

Game like Personality Measure - non-Ipsative_Revised

The GLPM-nI is a narrative measure of personality. Participants read through the story (usually on a computer screen) making choices along the way. Each option indicates the degree of endorsement of one of five personality traits: Openness, Conscientiousness, Extroversion, Agreeableness, and Neuroticism.

The scale is built for easy implementation in an online survey platform. Scores for each personality factor are 0, 1, 2 for L, M, H. Note that Q15 depends on the answer to the previous question and all versions / responses to Q15 lead to the same item 16.

Unless otherwise agreed upon, use of this scale is for research only.

Reference for this revised scale is:

Harman, J. L., & Purl, J. (under review). Advances in Game-like personality assessment. *J*

Reference for the original scale is:

McCord, J. L., Harman, J. L., & Purl, J. (2019). Game-like personality testing: An emerging mode of personality assessment. *J Personality and Individual Differences*. Vol. 143, p. 95-102.

[The GLPM-nI is from study 3 specifically. All correlations with traditional Big 5 personality measures can be found in the paper]

Introduction

You suddenly awaken from a feverish sleep in a dark, damp room. You can't see very well, but notice a faint musty smell and feel slight vibrations through the ground beneath you. You try to think back to how you got here and come to the frightening realization that you don't remember anything. It is as if you've been wiped clean of all memories and everything you've ever known. After a long period of time pushing yourself, you finally remember one thing at least-- you remember that your name is ____

- <Ragdar >
- < Stoella >
- < Zorzod >

As your eyes adjust to the dark you notice markings on the wall with meanings that you somehow understand. The excitement of understanding the language quickly fades when you finish reading the message...

You've been cast down, deep into the belly of the earth and you must get to the surface before it is too late. You wonder what you could be "too late" for, but your memories are slowly returning and you feel that you will know soon enough.

#	Items	High-Low-Medium (H-L-M) Options
1	<p>"You find a satchel on the ground that holds a torch, some sort of communication device, and an ornate sword that seems to fit perfectly into your hands. There is one tunnel the leads out of the cave. You choose to</p> <p>(if wait in cave is chosen, nothing happens so you begin walking through the tunnel)</p>	<p><You equip yourself with the materials you found comfortably before thinking about your next step (C-H)></p> <p><Grab the satchel and approach the tunnel cautiously (C-L)></p> <p><You leave everything but the sword behind and charge off, ready to fight (C-M)></p>
2	<p>A dark figure appears in the tunnel ahead of you</p>	<p><Use the communication device to say hello and introduce yourself (E-H)></p> <p><Try to avoid the figure and see if it leaves (E-L)></p> <p><Continue forward slowly to see how the figure reacts (E-M)></p>
3	<p>The figure steps into the middle of the tunnel and you see that it is a giant mole. You lock eyes with the mole, who is now blocking your path.</p>	<p>< Decide that the mole looks trustworthy and ask him for directions (A-H)></p>

- (if flattering the mole is NOT chosen, the mole slips back into the darkness without a word)
- <Flatter the mole by complimenting his silky fur, which lets you sneak past him and continue on your way (A-L)>
- <Say hello and ask the mole if he would mind letting you past (A-M)>
- 4 You approach a fork in the tunnel. The tunnel to the right is slightly better lit but also much more narrow than the tunnel to the left.
- <Decide to go right because it looks new and different than the tunnel you've been in (O-H)>
- <Decide to go left because you now feel familiar with this type of tunnel (O-L)>
- <Take the tunnel to the right because it has better lighting, even though it looks different (O-M)>
- 5 Continuing on your path, you hear a distant rumbling. The rumbling gets louder and suddenly a huge worm-like creature bursts through the tunnel ground. The creature stops digging when it notices your presence.
- <Run back to the fork and take the other tunnel (N-H)>
- <Quickly get it together and calmly introduce yourself to the creature (N-L)>
- (if run back to the other tunnel is chosen, they find that the worm has two heads and the other is blocking the other tunnel)
- <Use the communication device to say you mean no harm and to plead for your life (N-M)>
- 6 The worm-like creature speaks in a voice so low that you feel the words reverberating in your chest. With the communication device you are able to understand that the creature says: "What have we here? The smell...what a smell!"
- < "What are you? How do you even smell me without a nose? No eyes either? At least you have a beautiful voice. Wait, did you make all these tunnels?" (O-H)>
- You respond by saying:
- < "Please don't eat me. I'm not here to bother you. I would just really like to get back home. If you'll please let me past we can both go on our ways." (O-L)>

