

Appendix A Supplementary material

Supplementary material for the first part of experimental work.

A.1 Sets of game facts

Sets of questions used to content the conversation in the game *Two Truths One Lie*, translated from the Czech language. As a deepfake set, we had pre-prepared a fourth set, facts about Australia.

1. *set - Spain* (LIE: 1. The full name is the Kingdom of Spain.)

1. The full name is Spanish Monarchy.

2. Spain is the fourth largest country on the European continent.
3. The painter Pablo Picasso was born in Spain.

2. *set - India* (LIE: 2. The capital is New Delhi.)

1. India is the most populous country in the world.
2. The capital is Mumbai.
3. Hinduism is the most widely spread religion.

3. *set - Argentina* (LIE: 3. The national sport is pato.)

1. The official language here is Spanish.
2. Argentina is the eighth largest country in the world.
3. The national sport is football.

4. *set - Australia* (LIE: 3. The largest city is Sydney.)

1. It lies near the Pacific Ocean.
2. The capital is Canberra.
3. The largest city is Melbourne.

5. *set - Japan* (LIE: 1. The most common religion is Shinto.)

1. The most widespread religion here is Buddhism.
2. The head of Japan is the emperor.
3. Japan is made up of almost 7,000 islands.

A.2 Survey structure

The list of questions from the questionnaire and info provided by question groups are in the same order.

1. *Respondent profile*

- Phone number used for identification (Short Free Text)

- Age (Short Free Text)
- Gender (Gender)
- The field in which you operate (Short Free Text)

2. *Usability*

- How often do you use voice messages in your everyday communication? (5 Point Choice)

3. *Voice messages*

- Did you find anything unnatural about the voice messages you received? (Yes/No)
- If yes, what did you find strange? (Long free text)

4. *Deepfakes*

Deepfakes are an artificial intelligence technology that can create fake videos, photos and voices that look like the real thing. These media are then almost indistinguishable from reality and very difficult to detect. They are increasingly used to commit online fraud, spread hoaxes and steal identities.

- Have you ever heard of deepfakes? (List (Radio))
- If so, describe your experience. (Long free text)
- How confident are you that you could detect a voice deepfake? (5 Point Choice)

5. *Real experiment*

We come to the real goal of this experiment. Its aim was to highlight the quality of voice deepfakes and to test whether people are able to detect deepfakes. In the course of the experiment, I sent you five sets of facts to play with. However, I did not narrate one set, it was a deepfake, it was narrated by someone else and only dressed up by my voice.

- If you go through the conversation again, which sets would you say can be deepfake? Please don't forget to add why. (Multiple choice with comments)

6. *Conclusion*

The Deepfake recording was the fourth set, the facts about Australia.

- Were you surprised at what level today's voice deepfakes can be? (Yes/No)
- How confident are you that you would know deepfake after this experience? (5 Point Choice)