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EMOS webinar “smart surveys”

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 - <https://www.uu.nl/en/organisation/methodology-and-statistics>
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Agenda: smart surveys what, why and how

- What is a smart survey?
- Why?
- Does it work?
 - Do we get better data?
 - Business cases
- How to actually do it?

What is a smart survey?

1. A survey

2. A 'smart' element

- Sensors to collect other data: pictures, audio, locations, movements, etc.

3. Integrate the survey and smart element

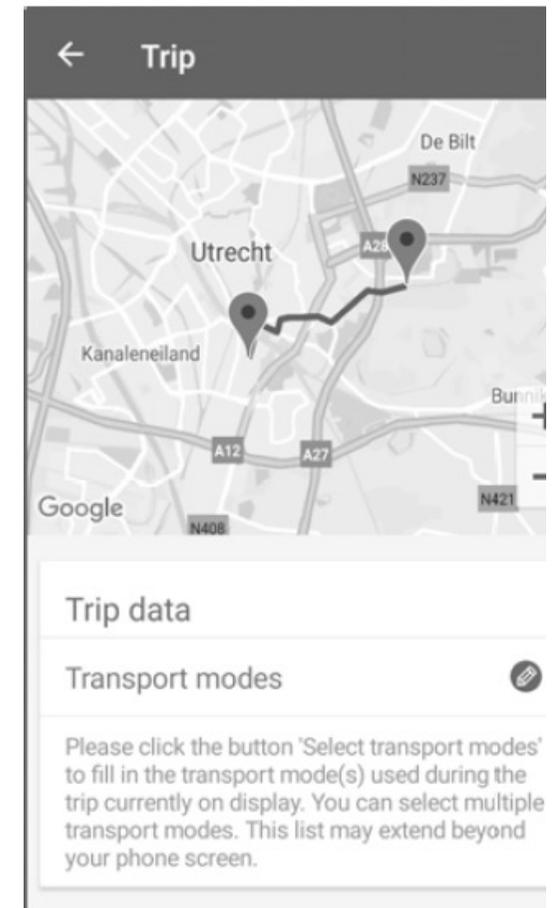
- After data collection: e.g. Fitbits with questionnaires on activities
- During data collection: smartphone apps
 - Sensors help to make task easier
 - Sensor data are often processed on phone
 - Respondents can interact with sensor data

Why smart surveys?

- **Push** away from surveys
 - 1. surveys are costly and time-consuming
 - 2. topic: low centrality
 - 3. topic: high burden
- **Pull** towards smart surveys
 - 1. high availability of organic data
 - 2. costs of collecting and processing low
 - 3. high quality of data

An example: smartphone travel study

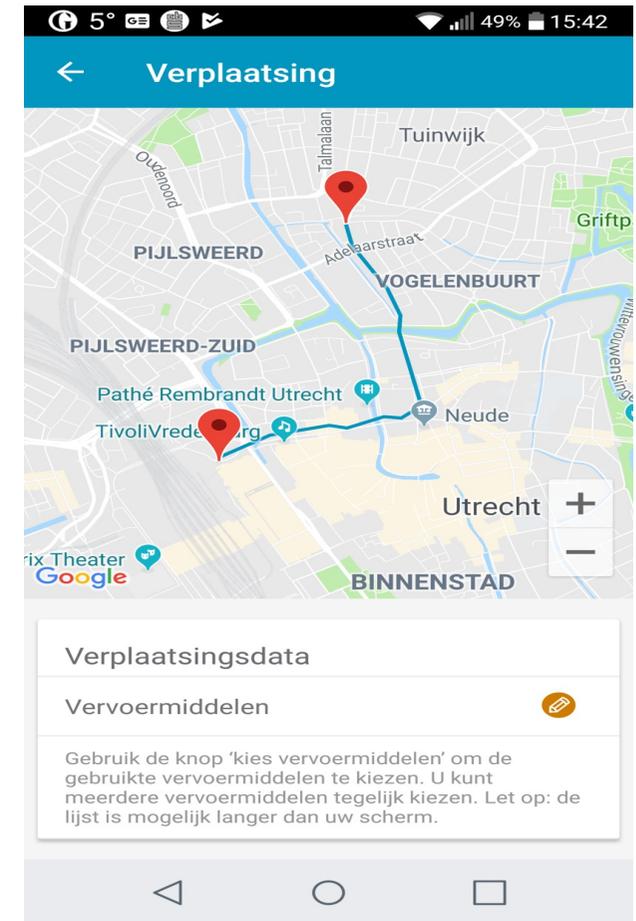
- OLD: OdIN (On-route In the Netherlands)
 - Old: paper, revently: web-diary study
 - 2 days of travel data
 - start, endtime, location, travel modes, etc.
- New: TABI smartphone travel app
 - 1 week continuous tracking
 - Wifi/GPS
 - Every minute when stationary
 - Every second when moving





