

The impact of motion instructions on smartphone acceleration, completion times, and response quality in a mobile web survey

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Introduction I

- Smartphones contain built-in sensors (e.g., accelerometer, compass, and GPS).
- Such sensors produce data that can be passively collected.
 - *These sensor data inform about physiological states (e.g., movements and speed).*
- Specifically, acceleration data seem to be useful for investigating completion behavior.
 - *“Respondent-device” link: Acceleration of smartphones informs about respondents’ motions (Höhne & Schlosser, under review).*

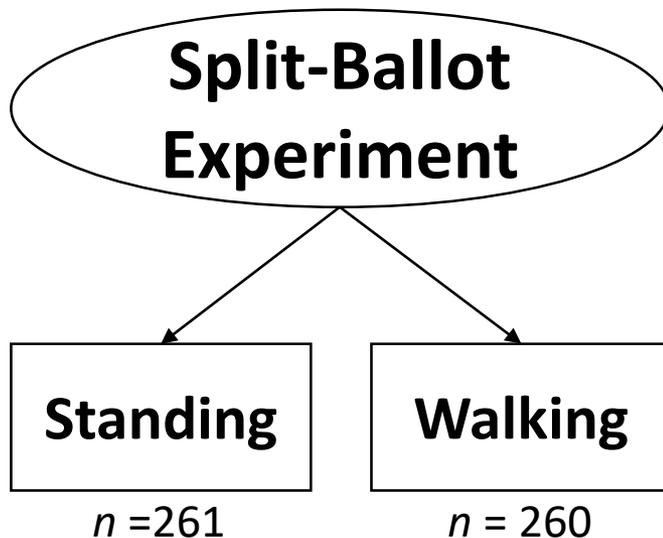
Introduction II

- There are only few studies using acceleration data for mobile web survey research.
 - *Little body of empirical evidence on possible applications.*
- This study pursues the following goals:
 - *Exploring the compliance of motion instructions.*
 - *Exploring the impact of motion levels on completion times and response quality.*

Acceleration and SurveyMotion (SM)

- SM by Höhne and Schlosser (under review) collects the acceleration of smartphones.
 - *It uses an application programming interface (API): “DeviceMotionEvent”.*
 - *This API is accompanied by the “.acceleration” property.*
- The SM code can be implemented in the source code of web survey pages.
- SM gathers the total acceleration: $\mathbf{TA} = \sqrt{a_x^2 + a_y^2 + a_z^2}$

Study Design and Descriptions I



- The study was conducted by the Netquest online fieldwork company in Spain.
- Field time: October 2 to 6, 2018
- One session lasted about 5 min.
- Respondent characteristics:
Age in years: Mean = 44 (SD = 12).
Gender: 58% female.
- Exclusions:
4 respondents had difficulties with the acquisition of acceleration.

Study Design and Description II

- The study was placed right after a client survey.
 - *Country of interest was Spain.*
- The 5 test questions dealt with survey satisfaction.
 - *Single presentation with optimized survey design.*
- Only smartphone respondents were invited.
- Before the motion instruction respondents were asked about their position (e.g., sitting).
- After the 5 test questions respondents could come back to their previous position.

Analytical Strategy I

- Respondents' compliance:
 - Respondents could refuse to follow the instruction by stating a reason.
- Total acceleration (see slide 3):
 - *Sampling rate: Acceleration was measured every 150 milliseconds.*
 - *Averaged total acceleration per person/page.*
 - *No exclusion of comparatively low/high values.*
- Completion times:
 - *Two-step outlier definition:*
 - *SurveyFocus (Höhne & Schlosser, 2018).*
 - *Completion time distribution-based definition by Hoaglin et al. (2000).*

Analytical Strategy II

- Response quality indicators (response styles):
 - *Primacy effects,*
 - *recency effects,*
 - *error of central tendency,*
 - *extreme response style,*
 - *item non-response.*
- All analyzes were conducted with R version 3.5.1.

Results: Respondents' Compliance

Table 1. Percentage (frequency) of respondents following the instruction.

Standing	Walking	
<i>Low motion</i>	<i>High motion</i>	Difference
96.2%	89.6%	6.6%*
(251)	(233)	(18)

*Note. *p < 0.05. We conducted chi-square and Fisher's exact tests.*

Compliance differs across motion instructions.

Results: Acceleration Data

Table 2. Mean acceleration across the two motion groups.