- < “I believe that I am a human. I could listen to your voice all day, but I am mostly concerned with if you know your way around these tunnels.” (O-M)>
- 7 The giant worm-like creature seems to fully understand what you say and appears to think about your words carefully. Finally the creature responds: “HmMMMM.” You are immobilized by the vibrations from the creature’s voice and in that split second the creature opens his mouth to reveal a revolving funnel of jagged and broken teeth which it uses to devour you whole!
- You find that you are still alive and somehow breathing inside the giant worm’s stomach and seem to be traveling through the ground at a startlingly fast pace. Something tells you that this would have been the outcome regardless of what you said to the worm.
- < You come to believe that the creature may simply have poor communication skills and doesn’t mean you harm. You wait and trust that the creature will set you free (A-H)>
- <You realize that you shouldn’t have trusted the beast and wield your sword to cut your way out of the creature. You free yourself and escape as fast as you can (A-L)>
- <You aren’t sure if the creature really meant to eat you, maybe this is some kind of custom? You don’t really want to slay the beast over a miscommunication, but you won’t hesitate if it makes a wrong move. So you wait for the creature to stop moving, but keep a firm grip on your sword (A-M)>
- 8 Without warning the worm coughs you out into a cave similar to the one you began in, but much larger. Without a word the worm continues on its way (or you finally stopped running to catch your breath after slaying the beast to find yourself in a large cave). There are 3 identical tunnels leading out of the cave. You choose to:
- <Take the tunnel to the left>
- <Take the center tunnel>
- <Take the tunnel to the right>
- 9 Finally able to slow down a bit, your adrenaline is no longer able to hide your exhaustion. You suddenly realize that you are becoming very tired. You notice the mouth of a small cave cut into the right side of the tunnel ahead of you, but faint scuffling sounds make you think that the cave might be occupied.
- <Feeling hopeful to meet someone new, you begin calling out, letting yourself be heard, and asking if anyone is there as you walk toward the cave (E-H)>

- (if the cave is not approached, nothing appears, so you slowly continue toward the mouth of the cave)
- <Keeping to the shadows and quietly moving forward, you hug the left side of the tunnel until you are able to get a glimpse into the cave (E-L)>
- <Preparing to cooperate with whatever approaches, you say hello just loud enough for someone in the cave to hear, but also prepare to unsheathe your sword if necessary (E-M)>
- 10 As you round the corner and are able to see inside the cave, the first thing that you notice is a pair of glowing yellow eyes meeting yours unblinkingly. You eventually make out the rest of the figure in the dim light and recognize it as an orange tabby cat that seems fairly ordinary apart from being exceedingly mangy. Tufts of burnt orange colored hair are matted over every surface of the small, egg-shaped cave, making it look strangely comfortable, though you'd sleep on about anything right now.
- < You decide that your best chance of survival involves some rest. You reluctantly ignore the unpleasant mess and doze off with one eye open in the safest corner of the cave, with your weapons in a tactical position in case you'll need to use them quickly (C-H)>
- <You toss your belongings to the side before plopping down to sleep, not minding the cat or the mess (C-L)>
- <Though you'd prefer a regular, empty cave, you decide it's time to improvise your plan and ask the cat if this is where he lives. (C-M)>
- 11 Still yet to blink, the cat remains silent and turns his head slightly to the side.
- You say:
- < "Listen, I'm really not cut out for this kind of stuff. I could have easily been killed multiple times in the last few hours. I really need a place to sleep. Please help me." (N-H)>
- < "This is a pretty nice little place you have here. It would be great if I could sleep here tonight so that I can start off tomorrow on fresh legs." (N-L)>

