

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.

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

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

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.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I do only the minimum amount of work needed to get by.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I tend to be lenient in judging other people.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

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

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

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 that 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.

Video Game Time!

Alright, now that we've gotten that part out of the way, time to play a game.

Open this link in another browser window. Please use Firefox or Safari, as Google Chrome DOES NOT run Unity plug-ins.

You will need a plug-in to access the game.

To answer the final set of questions, you just need to talk to each of the characters at least once. Feel free to finish the game if you want, but it is optional.

RIGHT CLICK FOR FULL SCREEN MODE

Game Link: <http://hannahjgb.com/GlassHousesGamev7.html>

Post-Game Questionnaire

Just a few final questions before you go! Feel free to go back and play again if you need help answering 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?

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.....

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)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Option 2 (Short Descriptions)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Option 3 (Description of Intention)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Option 4 (Emotion)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

13. **Why do you think you prefer the interaction styles you prefer? Would you prefer a different dialogue interaction style? If so, what would that be?**

14. **Any other comments or suggestions?**

Completion Code

Th3C4kEiSAB4rreLR0LL

(If you were referred here through Mechanical Turk)