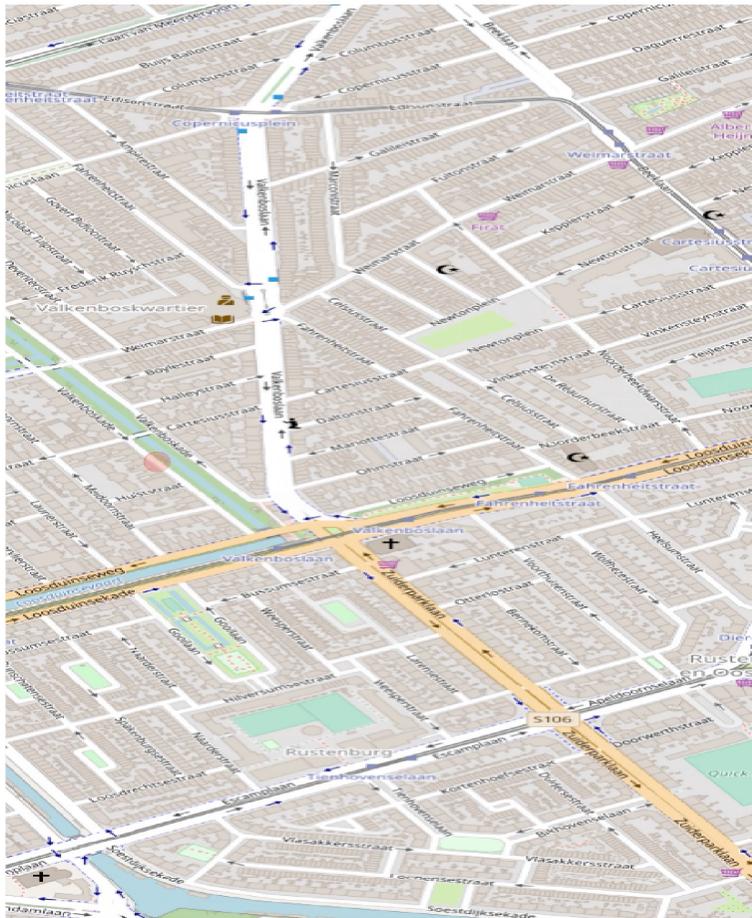
The Tabi app (2018)

- Develop everything ourselves
 - Transparency, control
 - Open-source: <https://gitlab.com/tabi/tabi-app>
 - Modular design: parts can be recycled
- App should work on all smartphones
 - In practice: < 4 years old
 - In practice difficult: updates, brand varieties
 - App should not drain battery
- Low respondent burden
 - Few (or no) questions



