

Predicting Completion Conditions in Mobile Web Surveys with Acceleration Data

Christoph Kern¹ Stephan Schlosser² Jan Karem Hoehne^{1, 3} Melanie Revilla³

¹University of Mannheim

²University of Goettingen

³RECSM-Universitat Pompeu Fabra

ESRA Conference 17.07.2019



Introduction

Motivation

- Smartphones allow respondents to take part in surveys irrespective of location and situation
- Measurement in mobile web surveys challenged by distractions (Lynn and Kaminska, 2012; Toninelli and Revilla, 2016)
 - Self-reports on distractions subject to error
 - Paradata on browser tab switching limited to on-device multitasking

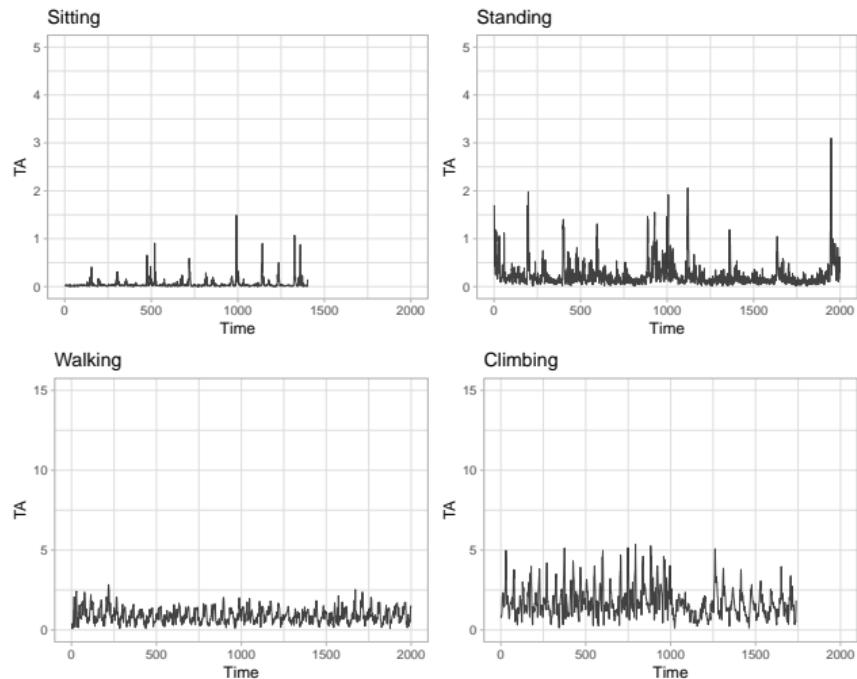
→ Utilizing acceleration data from smartphone sensors and machine learning to infer **completion conditions**

- ① Can we accurately predict respondents completion conditions by using acceleration data?
- ② Do respondents with different completion conditions differ in terms of response behavior?

SurveyMotion

- JavaScript-based paradata tool (Höhne and Schlosser, 2019)
- Measures the total acceleration (TA)
- Code can be implemented as an invisible, user-defined question in a web survey page

Figure: Examples of total acceleration profiles



Data

Training data: Lab experiment

- Data collected in August 2017 at the University of Goettingen (Höhne and Schlosser, 2019)
- 89 university students
- Completed mobile web survey in one of four experimental groups
 - First group was seated in front of a desk
 - Second group stood at a fixed point
 - Third group walked along an aisle
 - Fourth group climbed stairs

Prediction: Cross-sectional web survey

- Data collected in December 2017 at the University of Goettingen (Schlosser and Höhne, 2018)
- 2,357 respondents
- 61.6% smartphone respondents
 - Acceleration data available for 97,2% of smartphone respondents

Analytical Strategy

Variables (respondent-pages)

- Outcome
 - 4 class outcome: sitting, standing, walking, climbing stairs
 - 2 class outcome: **moving** (walking, climbing stairs), **not moving** (sitting, standing)
- Predictors
 - Aggregated TA measurements

