

# Het ontwerpen van web surveys voor smartphones

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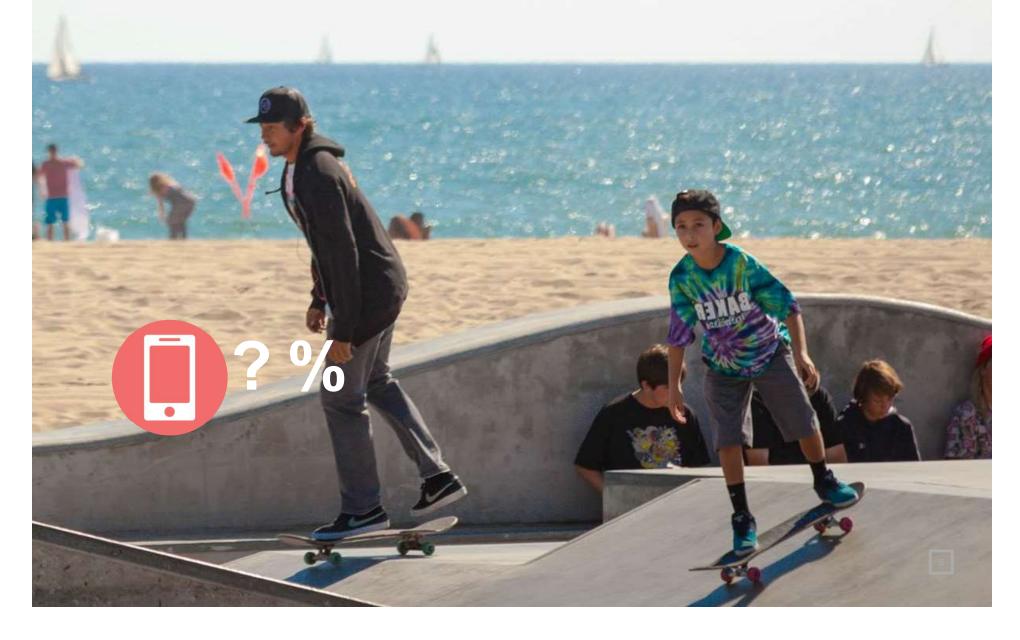




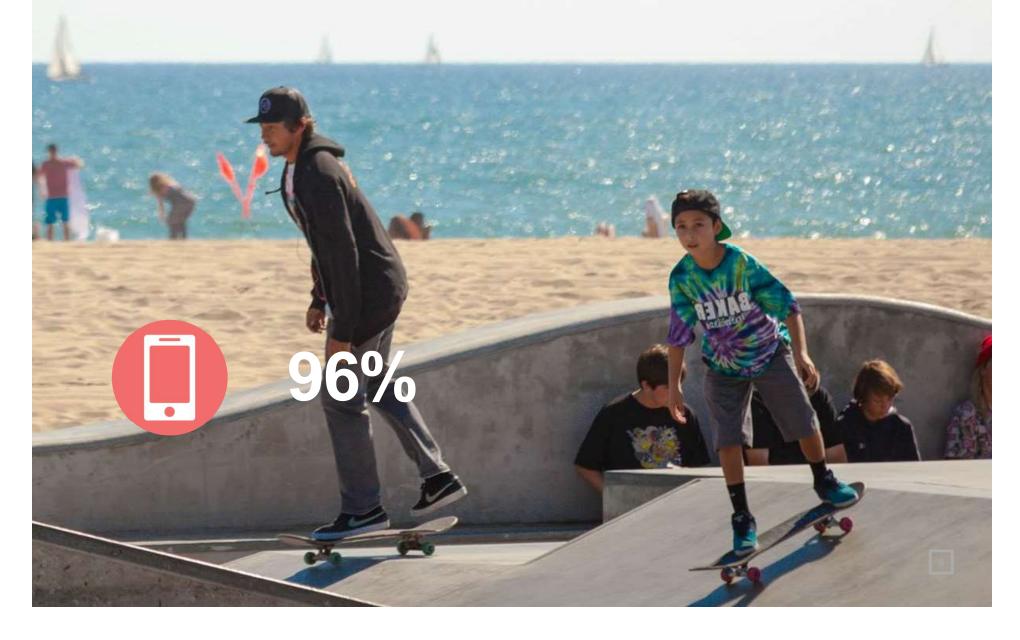




# Wat is het percentage tieners met een smartphone?



# Wat is het percentage tieners met een smartphone?







## Mixed-device surveys

- Web survey are now mixed-device surveys
  - 50-80% of population use a smartphone
  - 5-30% of web responses are on mobile
  - Respondents still opt for PC/laptop/tablet
- How to deal with this?
  - Design PC first
    - » Adapting existing survey to smartphone is not optimized!
  - Design smartphone-first
    - » If it looks good on a smartphone it looks good on a PC
  - Optimize per device
- Think about:
  - Survey length
  - Visual design
    - » Screensize + keyboard are different