Question	Standing	Walking	Effect size
	<i>Low motion</i>	<i>High motion</i>	
1	0.30	0.60	> 0.50*
2	0.26	0.51	> 0.50*
3	0.26	0.46	> 0.50*
4	0.26	0.43	> 0.50*
5	0.26	0.42	> 0.50*
<i>All</i>	<i>0.27</i>	<i>0.49</i>	<i>> 0.50*</i>

*Note. *p < 0.05. Effect size is based on Cohen's d. We conducted F-tests with Games-Howell post-hoc correction for unequal variances.*

Results: Completion Times

Table 3. Mean completion times across the two motion groups.

Question	Standing	Walking	Effect size
	<i>Low motion</i>	<i>High motion</i>	
1	9.82	9.58	< 0.20
2	7.79	7.60	< 0.20
3	7.70	8.02	< 0.20
4	8.21	8.37	< 0.20
5	8.44	8.19	< 0.20
<i>All</i>	<i>8.50</i>	<i>8.42</i>	<i>< 0.20</i>

Note. Effect size is based on Cohen's d. We conducted F-tests with Bonferroni post-hoc correction for equal variances.

Results: Response Quality

Table 4. Extent of response styles across the two motion groups.

Response styles	Standing <i>Low motion</i>	Walking <i>High motion</i>	Effect size
Primacy	2.34	2.44	< 0.20
Recency	0.51	0.41	< 0.20
Middle	1.41	1.28	< 0.20
Extreme	0.81	0.98	< 0.20

Note. Effect size is based on Cohen's d. We conducted F-tests with Bonferroni post-hoc correction for equal variances.

Item non-response did not occur for the 5 test questions.

Summary & Conclusion

- Compliance differs across motion instructions.
- Respondents' motion levels manifest themselves in the acceleration of smartphones.
 - *Respondent-device link.*
 - *Distinguishing respondents on the basis of motions.*
- Proper measurement of acceleration.
- Insights on the completion conditions in mobile web surveys.
- Collecting acceleration data is in its infancy.

Limitations

- Connection to completion times and response quality.
- Reasons for refusing participation in the task.
 - *Analyses are still pending.*
- Limited number of questions.
 - *Only single questions.*
- Question topic.
 - *Survey evaluations.*

Future Research Perspectives

- Determining the usefulness of further sensor data.
- Personalized feedback in mobile web surveys.
- Recognizing respondents' operation signatures.
 - *Supplement to identification codes.*
- Predictive analyses.
 - *Using data from lab and field experiments.*

Many thanks for your attention!

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Appendix: Screenshots of Questions

Survey ?	Survey ?	Survey ?	Survey ?	Survey ?
How easy or difficult was it to fill out this questionnaire?	How boring or interesting was the topic of this questionnaire for you?	How much did you like or dislike filling out this questionnaire?	To what extent do you think that this survey was too long or too short?	To what extent do you trust or distrust that this survey guarantees anonymity?
<input type="radio"/> 1 - Extremely easy	<input type="radio"/> 1 - Extremely boring	<input type="radio"/> 1 - Totally liked it	<input type="radio"/> 1 - Extremely too long	<input type="radio"/> 1 - Totally trust it
<input type="radio"/> 2	<input type="radio"/> 2	<input type="radio"/> 2	<input type="radio"/> 2	<input type="radio"/> 2
<input type="radio"/> 3	<input type="radio"/> 3	<input type="radio"/> 3	<input type="radio"/> 3	<input type="radio"/> 3
<input type="radio"/> 4	<input type="radio"/> 4	<input type="radio"/> 4	<input type="radio"/> 4	<input type="radio"/> 4
<input type="radio"/> 5	<input type="radio"/> 5	<input type="radio"/> 5	<input type="radio"/> 5	<input type="radio"/> 5
<input type="radio"/> 6	<input type="radio"/> 6	<input type="radio"/> 6	<input type="radio"/> 6	<input type="radio"/> 6
<input type="radio"/> 7 - Extremely difficult	<input type="radio"/> 7 - Extremely interesting	<input type="radio"/> 7 - Totally dislike it	<input type="radio"/> 7 - Extremely too short	<input type="radio"/> 7 - Totally distrust it
<input type="button" value="←"/> <input type="button" value="→"/>	<input type="button" value="←"/> <input type="button" value="→"/>	<input type="button" value="←"/> <input type="button" value="→"/>	<input type="button" value="←"/> <input type="button" value="→"/>	<input type="button" value="←"/> <input type="button" value="→"/>