- 12 Through a series of head nods and paw movements, you understand that the cat is allowing you to stay in the cave.
- <"I'm feeling pretty desperate here, but I feel like if you let me stay here tonight I'll be able to pull myself together." (N-M)>
- <You give the cat a big hug and thank him repeatedly. Then you lay down in a corner of the cave feeling grateful for making a friend (E-H)>
- <You give the cat an appreciative head nod and slide past him to lay down in the corner facing the cave wall (E-L)>
- <You thank the cat warmly and wait for him to indicate where you should sleep for the night. (E-M)>
- 13 After several hours of deep, quality sleep, you wake to a ruckus of scurrying claws on the cave wall peppered in with frantic hissing and panting. Finally the cat leaps across the cave to land on your face, staring into your eyes wildly, as if in warning, then darts out of the cave, literally bouncing off the walls. Moments later, you hear a voice echoing off the tunnel walls calling: "Ruger! Ruger! Where are you Ruger!?"
- <You realize that whoever is out there is desperately looking for someone or something, so you gather your things and run toward the tunnel to help (O-H)>
- <You decide to stick to what you know and wait in the cave and see if the stranger passes by (O-L)>
- (if wait in cave is chosen the stranger finds you in the cave)
- <You grab your things and wait at the cave entrance because you want to see what you're up against before committing to some new adventure (O-M)>
- 14 You recognize the figure holding a torch before you as basically human except for the exceptionally large ears and tiny black eyes. In a stuttering, high-pitched voice the creature frantically asks if you have seen his cat, Ruger. He explains: "He saw something in a nearby wormhole about a week ago and he hasn't been the same since. He scrambles away from me in
- <"Of course I will help find Ruger, I would hate to lose my pet down here. I think I've just seen him, so he must be near. What is your plan?" (A-H)>

fright every time I come near and he won't speak a word. Will you help me find him?"

You respond:

(if you haven't seen Ruger is chosen, Bernard can't think straight without his cat)

< "I haven't seen a cat in this area, so Ruger could be anywhere. But, if you can tell me how to get to the surface from here I will help you look for him afterwards." (A-L)>

<" I saw an orange cat just now, so he should be near. I will help you look for Ruger if you help me escape this place once we find him." (A-M)>

- 15 The stranger introduces himself as Bernard and thanks you incessantly for your assistance. He says that he's been spotting Ruger in the tunnels near the wormhole and begins leading you in that direction. He explains that giant rock worms created all of these tunnels, but the beasts are a mystery to all the other creatures who reside here. Every once in a while these tunnels end in a giant hole, which Bernard swears emanate some ancient energy.

You ask:

< " How many of these tunnels end in a giant hole? Is it a central location? We need to make a plan to investigate this wormhole" (C-H)>

< " Shouldn't you know more about this place?" (C-L)>

< " Can't these magical worm holes help us escape?" (C-M)>

- 16 (3 different responses depending on which option was chosen in q15)

"I have never entered the wormhole, but I have been near when chasing Ruger. I felt strange warmth that tingled deep within me, like drinking hot cider. It gave me the impression I was not meant to be there."

"There are many docile creatures that reside in these tunnels, most keep to themselves, but I feel that the mystery of the wormhole may be of interest to us all."

"I myself have only seen a rock worm from afar once. I've never spoken to one. In fact, I wasn't even sure if they were able to talk."

You respond:

< "I say we try to find Ruger and forget about the wormhole. If you felt that you weren't meant to be there then messing with it can only end badly." (N-H)>

< "I say we try to round up the other creatures for a gathering and all talk it over to see what everyone knows about the wormhole" (N-L)>

< "I say we gather more information about the wormhole before putting ourselves in imminent danger" (N-M)>

- 17 Bernard stops to consider your suggestion. He really wants to find Ruger, but it appears that something you said gave him an idea. He says he has a friend

