

Social Ball: An immersive research paradigm to study ostracism

Try it out!



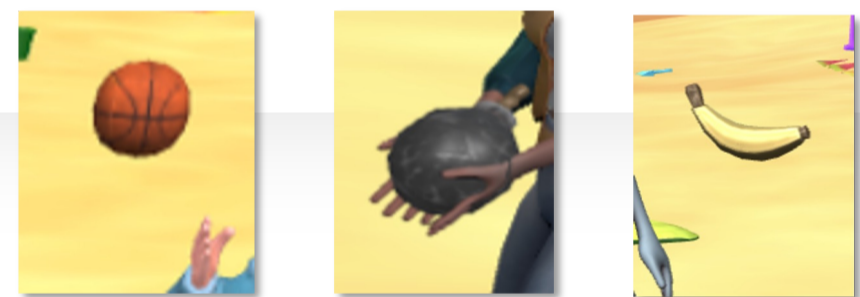
- Social Ball is inspired Cyberball (Williams & Jarvis, 2006).
- Besides most features of Cyberball, Social Ball offers new features that make the paradigm more immersive both visually and socially.
- Due to several communication features, Social Ball lends itself to the study of interpersonal communication during or after ostracism.

It's visually immersive

- 1 Participants can choose from 12 fully animated avatars and play in two different backgrounds.

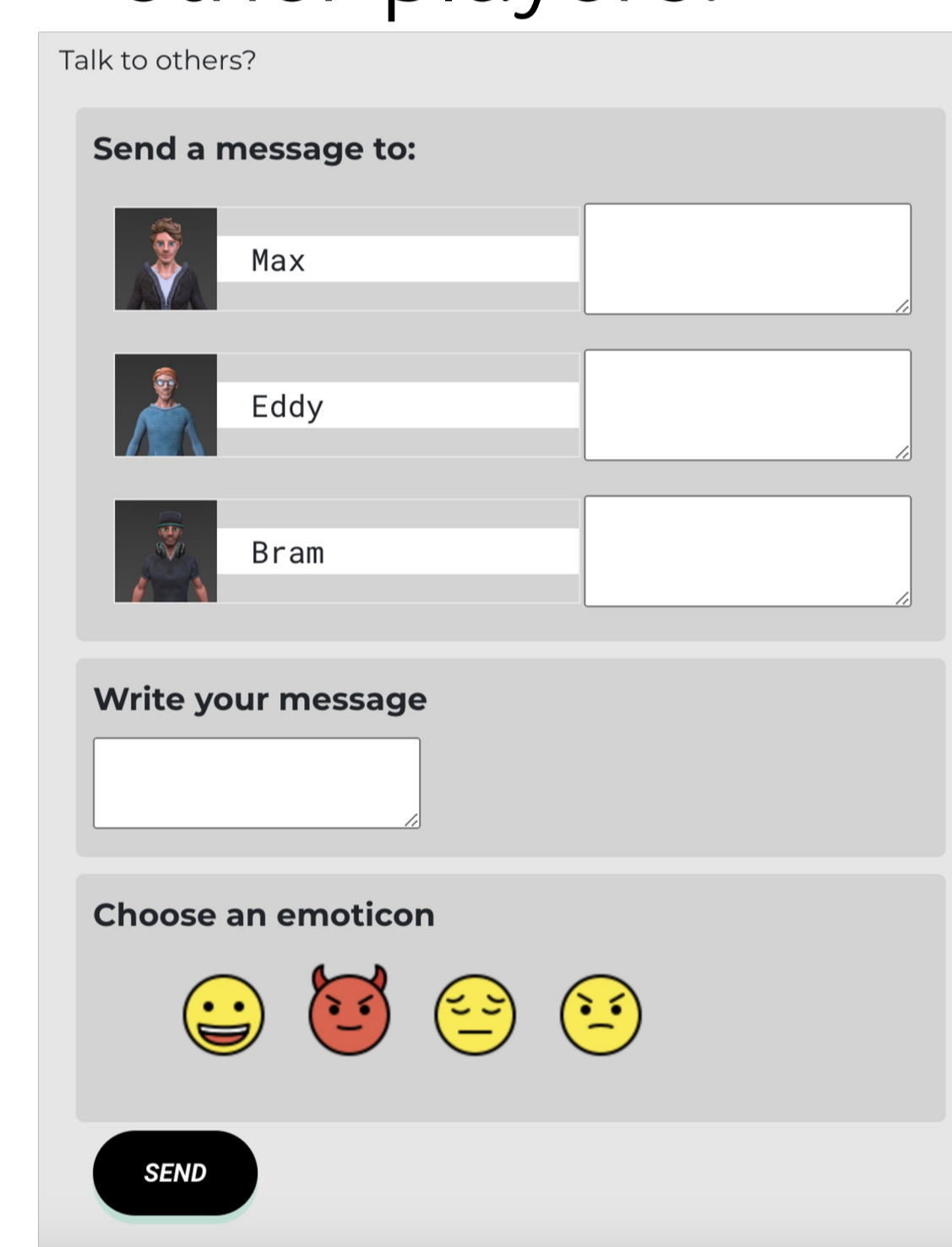


- 2 Can play with a ball, a bomb, or a banana and play with two objects at the same time.