Training and evaluation

- ML methods
 - Elastic net (GLMnet; Friedman et al. 2010)
 - Conditional Inference Trees (CTREE; Hothorn and Zeileis 2015)
 - Random Forests and Extremely Randomized Trees (RF; Wright and Ziegler 2017)
 - Extreme Gradient Boosting (XGBoost; Chen and Guestrin 2016)
- 10-Fold Cross-Validation (grouped by respondent IDs)

Model Evaluation

Figure: Cross-Validation results (training set)

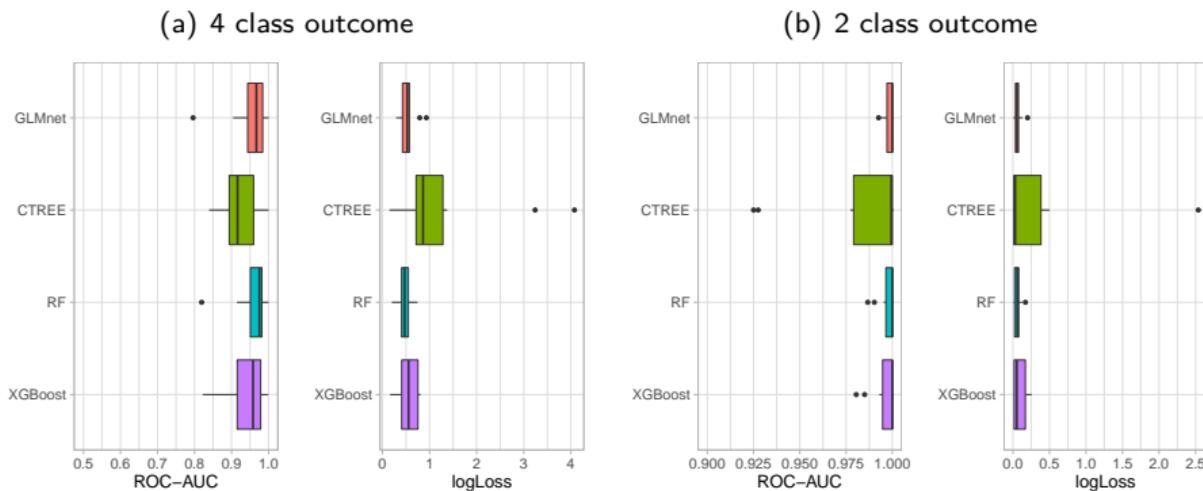


Table: Confusion tables (training set)

(a) 4 class outcome

	Sitting	Standing	Walking	Climbing
Sitting	21.105	1.983	0.000	0.000
Standing	3.399	21.671	0.567	0.000
Walking	0.000	0.850	17.564	4.958
Climbing	0.000	0.283	7.932	19.688