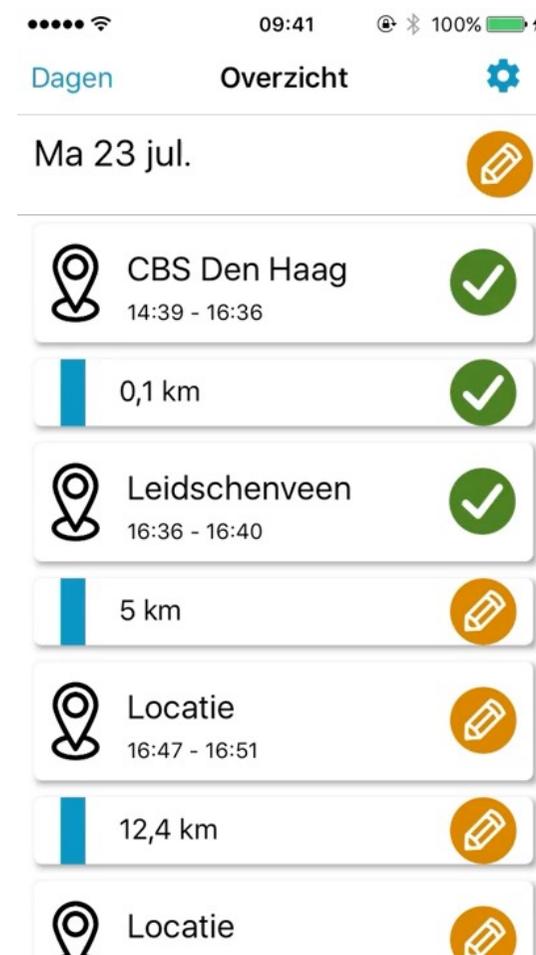
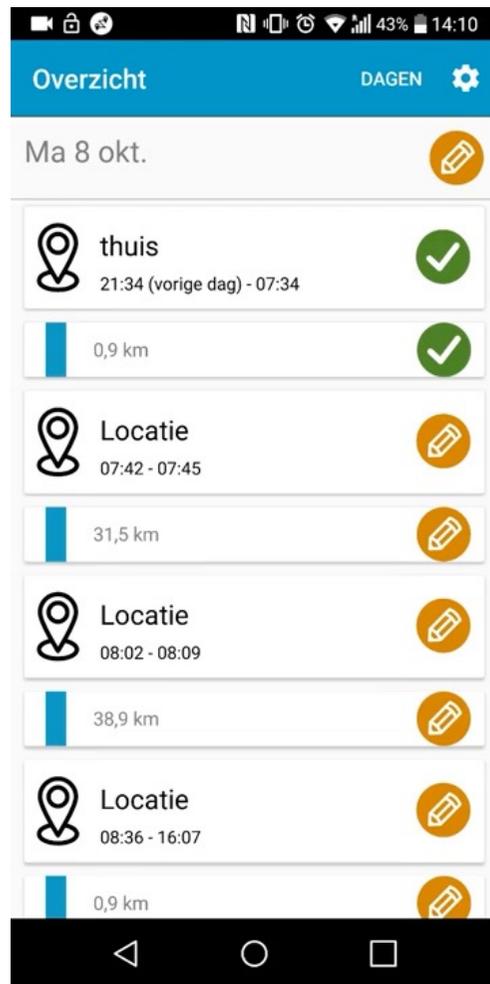


The app: Location measurements





The app: Diary and annotations





1 week travel in Dutch population - TABI app



[Skip to trips](#)

Does it work? Experiments...



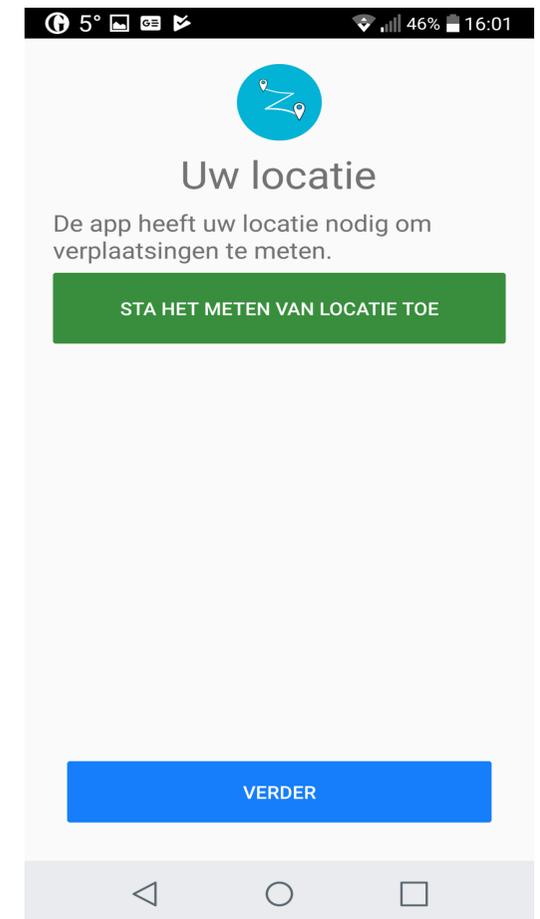
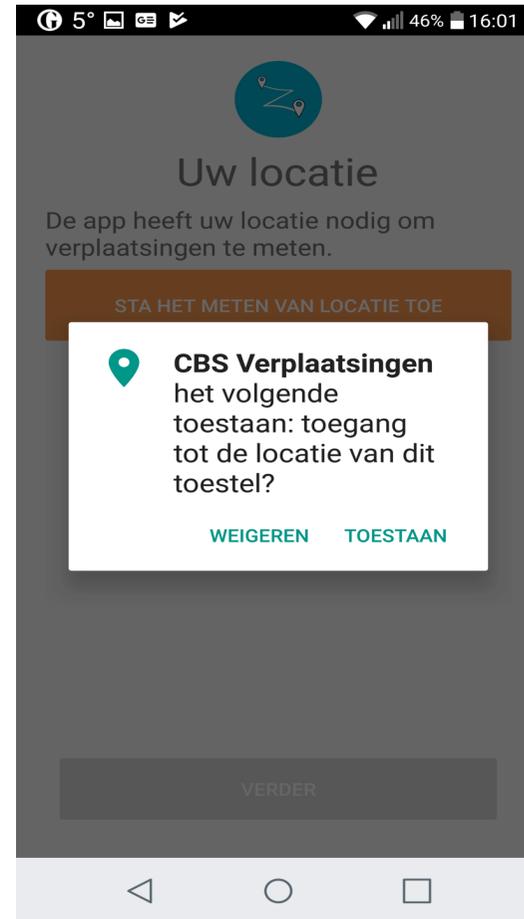
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- Experiment 1: **Recruitment** (n=1902)
 - Fresh cross-section taken from population register (n=951)
 - ODiN Web diary respondents in September 2018 (n=951)
- Experiment 2: **Incentives**
 - Incentive 5 + 5 + 5 (before, registering, after 7 days)
 - Incentive 5 + 10 (before, after 7 days)
 - Incentive 5 + 20 (before, after 7 days)
- Experiment 3: how to detect a stop? (not today)
- In 2023 experiments with mixed-mode collection -> app-web (not today)