It's socially immersive

- 3 Participants can send messages to other players.



- 4 Characters (can) wave hands to ask for the ball.

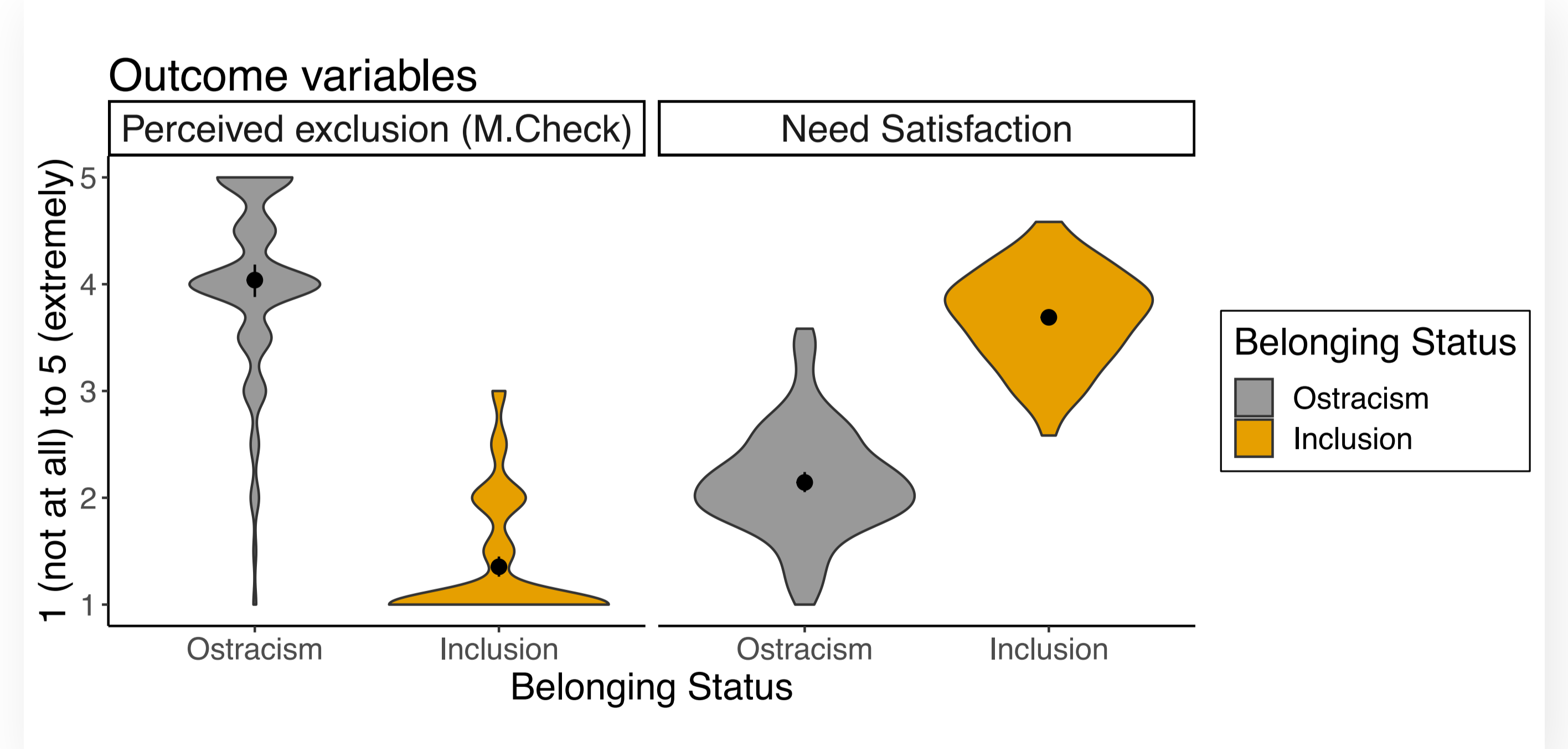


- 5 Participants can gather in a lobby prior to the game.

Other features

- 1 Players can exit the game early by clicking an exit button.
- 2 The text in the intro, exit, and communication pages are customizable.
- 3 The game can be embedded into a survey software (e.g., Qualtrics) via an iframe.
- 4 Participants' in-game behavior can be linked with survey responses via unique ID's generated by Social Ball.

It makes people feel ostracized



Social Ball is a viable alternative to Cyberball but how can you use it? Unlimited access requires hosting the game on a webserver. Alternatively, you can use the 3- or 4-player inclusion and exclusion versions without hosting it yourself. More information about the features, the configuration manual, and an R script for the analysis of in-game behavior can be found in the [preprint](#).



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