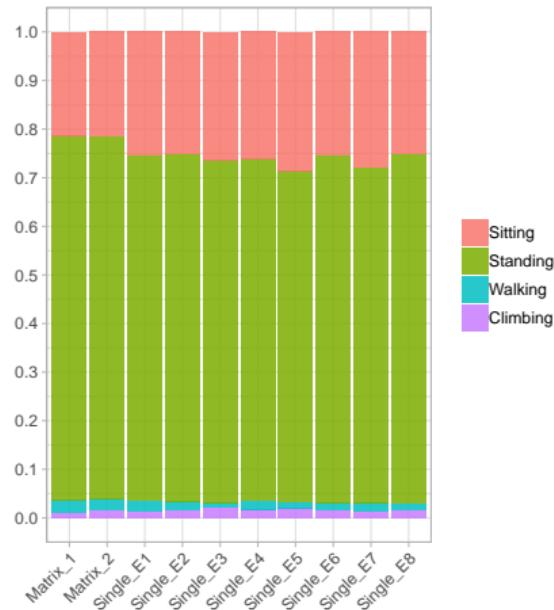
(b) 2 class outcome

	Not_Moving	Moving
Not_Moving	48.017	0.567
Moving	1.275	50.142

Prediction

Figure: Class predictions in web survey

(a) 4 class outcome



(b) 2 class outcome

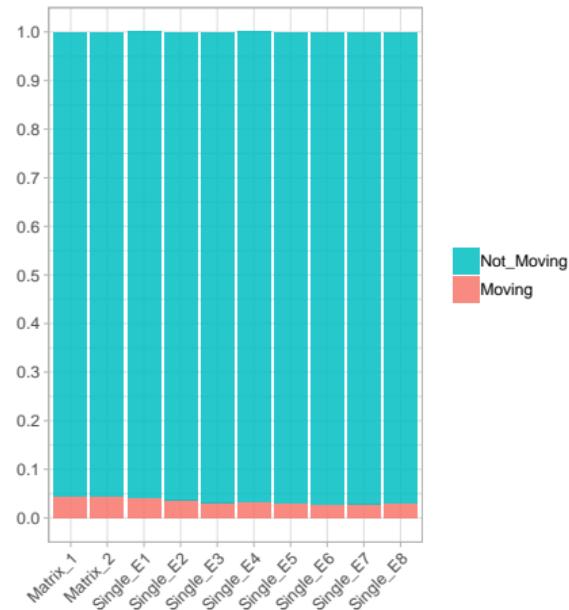
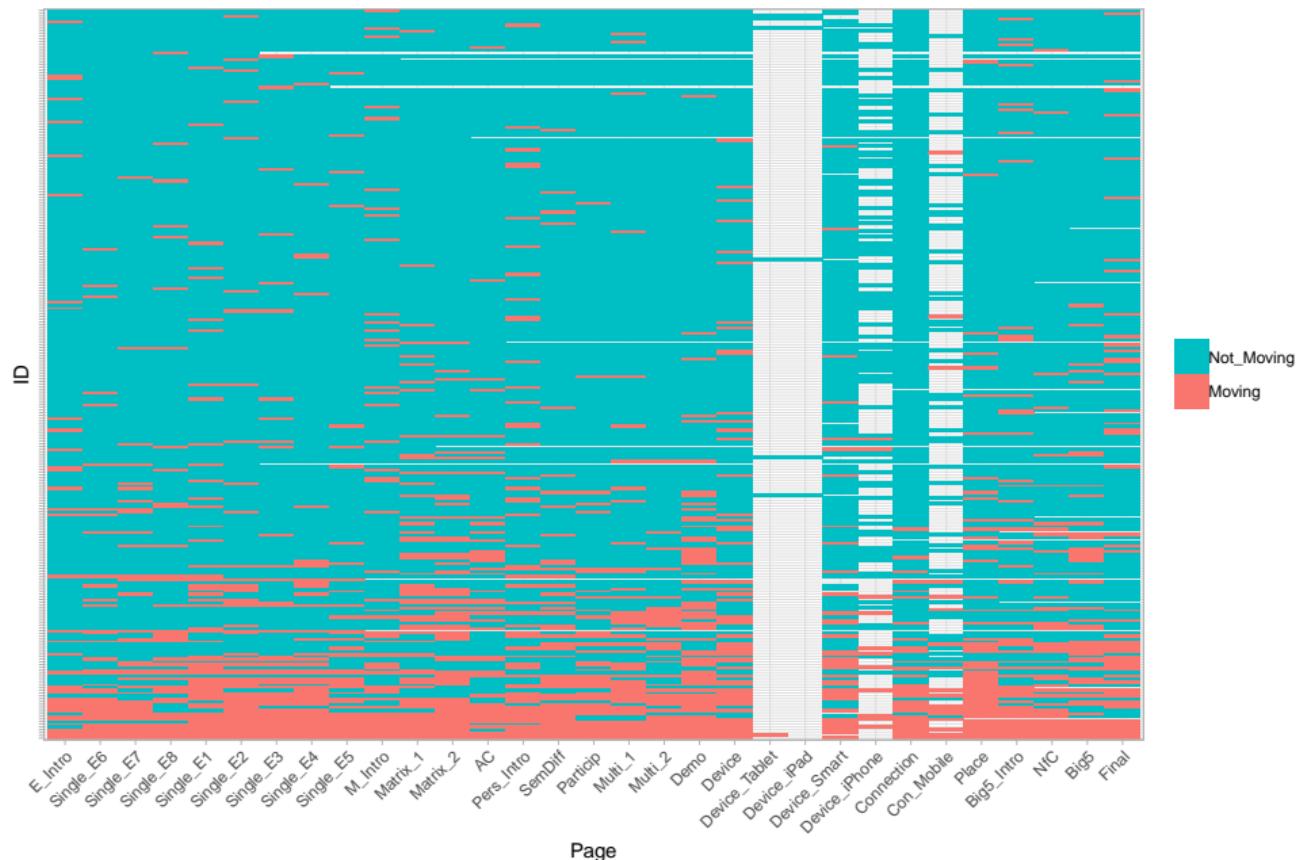