Fieldwork

- 1. invitation letter
 - 1b. website
- 2. download app
- 3. login
- 4. allow location measurements



Results recruitment



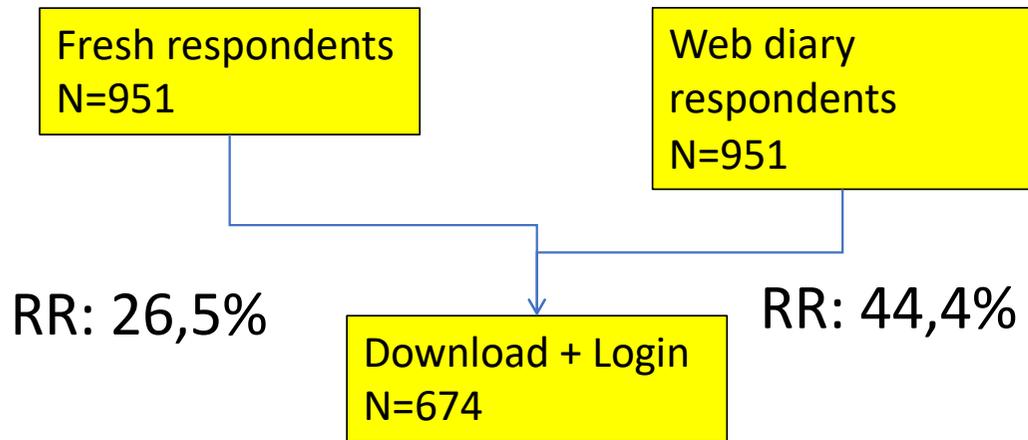
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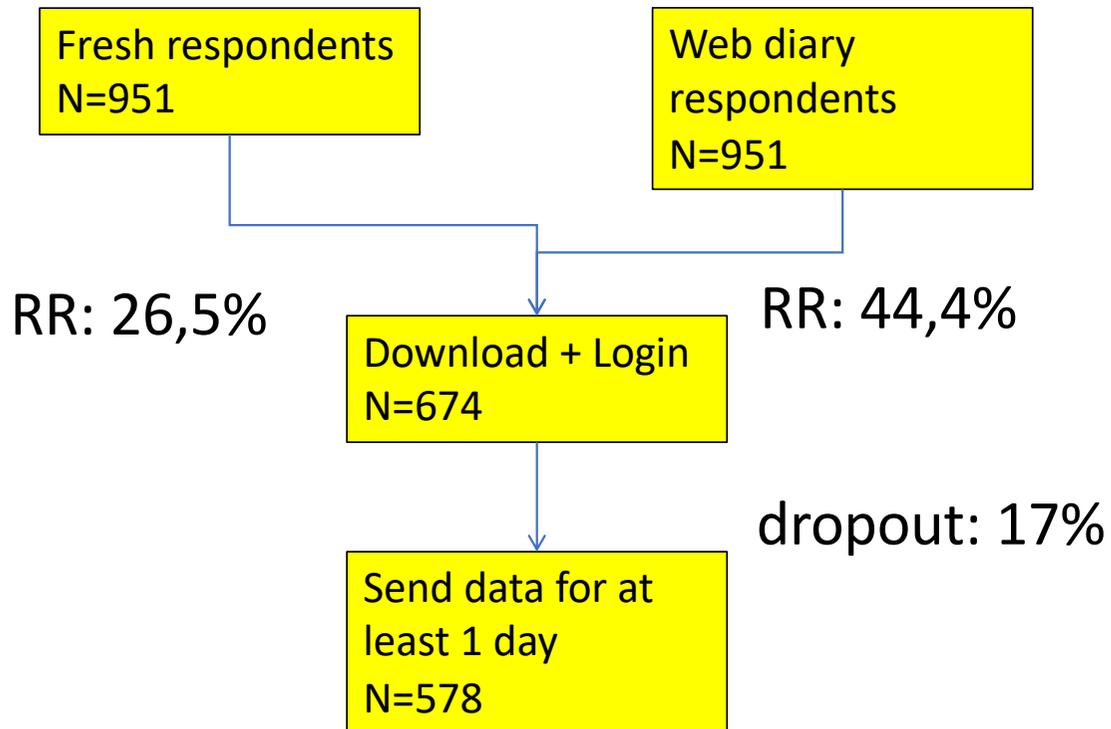
Fresh respondents
N=951