< You agree to meet his friend, mostly out of curiosity (O-H)>

- who can sometimes tell the future and asks if you would like to meet him.
- <You're not interested in meeting his friend, you'd rather go ahead and find Ruger and get on your way (O-L)>
- <Though you're not super interested in getting your future read, you decide to agree to go with Bernard and meet his friend (O-M)>
- 18 Bernard silently thinks for a moment, and then decides it is in both of your best interest to go and meet his friend. He asks you if you mind getting asked various personal questions.
- <You like connecting with people on a personal level, so you enjoy answering personal questions (E-H)>
- <You prefer to not be asked personal questions by strangers and would rather Bernard do the talking (E-L)>
- <You like meeting new people, but you're a little worried about what kind of personal questions a future-telling stranger may ask you (E-M)>
- 19 Bernard says the questions are different for everyone, so he isn't sure what is to come. Luckily, his friend lives nearby, so he turns down a tunnel to the left to lead the way.
- < You choose your words carefully, weighing possible outcomes before responding "Do I have reason to fear you? (C-H)>
- You eventually come to a short, wide cave entrance on the right of the tunnel which you have to duck to make it through. Though the mouth of the cave is small, it opens up to a spacious, warm cave that smells of burning sage. The creature sitting on a tattered, circular rug in front of you has the most likeness to a porcupine, but has large, human-like brown eyes. He speaks in a deep and labored voice: "Ah, I've been expecting you...Do you fear me surface dweller?"
- <You wince at the sight of Bernard's friend as you're unable to hide your disgust. However, you lie and say that you don't fear the creature. (C-L)>
- <Partially startled by the blunt question, you insist to the creature that you have no reason to fear it, solely based on the fact that they're a friend of your ally, Bernard. (C-M)>

- 20 “There is no need to fear me. I am Louis. I sense that you are seeking answers for your many questions. I have advised the creatures of the underground for generations. I can help you, but first I must ask you some questions. I am better able to connect with people on a psychic level the more I know about who they are. So, to get started, I will make a few statements and you must choose which one best describes you.”
- < ”I am pretty easygoing and let a lot of things roll off my back” (A-H)>
- < ”If someone does me wrong, they will hear about it immediately” (A-L)>
- < ”If someone does me wrong, I don’t make a big deal of it, but I’m not likely to forget it” (A-M)>
- 21 “Very good, very good. Again.”
- < ”In a group of people, I’m usually very uncomfortable unless it’s a small group of close friends” (N-H)>
- < ”In a group of people, I tend to be pretty comfortable and talk to a lot of different people” (N-L)>
- < ”In a group of people, I try not to draw attention to myself, but enjoy meeting new people” (N-M)>
- 22 “Ah, I see. Again!”
- < ”I like to reflect on my past and imagine what the future has in store for us all” (O-H)>
- < ”I like sticking to what I know, I don’t have a great imagination anyways” (O-L)>
- < ”I like to imagine the future, but I like to imagine that I haven’t changed a bit” (O-M)>
- 23 “Interesting, very interesting. I’m beginning to get a reading. Let’s try another one.”
- < ”In my spare time I like to go out and have fun with friends” (E-H)>
- < ”In my spare time I like to lounge around the house” (E-L)>

- 24 “Yes, yes! I’m nearly there. One more ought to do it.”
- < “In my spare time I like to relax but prefer to have some company” (E-M)>
- < ” I like to consider all possible ways of doing something, and lead with the most effective method” (C-H)>
- < ” I’m flighty and often act before I think” (C-L)>
- < ” While I sometimes plan things, I don’t always follow through” (C-M)>
- 25 “That’s it! Yes, very good. Very good. I believe I see a path for you now. You must speak with the legendary rock worms of the earth.”
- <You trust that Louis means well, and you go with the flow (A-H)>
- <You wonder if Louis is just making this stuff up to get worshipped down here (A-L)>
- <You’re a little skeptical of the future telling porcupine, but think that he means well (A-M)>
- 26 “Very little is known about these mysterious giants, you are among the very few who have ever exchanged words with one. Bernard will accompany you, though I think a little friend of his will be the one to show you the path to where you must go...”
- You choose to:
- < You still don’t really trust Louis or that won’t get eaten alive again, so you press for details about possible dangers you may face (N-H)>
- <Thank Louis for his help and ask Bernard if he’s ready to go find his silly cat (N-L)>
- <Get going right away, but tell Bernard to stay close (N-M)>
- 27 “You need not worry surface dweller, it is a short journey from here and they should be expecting you. Now go, I must rest.”
- <Curious, you begin craning your neck over his should to try to get a view of what’s ahead (O-H)>