Figure: Sequences of predicted motion conditions in web survey



Group Comparisons

Table: Mixed effects regressions modeling completion time¹

	<i>Dependent variable</i>			
	Completion time			
	(1)	(2)	(3)	(4)
Moving	0.906	0.801	0.799	0.649
se	(0.330)	(0.334)	(0.334)	(0.372)
p	0.007	0.017	0.017	0.081
Matrix			28.742	28.720
se			(0.983)	(0.983)
p			0.000	0.000
Moving × Matrix				0.567
se				(0.623)
p				0.363
Constant	13.033	13.134	7.386	7.391
se	(3.857)	(3.853)	(0.466)	(0.466)
Demographic controls		X	X	X
Observations	11,029	10,688	10,688	10,688
Bayesian Inf. Crit.	68,040.810	65,779.330	65,744.750	65,752.300

¹Completion time outliers excluded based on .05 and .95 quantile.

Group Comparisons

Table: Generalized mixed effects regressions modeling intra-individual response variability and primacy effects

	<i>Dependent variable</i>				
	irv20 (1)	irv80 (1)	primacy (1)	(2)	(3)
Moving	-0.251	-0.614	-0.016	-0.016	0.290
se	(0.280)	(0.400)	(0.103)	(0.103)	(0.161)
p	0.369	0.125	0.880	0.879	0.072
Matrix				0.573	0.589
se				(0.778)	(0.766)
p				0.462	0.442
Moving × Matrix					-0.430
se					(0.178)
p					0.016
Constant	-1.444	-1.458	-1.435	-1.551	-1.562
se	(0.112)	(0.149)	(0.320)	(0.350)	(0.347)
Demographic controls	X	X	X	X	X
Observations	2,362	2,362	28,338	28,338	28,338
Bayesian Inf. Crit.	2,664.197	2,344.515	30,685.030	30,694.740	30,699.390

Discussion

Summary

- High cross-validated prediction accuracy for 4 class and 2 class outcome in training data
- Low rate of respondents with predicted high motion levels (e.g., walking) in web survey
- Modest differences in terms of data quality proxies between motion groups

Next steps

- Add further quality indicators for group comparisons
- Compare predicted classes with simple mean split (high vs. low average TA)
- Predict and compare groups in additional web survey

Contact

Contact: c.kern@uni-mannheim.de

References

- Chen, T. and Guestrin, C. (2016). XGBoost: A scalable tree boosting system.
<https://arxiv.org/abs/1603.02754>.
- Friedman, J., Hastie, T., and Tibshirani, R. (2010). Regularization paths for generalized linear models via coordinate descent. *Journal of Statistical Software*, 33(1):1–22.
- Höhne, J. K. and Schlosser, S. (2019). SurveyMotion: What can we learn from sensor data about respondents' completion and response behavior in mobile web surveys? *International Journal of Social Research Methodology*.
- Hothorn, T. and Zeileis, A. (2015). partykit: A modular toolkit for recursive partytioning in R. *Journal of Machine Learning Research*, 16:3905–3909.
- Lynn, P. and Kaminska, O. (2012). The impact of mobile phones on survey measurement error. *Public Opinion Quarterly*, 77:586–605.
- Schlosser, S. and Höhne, J. K. (2018). Sensor data: Measuring acceleration of smartphones in mobile web surveys. Poster presented at the general online research conference, Cologne, Germany.
- Toninelli, D. and Revilla, M. (2016). Smartphones vs pcs: Does the device affect the web survey experience and the measurement error for sensitive topics? a replication of the mavletova & couper's 2013 experiment. *Survey Research Methods*, 10:153–169.
- Wright, M. N. and Ziegler, A. (2017). ranger: A fast implementation of random forests for high dimensional data in C++ and R. *Journal of Statistical Software*, 77(1):1–17.