Earlier Web diary respondents
to ODIN study
N=951

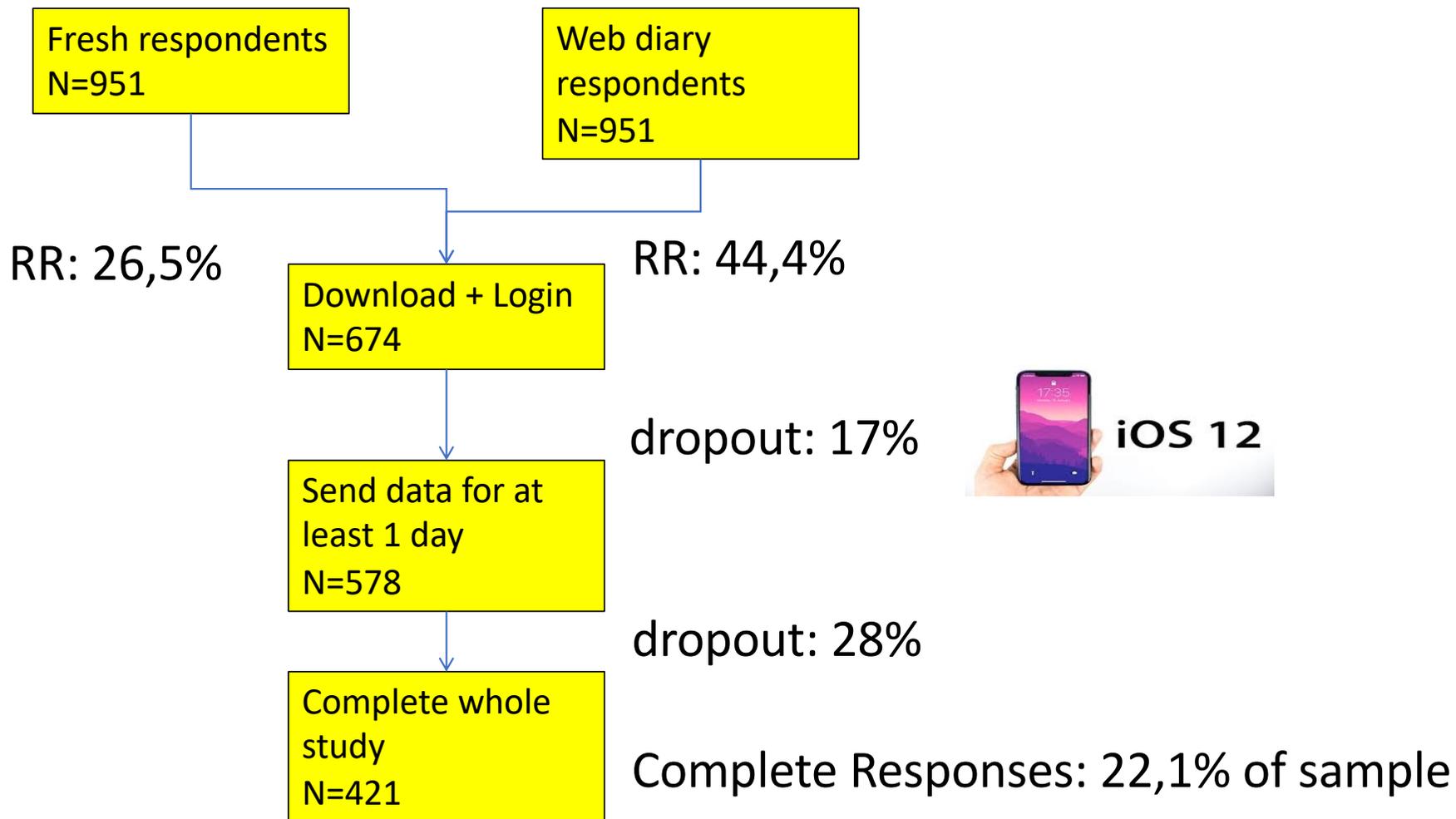
Results recruitment (1)