- Bernard leads the way out of the cave into a narrow tunnel to the left. After no more than 100 steps you begin to hear shifting and scuffling, sounds that can only be sharp claws scraping against the hard rock of the tunnel walls. Bernard holds up his hand, telling you to stop and be quiet.
- <You quietly wait behind Bernard until he decides what to do (O-L)>
- <Imagining some of the creatures you've encountered thus far, you decide to wait and let Bernard investigate (O-M)>
- 28 Suddenly an orange blur flashes across the tunnel in front of you and pounces into the shadows. Bernard exclaims: "Ruger!" and begins running toward the cat. Ruger prances into the light with a fat grey rat in his smiling mouth. He plops the rat at Bernard's feet and looks up with an accomplished expression. "Good kitty," Bernard says as he picks up and cradles Ruger in his arms. "This is where I leave you surface dweller. The worm hole is a straight shot, no more than 200 paces ahead."
- <You kid with Bernard that about the impressive present Ruger brought him and then say your farewells before moving on to meet the rock worms (E-H)>
- <Though you appreciate all that Bernard has done, you prefer to do things your own way, so you thank the two graciously and continue alone (E-L)>
- <You know you will miss these two characters, but you also know they will probably get you sidetracked again, so you agree to continue alone (E-M)>
- 29 You continue toward the wormhole and as the sound of Ruger's loud, sporadic purring begins to fade, a feeling of warm, foreign power begins to envelope you. You know you're getting close.
- Finally, the tunnel opens up to a huge and perfectly circular cavity that seems to pulse with a purple hue.
- <You hesitate as a result of the uncertainty of what lies ahead. You throw a nearby rock into the tunnel to see what happens to it before making your decision to head in. (C-H)>
- <You immediately run to the space, pressing on the walls to find a way out (C-L)>
- <After realizing you have no other options, you very cautiously head into the tunnel. (C-M)>
- 30 The ground beneath you begins to shake so forcefully that you have to support yourself on the tunnel wall. A deep moaning sound intensifies the almost
- <"Thank you for asking, it wasn't all bad, I came out alive after all. I was glad to find some

unbearable vibrations you feel deep in your chest. Finally, the familiar face of a gigantic rock worm bursts from the bottom of the cavity. Moments later a second head explodes from the top of the cave, spraying crumbles of shale and granite against every surface. The first beast takes you in for a moment and then speaks: “Alas, you have found your way to us. What did you think of your journey?”

- 31 “I expect you have many questions. I am Morphelius, this is my brother Darconias. I believe you already met the, um, other one...Larry. He’s a little...unstable. Don’t mind him. Our species is the Tectons and we are responsible for shaping the earth. For more than four billion years we periodically summon a surface dweller to these depths in order to test if their kind are worthy of residing on our world. If they prove unworthy, we reshape the continents and magnetic forces within the core of the planet, causing events that leave very few survivors. What say you of this?”

Morphelius lets out a deep, slow chuckle and finally looks at you and slyly says: “Relax young surface dweller, Darconias and I have decided that we will let your species live on...for now. But beware—we will be keeping our eyes on you...”

trustworthy people along my way.” (A-H)>

< “Why are you asking me what I thought of it? Are you responsible for me being here!?” (A-L)>

< “I suppose it could have been worse. But I definitely prefer the type of creatures we have on the surface” (A-M)>

< “I don’t think that my people’s worthiness should be based on me, you should summon someone in an important position” (N-H)>

< “I believe that I should be enough proof to you that my species is worthy of living on your world” (N-L)>

< “I don’t really know what to say, I feel like I did okay, did I prove my species worthy of your planet?” (N-M)>