Section			Qu	estion			Explanation
	Al-Generated Avatars						an
	When you submit this form, it will not automatically collect your details like name and email address unless you provide it yourself. * Required						three core emotions: joy, sadness, and anger. The first video, used as owed a low-fidelity avatar with unusual appearance and limited realism. <i>repeated for each of the seven videos.</i>
	T						
	Note: This video has no audio. Please focus on the facial expressions and visual cues, then answer the questions below.						io, u Irea
	Please make sure to set	the YouTube quality to	HD (1080p) before watching t	the video for best clarity.			vide
							first nd lim
							The nce a
							Emory), each displaying three core emotions: joy, sadness, and anger. The first video, used introductory example, showed a low-fidelity avatar with unusual appearance and limited realism. These two questions were repeated for each of the seven videos.
							s, and Isual ap
<u> </u>							three core emotions: joy, sadness owed a low-fidelity avatar with unus <i>repeated for each of the seven videos</i> .
Section 1	To what extent were the avatar's facial expressions realistic in the video? (1 = Not at all realistic, 5 = Extremely realistic) *						
		1	2	3	4	5	avat
		0	0	0	0	0	otio lity h<i>o</i>f
							em fide
	3						ore ow-
	To what extent did the avatar express the following emotions in the video? (1 = Not at all, 5 = Very much) *						
		1	2	3	4	5	thre owe repe
	Angry	0	0	\circ	0	\circ	ing , shc
	Sad	\circ	0	0	\circ	0	olay nple
	Joy	\circ	\circ	\circ	\circ	\circ	disp xan stiol
	Fear	0	0	0	0	0	ach ry e que
	Disgust	\circ	0	\circ	\circ	0), earcto
							Emory), each displaying introductory example, sh These two questions were
	Back Next				Page 2 of 10		Em inti
	Al-Generate	d Avatars					on,
	When you submit this for * Required	rm, it will not automatical	lly collect your details like name	and email address unless you pr	rovide it yourself.		ecti
	Overall Reflection						
	Now that you have wa	atched all the videos, plea	ase answer a few final questions	about your overall impressions.			nal c
	16						Otiol
	Please rate how r strongly) *	nuch each of the fo	llowing aspects contribu	ted to the perceived real	ism of the avatars. (1 = N	lot at all, 5 = Very	Assessed various dimensions of perceived realism, emotional connection, and overall impressions following all video exposures.
		1	2	3	4	5	alisn post
CI	Facial expressions	\circ	0	0	0	0	d reg
on (Visual appearance	\circ	0	0	0	0	ive
Section 2	_						erce
S	To what extent did you feel emotionally connected or empathetic toward the avatars overall? (1 = Not at all, 5 = Very strongly) *						
		1	2	3	4	5	ions
		\circ	\circ	\circ	0	0	nens ins f
							dirr
	18						Assessed various di and overall impress
	One sentence: What stood out to you the most about these avatars *						vari II im
	Enter your answer						sed /
							sses: d ov
	Back Ne.	xt			Page 9 of 10		As

Section 3

Al-Generated Avatars
When you submit this form, it will not automatically collect your details like name and email address unless you provide it yourself. * Required
Demographics
Please answer a few final questions about yourself.
19
What is your gender? *
○ Woman
○ Man
O Non-binary
Prefer not to say
What is your age group? *
Under 18
○ 18-24
25-34
35-44
<u>45-54</u>
<u></u>
21 What is your academic or professional background? *
what is your academic or professional background:
Enter your answer
<u></u>
How frequently do you play or interact with avatars in virtual environments (e.g., games, VR, simulations)? *
Never
Occasionally
Occasionally Frequently
Very frequently
Control of the contro

Collected basic participant info: gender, age, background, and avatar usage frequency