## Problems in surveys

- Response rates are declining
- Reflecting the population is difficult
  - Young people are missing
- Longer questionnaires have dramatically higher termination rates
  - Increasing questionnaire length from just 6 to 12 minutes resulted in termination rates that were almost 5 times higher.
- Questionnaires not optimized for mobile have dramatically higher termination rates
  - not mobile friendly termination rates 17 times higher.
- □ Fatigue is evident in longer (>12 minute) questionnaires.
  - Respondents take short cuts as they get longer.

# AAPOR Report on mobile technologies 2014



- Match the tools and tasks to respondents
  - Match technology with population
- Follow established guideliness for contacting cell phones
  - Safe (not driving), private
- Recognize online surveys are mixed-device surveys
  - Use paradata (user agent strings) to find out potential bias
- Keep it short and simple
  - Mind connectivity, difficulty of using touchscreen, fast messaging
- Understand limits of mobile as a multimode platform
  - Benefits, challenges and potential error in voice, text-messaging,
     QR-codes, GPS, apps etc.
- Pretesting is essential!
  - User interface, functionality, operating systems, phone models



## 1. Survey length

# Respondents are not willing to do long surveys on mobiles



#### TIME WILLING TO SPEND ON SURVEYS



65% of US Smartphone users would not be willing to spend more than 15 minutes completing surveys

MAXIMUM TIME DOING SURVEYS:	COMPUTER	TABLET	SMARTPHONE
5 minutes or less	2%	9%	27%
10 minutes or less	9%	24%	45%
15 minutes or less	19%	42%	65%
20 minutes or less	34%	65%	73%
25 minutes or less	42%	71%	77%
30 minutes or less	65%	81%	85%

US data from 1185 completes November, 2012

Taken from: Kelley, 2013



## Mobile or Mixed-device survey

- Shorter surveys
  - 10 minutes or less
- Split surveys –data stitching
  - break the survey into parts (chunking), fielding each portion separately, combining parts into one holistic data analysis (stitching). Smaller chunks can be device agnostic or mobile only
    - » Across or within respondents



# 2. Mobile survey design



#### Invitations for mobile

Many ways to reach respondents

- » Consent?
- » Pre-established relationship with respondent

- RDD (random sample)
- Email
- QR Codes
- Text-SMS
- App
  - » Convince people to download app
  - » Built to fit device type
- Location-based (beacons)
  - » Rely on GPS chip in phone



## Browser versus app-based

	Mobile app	Mobile web smartphone	Mobile web feature phone
Categorical questions	X	X	X
Multiple responses	X	X	X
Sliders	X	X	
Grid		X	
Long list	X	X	
Open-ended	X	X	
barcodes	X		
GPS	X		
Picture	X		
Video	X		
Clickable image		X	
Ideal length	<10 MIN	<10 MIN	<15 SCREENS



## Browser versus app based

- Apps can deploy more advanced features
  - images, streaming video (see Buskirk & Andrus, 2012)
- Apps need to be installed...
- Satisfaction is higher for apps
  - Maybe people who go through the extra step of downloading an app are more engaged...



## Optimized versus not-optimized

#### Look and feel

- Use device detection to display appropriately for screen size
- Easily read questions and select responses without having to zoom or switch orientation
- Simple question types
  - » Without technical glitches
  - » Without extra gestures
- Touch-friendly
  - » Higher respondent satisfaction
  - » Reduce missing data
  - » Less measurement error (e.g. straightlining)



#### How to optimize (see Antoun et al, 2017)

- Larger fonts
- Content fits to width of screen
  - No horizontal scrolling
- Response options displayed as wide buttons (tiles)
  - Pictograms for visual relief
- One question per page (I disagree...I would say: no grids)
- Grid split into individual items
  - Response options switch from horizontal to vertical (!!!)
- Auto-advance function
- Eliminate elements
  - Few visual distractions as possible (images, progress bars, <>)
  - Reduce page-load delays



