

## Appendix

		Gender				Total	
		Male		Female			
<b>Age</b>							
	18-24	27	5.52 %	24	4.91 %	51	<b>10.42 %</b>
	25-34	38	7.77 %	45	9.2 %	83	<b>16.98 %</b>
	35-44	60	12.28 %	56	11.45 %	116	<b>23.73 %</b>
	45-54	56	11.45 %	66	13.5 %	122	<b>24.95 %</b>
	55-64	62	12.67 %	55	11.25 %	117	<b>23.92 %</b>
<b>Education Level</b>							
	Lower Secondary School	8	1.6 %	12	2.5 %	20	<b>4.09 %</b>
	Middle Secondary School	26	5.3 %	32	6.5 %	58	<b>11.86 %</b>
	Apprenticeship	77	15.7 %	75	15.3 %	152	<b>31.1 %</b>
	Technical Diploma	24	4.9 %	24	4.9 %	48	<b>9.82 %</b>
	High School Diploma	40	8.2 %	44	9.0 %	84	<b>17.2 %</b>
	University	59	12.2 %	53	10.9 %	112	<b>22.93 %</b>
	PhD	5	1.0 %	3	0.6 %	8	<b>1.64 %</b>
	Other	1	0.2 %	1	0.2 %	2	<b>0.41 %</b>
	Student	3	0.6 %	.	.	3	<b>0.61 %</b>
	Missing*	.	.	2	0.2%		
<b>Total</b>		<b>243</b>	<b>49.7%</b>	<b>246</b>	<b>50.3%</b>	<b>489</b>	<b>100 %</b>

**Table 1: Socio-demographics of the Sample: Gender, Education Level and Age Group (n = 489, in Absolute Numbers and Percentages).**

	<i>N</i>	<i>M</i>	<i>SD</i>	<i>T</i>	<i>df</i>	<i>p</i>	<i>Cohen's d</i>
Highly Realistic (A1, A2)	241	2.90	1.35				
				7.0	489	<.001	.63
Stylized (A3, A4)	250	2.07	1.27				

**Table 2: Manipulation Check: Perceived Realism of Avatars**  
*Note.* Items used to measure perceived realism: “The person in the science video seems to me...” (1 = computer-animated; 5 = real | 1 = replica; 5 = original | 1 = digitally copied; 5 = authentic Item pairs were averaged into an overall Realism Scale.

	<i>N</i>	<i>M</i>	<i>SD</i>	<i>T</i>	<i>df</i>	<i>p</i>	<i>Cohen's d</i>
Female Avatar (A1, A3)	231	4.48	1.01				
				35.41	474	<.001	3.25
Male Avatar (A2, A4)	245	1.32	0.94				

**Table 3: Manipulation Check: Perceived Gender of Avatars**  
*Note.* Item used to measure perceived avatar gender: “The person in the video was clearly a woman.” (1 = strongly disagree; 5 = strongly agree)

	Realism		Gender		Realism*Gender	
	✓	$\eta^2$	✓	$\eta^2$	✓	$r^2$
Expertise	✓	.010	✓	.021	✓	.038
Integrity	✓	.012	×	.	×	.02
Benevolence	✓	.026*	×	.	×	.023

**Table 4: Separate ANOVAs for Trustworthiness Dimensions (summarized).** *Notes.* ✓ = significant main-/interaction effect ( $p < .05$ ), × = no significant main-/interaction effect ( $p > .05$ ),  $r^2$  = corrected R-square. \* $p < .001$ .

Source	<i>df</i>	MS	<i>F</i>	<i>p</i>	Partial $\eta^2$
Degree of Realism	1	3.96	4.81	.029	.010
Gender	1	8.45	10.26	.001	.021
Degree of Realism* Gender	1	5.47	6.64	.010	.014
Error	481	.823			
Total	485				

**Table 5: ANOVA for Expertise (Main study).** *Note.*  $R^2 = .044$  (corrected  $R^2 = .038$ ); MS = Mean Square.

Source	<i>df</i>	MS	<i>F</i>	<i>p</i>	Partial $\eta^2$
Degree of Realism	1	4.91	5.88	.016	.012
Gender	1	3.12	3.73	.054	.008
Degree of Realism*	1	2.65	3.17	.076	.007
Gender					
Error	476	.836			
Total	480				

**Table 6: ANOVA for Integrity (Main study).** Note.  $R^2 = .027$  (corrected  $R^2 = .020$ ); MS = Mean Square.

Source	<i>df</i>	MS	<i>F</i>	<i>p</i>	Partial $\eta^2$
Degree of Realism	1	10.66	12.55	<.001	.026
Gender	1	1.02	1.2	.274	.003
Degree of Realism*	1	.484	.57	.451	.001
Gender					
Error	476	.850			
Total	480				