Results recruitment (2)



Results recruitment (3)



Stage 1: Registration (yes=674) Average Marginal effects	
Sample: ref= fresh	.16*
Incentive (ref=5+5+5)	
5 + 10	.07*
5 + 20	.10*
Age (ref =18-25)	
26-45	-.14*
46-65	-.20*
>65	-.28*
Drivers license (ref=no)	.05
Car owner (ref=no)	.02
Moped owner (ref=no)	.02
Highest level of education (ref = primary school)	
Lower secondary	-.01
Upper secondary/vocational	.09
Bachelor	.20*
Master	.19*
Unknown	.05
Marital status (ref=married)	-.06*
Origin (ref = Dutch)	
Non-western	-.11
Western	-.05
Income (ref = Q1-20)	
21-40	-.10*
41-60	.03
61-80	.08
81-100	.07
unknown	.02

Effects on NR (conditional)

Incentives:

- 10 euro 7% higher than 5+5
- 20 euro another 3% higher

Covariates

- 20-28% lower for >65 age
- 20% higher for higher educated

Stage 1: Registration (yes=674) Average Marginal effects		
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	81-100	.07
	unknown	.02
Female (ref = male)		.02

NO interaction effects!

Nonresponse bias does not differ by:

- Incentive groups
- Sample groups

Lugtig, Roth & Schouten (2022) Nonresponse analysis in a longitudinal smartphone-based travel study. *Survey research Methods*

	Number of tracks	Number of unique locations per track	Average distance per trip (in meters)	Average speed per track (in m/s)	Average 95 percentile speed per track (in m/s)
Car	2738	444	5556	10.6	20.2
On foot	1873	30	150	1.4	3.4
Bike	995	260	1473	4.3	6.6
Train	197	526	23521	24.2	40.6
Electric bike	193	228	1729	5.0	8.1
Multiple transport modes	173	453	5607	4.4	16.6
Other	60	206	1322	3.4	6.8
Bus	59	668	5540	6.3	16.6
Wrong measurement	54	9	93	0.6	7.2
Truck	49	890	11236	11.6	21.3
Tram	35	419	3775	4.8	14.5
Scooter	34	375	2712	7.4	9.3
Metro	21	238	5400	9.4	26.0
Motor	7	18	23650	14.3	NA

Table 5.1: Modes of transport reported by respondents, along with characteristics of the trip

Some differences labeled/unlabeled trips

	Labelled trips	Unlabelled trips
median data points	347	238
median duration	553 sec	498 sec
median distance	2277 m	1707 m
% trips \leq 500m	20.5%	27.4%
% E-bike trips	3.44%	7.72%*
% bike trips	17.84%	10.02%*
% car trips	50.98% \longleftrightarrow	35.03%*
% metro trips	.35%	2.19 %*
% bus trips	1.04% \longleftrightarrow	7.74%*
% scooter trips	.67%	1.66%*
% train trips	4.13%	5.98%*
% tram trips	.44%	2.23%*
% User errors	.65% \longleftrightarrow	2.07%*
% walk trips	21.10% \longleftrightarrow	27.46%*

Smeets, Lugtig & Schouten (in review) Automatic travel mode prediction in a national travel study. JRSS:A