## No long introduction text

Add pictograms for visual relief

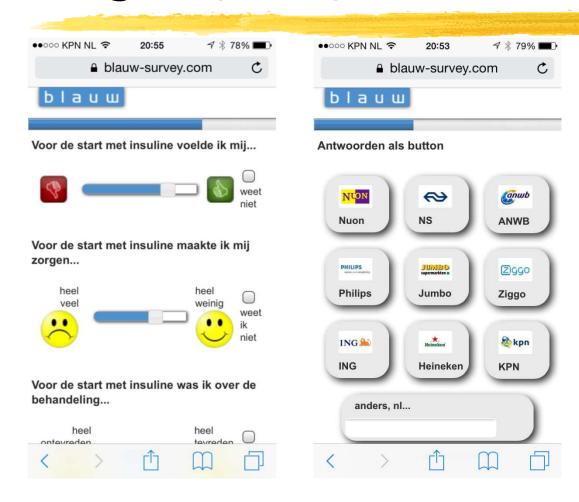
#### So....

- -do not use unnecessary images-replace text by informative images
- **KEEP IT CLEAN AND EASY!**





## Pictogram, tiles, touch





## Grids: don't or design carefully

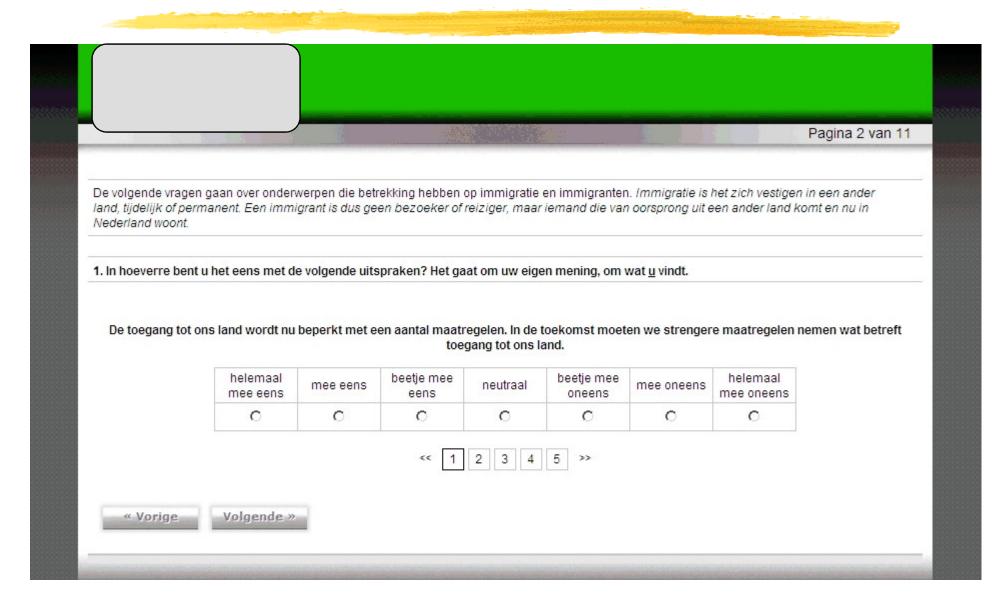
- Don't have the answer options go off the screen
- Ask the items in the grid one at a time
- Keep the response options stable
- Accordion format (collapsable chunks)
- Carousel format (items pass by)



