Reimagining the Avatar Dream

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ONLINE APPENDIX

The following figure and table are both in the article subsection: Analyzing users: Revealing user-enacted values. Figure 9 is in the sub-subsection *Making identify expression from player data*. This table, based on data collected with the *Heroes of Elibca* interface implemented using our *AIRvatar* system, helps to demonstrate user-enacted biases when customizing player characters. Table 1 is in the sub-subsection *Examples of user-enacted biases*. This table helps to elucidate the user-customized attribute data collected as reported in this article.

Figures and Tables

Customization Preferences of Male Players

The figure below demonstrates that male players did not exhibit gender stereotyping when customizing their avatars in the manner of female players. However, male players allocated lower stats for wisdom regardless of avatar gender. Wisdom is often associated with healing magic, which in turn is stereotypically associated with female characters.

Figure 9: Plot showing how male players allocated conventional role-playing statistical attributes based on their avatars' gender (female/male).

Summary of Statistical Attributes

Attribute	Description
strength	A character's ability to deal damage. (i.e., Damage Points)
endurance	A character's ability to receive damage. (i.e., Health Points)
dexterity	A character's ability perform moves quickly and accurately. (i.e., Action Points)
intelligence	Character's ability to 'level up' quicker. (i.e., Experience Points)
charisma	A character's ability to charm, convince, or converse well with others. (i.e., Charm Points)
wisdom	Character's ability to cast spells and use magic. (i.e., Magic Points)

Table 1: Table listing and describing the six statistical attributes provided by the customization system.