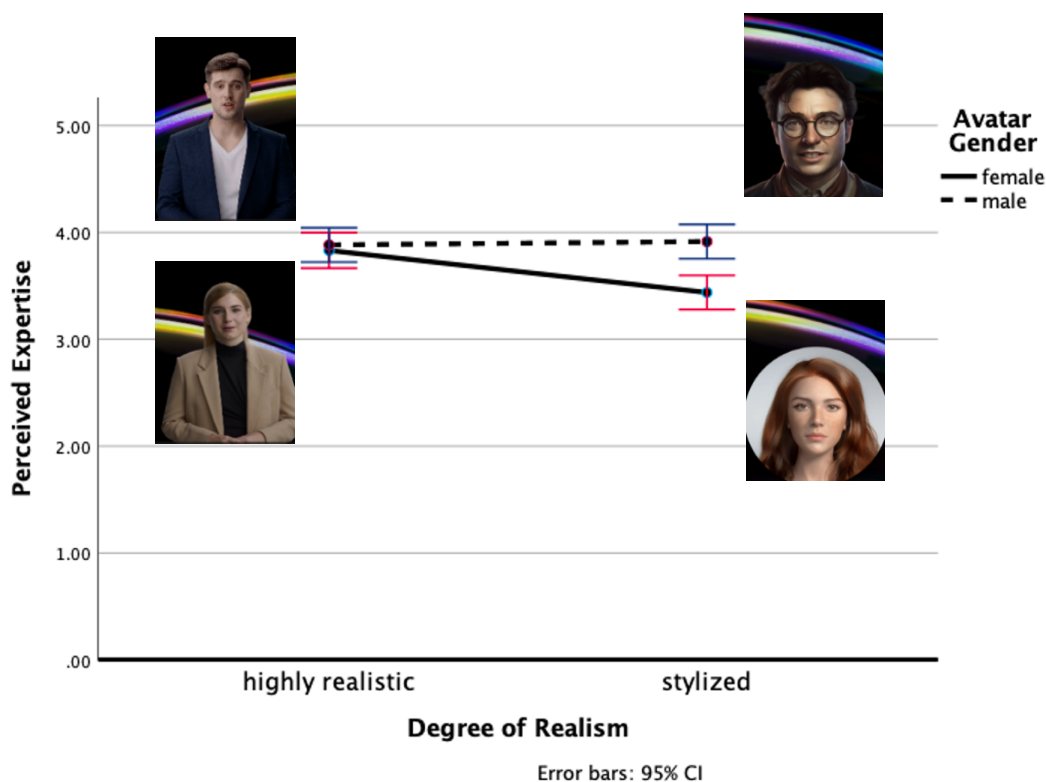
**Table 7: ANOVA for Benevolence (Main study).** Note.  $R^2 = .029$  (corrected  $R^2 = .023$ ); MS = Mean Square.

Dependent Variable	<i>F</i>	df1	df2	<i>p</i>
Expertise	1.85	3	481	.137
Integrity	.47	3	476	.706
Benevolence	.05	3	476	.986

**Table 8: Levene's Test for Homogeneity of Variances.** *Note.* Levene's Tests was not significant ( $p > .05$ ), indicating equal variances.

*In most cases, people who are color-blind have a so-called red-green weakness. However, there may soon be a cure thanks to a research team at the University of Tübingen. Using gene therapy, they introduce the correct gene into the eye via a virus, which then forms the correct color receptor proteins. The research team has already done this in a study on skull monkeys. And the experiment was successful: despite their poor eyesight, the monkeys were able to identify red and green color spots.*

**Figure 1: Standardized Video Script Used Across Avatar Conditions.** Note: Text retrieved and adapted from A one-minute text excerpt from the YouTube video <https://www.youtube.com/watch?v=r0jXfwPQW9k&t=17s> (MAITHINK X, 2018). Narrative perspective in the pretest: ‘[...] But maybe my research will soon provide a cure. Through gene therapy: I use a virus to introduce the right gene into the eye, which then produces the right colour receptor proteins. In my research, I have already done this in skull monkeys. [...]’



**Figure 2: Interaction of Realism and Gender on Perceived Expertise.** Note. Dependent variable = Expertise Index; measured using 6 bipolar item pairs (*competent; professional; experienced; intelligent; well educated; qualified*) of the METI scale (averaged). All items were measured on a 5-point Likert scale, where 1 indicated the lowest and 5 the highest rating.