## Design For Mobile: Caroussel

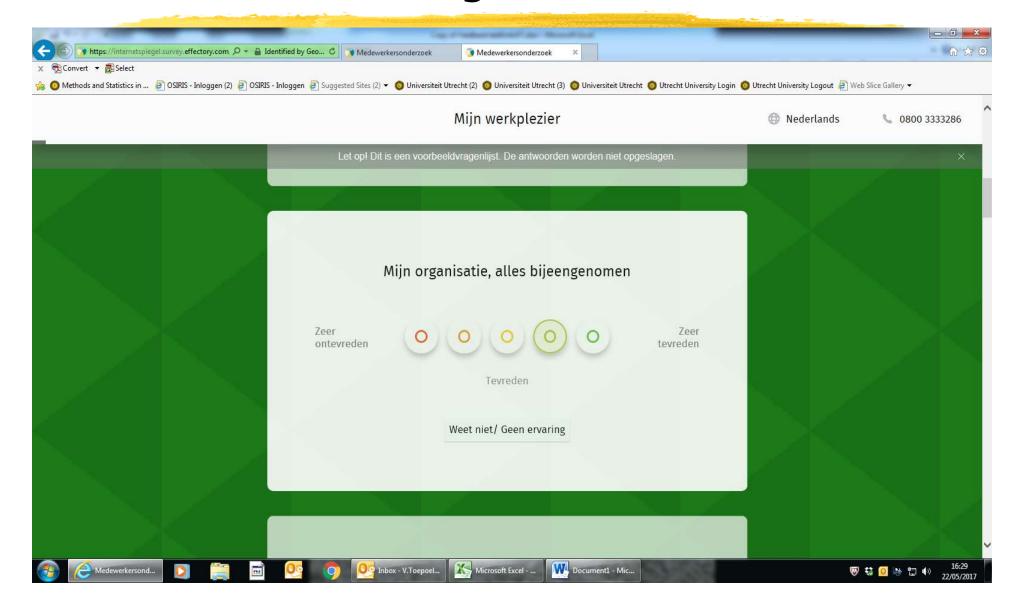


(see Klausch et al.)



# Visual relief: (vertical) accordion versus traditional grid





#### Bars

- Better evaluated on mobile (see Toepoel and Funke, 2018, Mathematical Population Studies)
- Visual analogue scale
  - Point and click

#### versus

- Slider bar
  - Drag and drop
  - Initial position handle might influence results
  - Special design





#### Bars



- With point and click
- Takes less space on a screen
- More categories possible
  - Every pixel is a response option

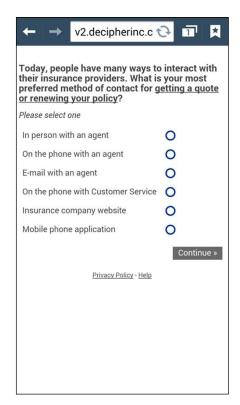


# For mobile: do not use dropdown menu: varies by browser



#### Radio buttons

#### All Devices/ Browsers



#### Drop-down

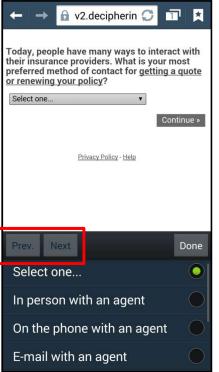
#### **iPhone**

#### Safari Browser

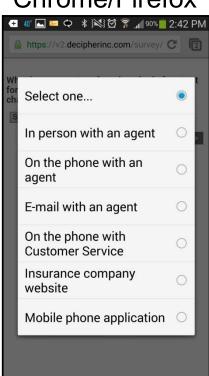


#### Android

#### Default Browser



#### Chrome/Firefox



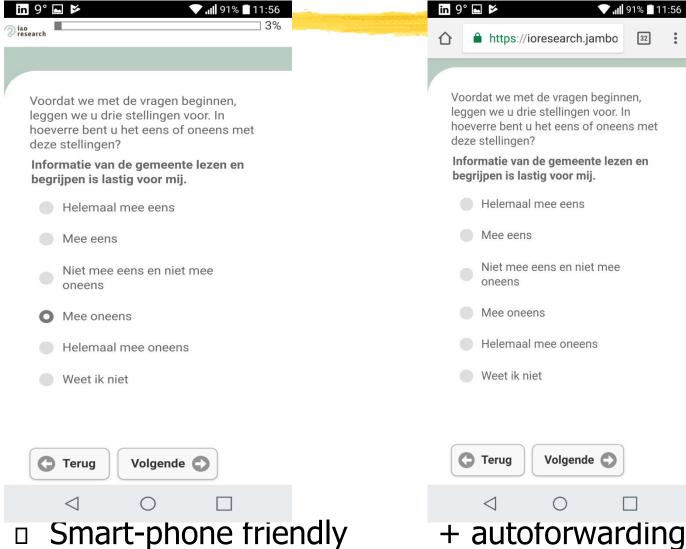


## Why not to use dropdown menus

- Different on Apple and Android devices
- Longer completion times
- Higher item missing rates
- Larger primacy effects
- Long response options sometimes get truncated
  - "Neither agree nor dis...
- First response option follows last one on the wheel



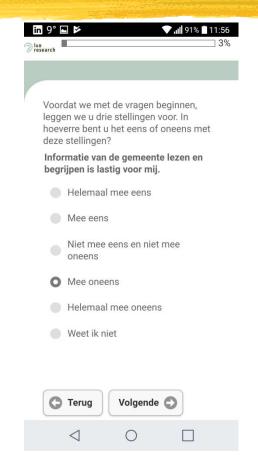
## Autoforwarding – what is it?





