes to physical danger, I am very fearful.			
If I want something from someone, I will laugh at that person's worst jokes.			

#### 4. \*

Mark only one oval per row.

	1 (Strongly Disagree)	2 (Disagree)	3 (Neutral)	4 (Agree)	5 (Strongly Agree)
I've never really enjoyed looking through an encyclopedia.					
I do only the minimum amount of work needed to get by.					
I tend to be lenient in judging other people.					

In social situations, I'm usually the one who makes the first move.			
I worry a lot less than most people do.			
I would never accept a bribe, even if it were very large.			
People have often told me that I have a good imagination.			
I always try to be accurate in my work, even at the expense of time.			
I am usually quite flexible in my opinions when people disagree with me.			
The first thing that I always do in a new place is to make friends.			
I can handle difficult situations without needing emotional support from anyone else.			
I would get a lot of pleasure from owning expensive luxury goods.			
I like people who have unconventional views.			
I make a lot of mistakes because I don't think before I act.			
Most people tend to get angry more quickly than I do.			
Most people are more upbeat and dynamic than I generally am.			
I feel strong emotions when someone close to me is going away for a long time.			
I want people to know that I am an important person of high status.			
I don't think of myself as the artistic or creative type.			
People often call me a perfectionist.			
Even when people make a lot of mistakes, I rarely say anything negative.			
I sometimes feel that I am a worthless person.			
Even in an emergency, I			

wouldn't feel like panicking.	 		_
I wouldn't pretend to like someone just to get that person to do favors for me.			
I find it boring to discuss philosophy.			
I prefer to do whatever comes to mind, rather than stick to a plan.			
When people tell me that I'm wrong, my first reaction is to argue with them.			
When I'm in a group of people, I'm often the one who speaks on behalf of the group.			
I remain unemotional, even in situations where most people get very sentimental.			
I'd be tempted to use counterfeit money, if I were sure I could get away with it.			

# **Gaming Habits**

Short questionnaire about gaming habits, preferences and experiences

5.	What devices do you use to play video games? Check all that apply.
	mobile device (phone)
	tablet device
	laptop computer
	console
6.	How often do you play video games?  Mark only one oval.
	daily or almost daily
	a few times a week
	once a week
	a few times a month
	about once a month
	once every few months
	less than once every few months

7.	What types of video games do you enjoy playing? (check all that apply) Check all that apply.
	role-playing
	puzzle
	simulation
	first-person shooter
	third-person shooter
	adventure
	strategy
	sports
	fighting
	survival
	arcade
	driving
	Other:
8.	What is your current occupation?  Mark only one oval.
	student
	full-time employee
	part-time employee
	unemployed
	retired
	decline to answer
	Other:

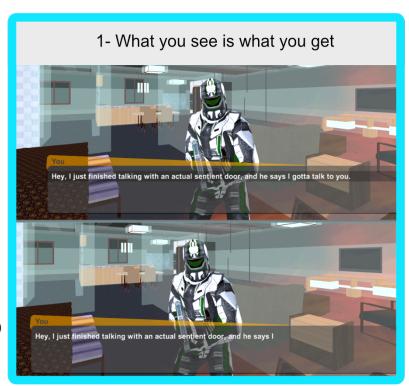
9.	Do any of the following statements apply to you when playing video games? (check all tha apply)
	Check all that apply.
	I try to collect all items, complete all quests, and fully complete the game.
	I try to make sure that I always make the correct choices in games.
	If I make a mistake in the game, I will go back to a previous save to make sure that I get it right.
	I like to play the character in a game similarly to how I myself would behave.
	I like to play the character in a game differently to how I myself would behave.
	I like to be the bad guy in video games.
	I try out everything in a game just to see what happens.
	I will play a game over and over again to try all of the different options.
	I don't like the NPCs in games to be mad at me.
	I usually buy all of the add-ons for games.
	I like to compete with my friends for higher scores.
Ope NO You To a free	en this link in another browser window. Please use Firefox or Safari, as Google Chrome DOES T run Unity plug-ins.  will need a plug-in to access the game.  answer the final set of questions, you just need to talk to each of the characters at least once. Feel to finish the game if you want, but it is optional.
RIG	SHT CLICK FOR FULL SCREEN MODE
Gar	me Link: http://hannahjgb.com/GlassHousesGamev7.html
Jus	ost-Game Questionnaire t a few final questions before you go! Feel free to go back and play again if you need help wering the questions.
10.	Which of the characters did you prefer talking to?  Mark only one oval.
	Marcus (the cat)
	Myron (the door/gate)
	Melissa (the dragon)
	Maxwell (the soldier)
	Melinda (the girl on the sofa)

11.	Why did you prefer the above character interaction?				

# **Interaction Styles**

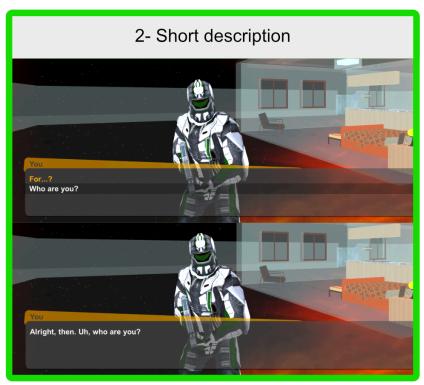
Dialogue Menu (Choices you are given)

Dialogue Text (Subtitles/ What you actually say)



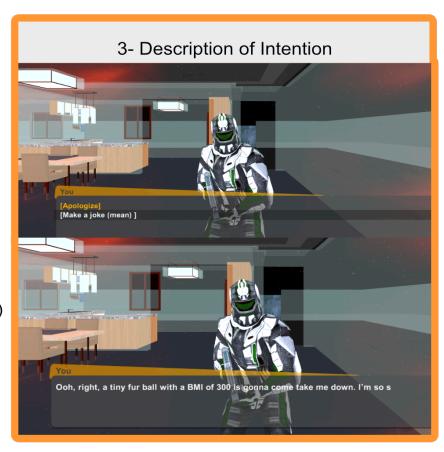
Dialogue Menu (Choices you are given)

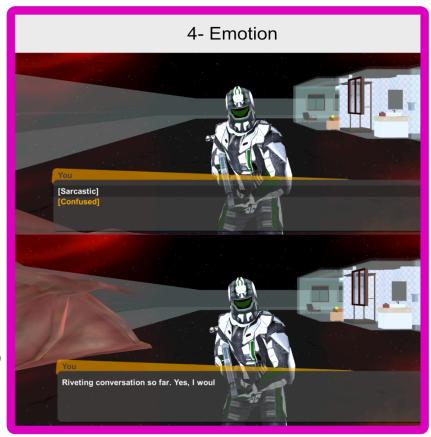
Dialogue Text (Subtitles/ What you actually say)



Dialogue Menu (Choices you are given)

Dialogue Text (Subtitles/ What you actually say)





Dialogue Menu (Choices you are given)

Dialogue Text (Subtitles/ What you actually say)

# 12. How much did you like each of the types of dialogue interaction? (Rank the options- lower is better) \*

Mark only one oval per row.

	1 (Best)	2 (Better)	3 (Worse)	4 (Worst)
Option 1 (What you see is what you get)				
Option 2 (Short Descriptions)				
Option 3 (Description of Intention)				
Option 4 (Emotion)				

13.	Why do you think you prefer the interaction dialogue interaction style? If so, what would	styles you prefer? Would you prefer a different that be?
14.	Any other comments or suggestions?	
Co	ompletion Code	
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(If y	ou were referred here through Mechanical Turk)	

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