APPENDIX 3

Questionnaires

This section shows the questionnaires for the pilot experiment and the web-based experiments. The original questionnaires on the web have HTML format. Selection lists are shown as drop down lists. Each player has a nickname in the poker game as follows:

- NoFace: Invisible Man
- Dog: Esme
- Smiley: Smiley
- Caricature Male: Morgan
- Caricature Female: Morticia (Blue: Honest, Red: Deceiving, Green: Stoic)
- Realistic Male: Bruce
- Realistic Female: Pattie

Common Questionnaire for the Web-based Experiments

Thank you very much for visiting Media Lab Poker Room, *user name*. I hope you had fun.

Please take a couple of minutes to complete this questionnaire. This information will not be used for any other than research purpose, and will be kept confidential. After completing the questionnaire, please click “SUBMIT” button. You can continue playing poker after submitting your questionnaire.

First, please tell us about yourself.

Your gender male female

Your age -10 11-20 21-30 31-40 41- 50 51- 60 61-

Your computer experience beginner intermediate advanced

Suppose you have a computer program which works on your behalf. For example, you have an email filtering agent which sorts your incoming messages and tells you which you should read first and which you don’t have to read. Do you think it a good idea to show the agent’s face on the screen?

Yes, I want to have a face of my agent on the screen.

No, I don’t want to have a face of my agent on the screen.

The purpose of the questionnaire is to evaluate your subjective impression of each face shown while playing poker, not to evaluate your performance. Please rate your agreement with the following statements, comparing the players you just played poker against. The scale is 1 to 7, in which 1 is the least and 7 is the best. Please give your instantaneous response. Your evaluations don't have to be consistent.

Please tell us more comments on this experiment. Give us your comments on how to improve the interface on the poker game, what kind of face do you want to see as your opponent player? *(A blank text area for comments follows.)*

Specific Questionnaires for the Web-based Experiments

Each selection list has 7 scales: 1-Strongly disagree; 2-Disagree; 3-Slightly disagree; 4-Neutral; 5-Slightly agree; 6-Agree; 7-Strongly agree.

FACE experiment

1. The player was good at playing poker.

    Morticia
    Invisible Man

2. You liked playing poker with the player.

    Morticia
    Invisible Man

3. Playing poker with the player was engaging.

Morticia
Invisible Man

4. You want to continue playing poker with the same player.

Morticia
Invisible Man

5. You paid attention to the player's face. *(1-7 scale)*

6. You were distracted by the player's face. *(1-7 scale)*

GENDER experiment

1. The player was good at playing poker.

Bruce(Male)
Pattie(Female)

2. You liked playing poker with the player.

Bruce(Male)
Pattie(Female)

3. Playing poker with the player was engaging.

Bruce(Male)
Pattie(Female)

4. You want to continue playing poker with the same player.

Bruce(Male)
Pattie(Female)

HUMANITY experiment

1. The player was good at playing poker.

Morgan(Male)
Esme(Dog)

2. You liked playing poker with the player.

Morgan(Male)
Esme(Dog)

3. Playing poker with the player was engaging.

Morgan(Male)
Esme(Dog)

4. You want to continue playing poker with the same player.

Morgan(Male)
Esme(Dog)

5. The face corresponded to the player's true level of intelligence.

Morgan(Male)
Esme(Dog)

REALISM experiment

1. The player was good at playing poker.

Smiley
Morgan
Bruce

2. You liked playing poker with the player.

Smiley
Morgan
Bruce

3. Playing poker with the player was engaging.

Smiley
Morgan
Bruce

4. You want to continue playing poker with the same player.

Smiley
Morgan
Bruce

5. The face corresponded to the player's true level of intelligence.

Smiley
Morgan
Bruce

EXPRESSIVENESS experiment

1. The player was good at playing poker.

Blue Morticia
Red Morticia
Green Morticia

2. You liked playing poker with the player.

Blue Morticia
Red Morticia
Green Morticia

3. Playing poker with the player was engaging.

Blue Morticia
Red Morticia
Green Morticia

4. You want to continue playing poker with the same player.

Blue Morticia
Red Morticia
Green Morticia

5. You believed the player was honest in its facial expressions about its poker hands.

Blue Morticia
Red Morticia
Green Morticia

6. You paid attention to the player's facial expressions.

Blue Morticia
Red Morticia
Green Morticia

7. You were distracted by the player's facial expressions.

Blue Morticia
Red Morticia
Green Morticia

8. The facial expressions of the player helped you to determine your strategy.

Blue Morticia
Red Morticia
Green Morticia

Questionnaire for the Pilot Experiments

Common Introduction

The purpose of the questionnaire is to evaluate your impression of each face shown below. Please rate your agreement with the following statements, comparing the two or three faces. The scale is 1 to 7, in which 1 is the least and 7 is the best. Please give your instantaneous response. Your evaluations don't have to be consistent. Imagine that you walk into a poker room in a casino. You see two (three) players sitting in a poker table. If you play poker against those two (three) players shown below, how would you think about each player?

GENDER_LOOK experiment

1. The player looks good at playing poker.

    Male
    Female

2. You want to play poker with the player.

    Male
    Female

3. Playing poker with the player will be engaging.

    Male
    Female

HUMANITY_LOOK experiment

1. The player looks good at playing poker.

    Male
    Dog

2. You want to play poker with the player.

    Male
    Dog

3. Playing poker with the player will be engaging.

    Male
    Dog

REALISM_LOOK experiment

1. The player looks good at playing poker.

Smiley
Caricature
Realistic

2. You want to play poker with the player.

Smiley
Caricature
Realistic

3. Playing poker with the player will be engaging.

Smiley
Caricature
Realistic