## Autoforwarding – Experiment







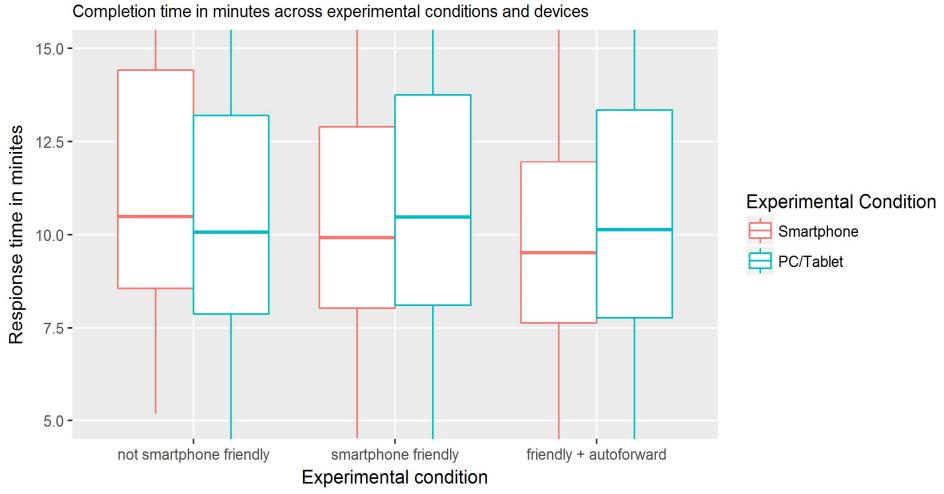
Unfriendly

Smart-phone friendly

+autoforwarding

# Results experiment I&O Research: Duration reduced on mobiles





## My point of view: THINK about design

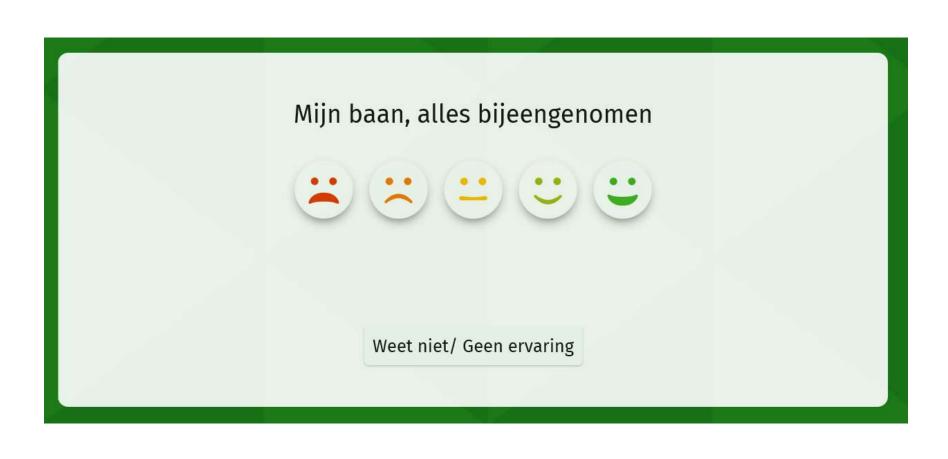
- Optimal design may change over the years
- I went from hating smileys into loving smileys
- Society has changed (e.g. use of emoji's)
- Be careful though...



Smileys, stars, hearts, buttons, tiles or grids: influence of response format on substantive response, questionnaire experience and response time (BMS, 2019)

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#### Medewerkersonderzoek

Leuk dat u meedoet aan dit onderzoek! Met uw input krijgen wij waardevolle informatie over onderwerpen binnen de (semi-)publieke sector. Succes met het invullen van de vragen.

Let op: dit is een demonstratie, de gegevens zullen niet opgeslagen worden!

#### Mijn werkplezier

Hieronder worden u aspecten voorgelegd over uw werk en de organisatie waar u werkt. U kunt voor elk aspect aangeven in hoeverre u er tevreden of ontevreden over bent.