App = better at short trips

	Labelled trips	Unlabelled trips		ODiN 2018 total
median data points	347	238		NA
median duration	553 sec	498 sec	←→	900 sec
median distance	2277 m	1707 m	←→	3000 m
% trips ≤ 500m	20.5%	27.4%	←→	13.1%
% E-bike trips	3.44%	7.72%*		3.77%
% bike trips	17.84%	10.02%*		26.41%
% car trips	50.98%	35.03%*		43.00%
% metro trips	.35%	2.19 %*		.81%
% bus trips	1.04%	7.74%*		2.33%
% scooter trips	.67%	1.66%*		.72%
% train trips	4.13%	5.98%*		2.83%
% tram trips	.44%	2.23%*		.80%
% User errors	.65%	2.07%*		NA
% walk trips	21.10%	27.46%*		19.30%

App: more walks, fewer bike trips

	Labelled trips	Unlabelled trips		ODiN 2018 total
median data points	347	238		NA
median duration	553 sec	498 sec	←→	900 sec
median distance	2277 m	1707 m	←→	3000 m
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% car trips	50.98%	35.03%*		43.00%
% metro trips	.35%	2.19 %*		.81%
% bus trips	1.04%	7.74%*		2.33%
% scooter trips	.67%	1.66%*		.72%
% train trips	4.13%	5.98%*	←→	2.83%
% tram trips	.44%	2.23%*		.80%
% User errors	.65%	2.07%*		NA
% walk trips	21.10%	27.46%*	←→	19.30%

Does it work?

- Respondents can be freshly recruited into smart surveys
 - A lot of work in panel context however, which brings benefits
- Measurement overall better with app
 - But some technical issues
 - And a lot of modeling effort
 - New statistics wanted?
- Large Nonresponse bias
 - Age and level of education
 - Incentives work
- Business case:
 - length of fieldwork period
 - Infrastructure costs

YES

3 minute pause for
questions

How to do a smart survey?

- Trusted Smart Statistics (2020-2022)
- Smart Survey Implementation (2023-2025)
 - Microservices for handling sensors
 - Methodology
 1. Recruitment
 2. Machine Learning
 3. User Interaction
 4. Mode effects
 - Legal ethical, data lifecycle, governance



Household budget Survey and microservices



Youtube video:
Hbits (2023)
<https://www.youtube.com/watch?v=BvmD5Zqv27s>

Methodology: recruitment

- What do we know about what smart surveys:
- Survey design features
 - Sponsor, incentives, length of data collection, interviewers, control over data collection process, transparency, app
- Respondent characteristics
 - Smartphone usage, privacy concerns, socio-demographic (education, age)

See Bucher, Keusch, de Viitis, Fausti, Inglese, van Tienoven, McCool, Struminskaya & Lugtig (2023) Smart Survey deliverable M6: review stage.

1. Methodology: recruitment

- What will we know next year
- Experiments in Norway, Italy, NL, Germany, Belgium
 - How to download app
 - Incentives
 - Reminders
 - Using web and mail as secondary modes
 - Interviewers to 'help'

See Bucher, Keusch, de Viitis, Fausti, Inglese, van Tienoven, McCool, Struminskaya & Lugtig (2023) Smart Survey deliverable M6: review stage.

2. Machine Learning

- Focus on Time Use and Household Budget
- Household Budget
 - Detecting receipt, judging picture is good enough
 - Using OCR to convert to text data
 - Separating tekst into shop, product, amount, price
 - Linking to Coicop
- Time Use
 - Using geolocation to populate an activity diary
 - Suggest activities
 - Traveling, shopping, in restaurant, etc.

3. UX, User Interaction

- Household Budget
 - Detecting receipt, judging picture is good enough
 - What to do if picture is not good enough?
 - Using OCR to convert to text data
 - What to do if conversion fails? Uncertainty about tekst?
 - Separating text into shop, product, amount, price
 - What to do with errors?
 - Linking to Coicop
 - What to do if no good linkage is there, or multiple ones?

4. Mode effects

- We know some respondents are ‘hard to get’ using apps
 - Need for secondary modes (web + mail)
- Break in time-series due to switch to smart survey
- In 2024 Experiments:
 - Mode selection and mode measurement effects
 - Different levels of smartness
 - With a lot of user involvement, or little

Recent smartphone-app pubs

See www.peterlugtig.com

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More info:

- Win project: <https://win.sites.uu.nl>
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