# Introduction to HCI Fall 2021

Field studies Questionnaires

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# Logistics

▶ Team formation

▶ In-class activities with team starts from next Thursday

# Learning Goals

- Explain when and why questionnaires may be appropriate evaluation technique choice; discuss their pros/cons
- ► List different styles of questions (open, closed, Likert, etc.) And give examples of what they are appropriate for
- Give examples of different kinds of data that can be collected
- Discuss important considerations for designing and administering a questionnaire

#### Questionnaires: When and why?

- ▶ Evaluating to understand: good for reaching lots of people early on
- Evaluation of prototypes: typically used in combination with other methods (but not always)
- Also called 'surveys'
  - Survey is a complete methodological approach: a process for gathering data that could involve a wide variety of data collection methods, including a questionnaire (list of questions).

#### Questionnaires - What can you do with them?

► Evidence of wide general opinion

#### ▶ Pros/cons:

- Can reach a wide subject group (e.g. Mail or email)
- Does not require presence of evaluator
- Many results can be quantified
- ► Can have low response rate and/or low quality response
- Difficult to do in-depth 'probing'

#### What kinds of data can you collect?

Questionnaires can gather both:

- Subjective AND objective data
- Qualitative AND quantitative data

#### Styles of questions: open-ended

- Asks for opinions
- ► Good for general subjective information
  - ► But difficult to analyze rigorously

For example, "can you suggest any improvements to the interface?"

#### Styles of questions: closed

- Restricts responses by supplying the choices for answers
- ▶ Can be easily analyzed ...
- But can still be hard to interpret, if questions / responses not well designed!
  - ▶ Options should be very specific
- Do you use computers at work:o ofteno sometimeso rarely
- ▶ In your typical work day, do you use computers:
  - o Över 4 hrs a day
  - o Between 2 and 4 hrs daily
  - o Between 1 and 2 hrs daily
  - o Less than 1 hr a day

#### Styles of questions: combining open-ended and closed questions

- ▶ Gets specific response, but allows room for user's opinion
- ▶ It is easy to recover from mistakes:

```
disagree agree
1 2 3 4 5
Comment:...
```

...the undo facility is great!...

#### Styles of questions (closed): scalar --- Likert scale

- ▶ Measure opinions, attitudes, and beliefs
- ▶ Ask user to judge a specific statement on a numeric scale
- Scale usually corresponds to agreement or disagreement with a statement
- ▶ Odd or even numbered (what's the difference?)

Characters on the computer screen are hard to read:

Strongly agree

1 2 3 4 5

#### Styles of questions (closed): scalar --- semantic differential scale

- ▶ Similar to Likert scales also measure opinions, attitudes, beliefs
- But explore a range of bipolar attitudes about a particular item
- ▶ Each pair of attitudes is represented as a pair of adjectives
- Generally easier cognitively to answer than Likert



#### Styles of questions (closed): ranked

- ▶ Respondent places an ordering on items in a list
- Useful to indicate a user's preferences
- Forced choice

```
Rank the usefulness of these methods of issuing a command (1 most useful, 2 next most useful..., 0 if not used)
__2__ command line
__1__ menu selection
__3__ control key accelerator
```

#### Styles of questions (closed): multi-choice

Respondent is offered a choice of explicit responses

How do you most often get help with the system? (tick one)

- on-line manual
- O paper manual
- O ask a colleague

Which types of software have you used? (tick all that apply)

- word processor
- O data base
- O spreadsheet
- 🛡 compiler

#### Designing a questionnaire

- Establish the purpose of the questionnaire:
  - ▶ What information is sought?
  - ▶ How would you analyze the results?
  - ▶ What would you do with your analysis?
- ▶ Determine the audience you want to reach
  - ▶ Typical when using questionnaire for understanding: random sample of
  - ▶ between 50 and 1000 users of the product
- Test everything before sending it out:
- ▶ Test the wording
- ▶ Test the timing
- ▶ Test the validity
- ► Test the analysis

#### Designing good questions

- Unlike interviews, hard to ask a follow-up questions
- Extra important to get questions right
- ► A few general guidelines:
  - ▶ Be specific and clear about how users should answer
  - Keep questions short and easy to follow
  - ► Avoid 'double-' and 'triple-barreled' questions
    - ▶ E.g., How often have you used the system and what do you like about it?
  - Avoid ambiguity and too much room for interpretation
  - Avoid biasing responses as much as possible

# Validity

► Are your questions getting at what you want?

► Can increase validity by. . .

- Piloting (see how people answer)
- Use previously validated questionnaires (studied extensively to confirm they gather what they intend to gather)

#### Tradeoffs

- Questionnaires are limited by length and complexity
  - Can't always ask about everything you want to
- ▶ Try to focus questions on what you really want to learn
  - ▶ A few focused questions more useful than many general ones.
  - ▶ If the answer is obvious, you probably don't need to ask it!
- But be careful of focusing too much on what you expect to the exclusion of other explanations

# Administering questionnaires

In-person administration	<ul> <li>Requires time to administer, but highest completion rate</li> </ul>
"Take home"	<ul> <li>Often subjects don't complete / return the questionnaire</li> </ul>
Email	<ul> <li>Permits subjects to answer on their own time</li> <li>Responses may tend to be more free-form</li> <li>Response rates depend on trust in source</li> </ul>
Web-based forms	<ul> <li>Standardize formats and responses</li> <li>Browser script to ensure correct / complete</li> </ul>
General issues	<ul><li>Payment or incentives</li><li>Anonymity</li><li>Self-selection</li></ul>

#### Summary: questionnaires

- Establish purpose
- ▶ Determine audience
- Variety of administration methods (for different audiences)
- Design questions:
  - Many kinds, depend on what you want to learn
  - Most important distinction: open/closed (like structured/unstructured interview questions)
- ▶ Be considerate of your respondents
- Motivate your respondents (without biasing them).

# In-class activity (20 mins)

▶ Break out in teams

▶ Work in groups

- Critique the provided examples of bad questions
  - What category of error do they fall in?
  - ▶ Provide solutions to fix the error

► https://tinyurl.com/s7p6uss8

# Optional reading

- "Research Methods in Human Computer Interaction"
  - ▶ "Research Methods in Human Computer Interaction" is available as an e-book through the library. This links to the entire book and you will be asked to log in using your UMass credentials. Please read Chapter 1, Section 1.1-1.10
  - https://go.oreilly.com/umassamherst/https://learning.oreilly.com/library/view/~/9780128093436/?ar
  - ▶ Chapter 5: "Surveys," Sections 5.1-5.11