In hoeverre ben je het eens met de volgende stelling(en)?		Zeer ontevreden	Ontevreden	Niet tevreden/ niet ontevreden	Tevreden	Zeer tevreden	Weet niet/ Geen ervaring
٠	Mijn baan, alles bijeengenomen	0	0	0	0	0	0
٠	Mijn organisatie, alles bijeengenomen	0	0	0	0	0	0
٠	De inhoud van het werk	0	0	0	0	0	0
٠	De samenwerking met collega's	0	0	0	0	0	0
٠	De mate van zelfstandigheid	0	0	0	0	0	0
٠	De hoeveelheid werk	0	0	0	0	0	0
٠	De resultaatgerichtheid van mijn organisatie	0	0	0	0	0	0
٠	De wijze waarop mijn leidinggevende leiding geeft	0	0	0	0	0	0
٠	De informatievoorziening binnen mijn organisatie	0	0	0	0	0	0
٠	De loopbaanontwikkelingsmogelijkheden	0	0	0	0	0	0

#### Mijn werkplezier

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Hieronder worden u aspecten voorgelegd over uw werk en de organisatie waar u werkt. U kunt voor elk aspect aangeven in hoeverre u er tevreden of ontevreden over bent.

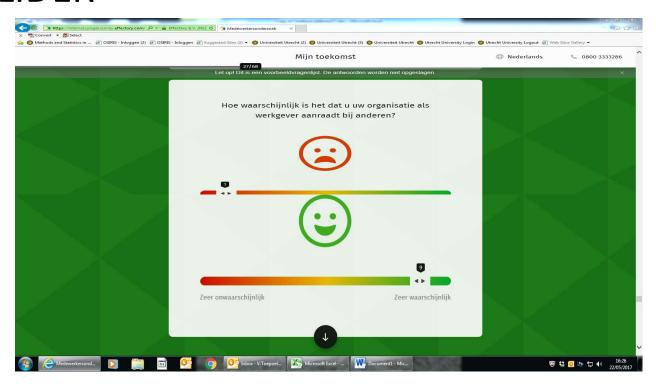
Mijn baan, alles bijeengenomen	Zeer ontevreden	Ontevreden	Niet tevreden/ niet ontevreden	Tevreden	Zeer tevreden	Weet niet/ Geen ervaring
Mijn organisatie, alles bijeengenomen	Zeer ontevreden	Ontevreden	Niet tevreden/ niet ontevreden	Tevreden	Zeer tevreden	Weet niet/ Geen ervaring
De inhoud van het werk	Zeer ontevreden	Ontevreden	Niet tevreden/ niet ontevreden	Tevreden	Zeer tevreden	Weet niet/ Geen ervaring
De samenwerking met collega's	Zeer ontevreden	Ontevreden	Niet tevreden/ niet ontevreden	Tevreden	Zeer tevreden	Weet niet/ Geen ervaring
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De hoeveelheid werk	Zeer ontevreden	Ontevreden	Niet tevreden/ niet ontevreden	Tevreden	Zeer tevreden	Weet niet/ Geen ervaring
De resultaatgerichtheid van mijn organisatie	Zeer ontevreden	Ontevreden	Niet tevreden/ niet ontevreden	Tevreden	Zeer tevreden	Weet niet/ Geen ervaring

# I like the layout and appearance of the questionnaire

Designs	N -	Subset for alpha = 0.05						
Designs	IN —	1	2	3	4	5		
Radio button grid	342	3.75						
Neutral tiles grid	316		4.12					
Coloured tiles grid	321		4.14	4.14				
Hearts	356			4.3	4.3			
Neutral radio buttons	347				4.38			
Stars	350				4.39	4.39		
Coloured radio buttons	366				4.41	4.41		
Smileys	356					4.55		

## SECOND EXPERIMENT (1)

#### • SLIDER



### SECOND EXPERIMENT (2)





### Mean score (11-point scale)

	Subset 1	Subset 2	N
Neutral	7.20		2180
Color		7.63	323
Smiley		7.82	271
ANOVA F(2,2771)=10.86 p<.001			

So hence, be careful...



#### Takeaway: mobile surveys

- Considerable amount uses mobile (about 25%)
- Design for mobile first
  - Take design rules into account
- WHEN DESIGNED OPTIMALLY
  - Little/No effect on non-response
  - Little/No effect on response quality
  - Similar evaluation
  - No reason to believe that mixed-device is a problem
- Able to attract hard-to-reach group such as young people (Toepoel and Lugtig, 2015, 2016)



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#### Questions?

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