





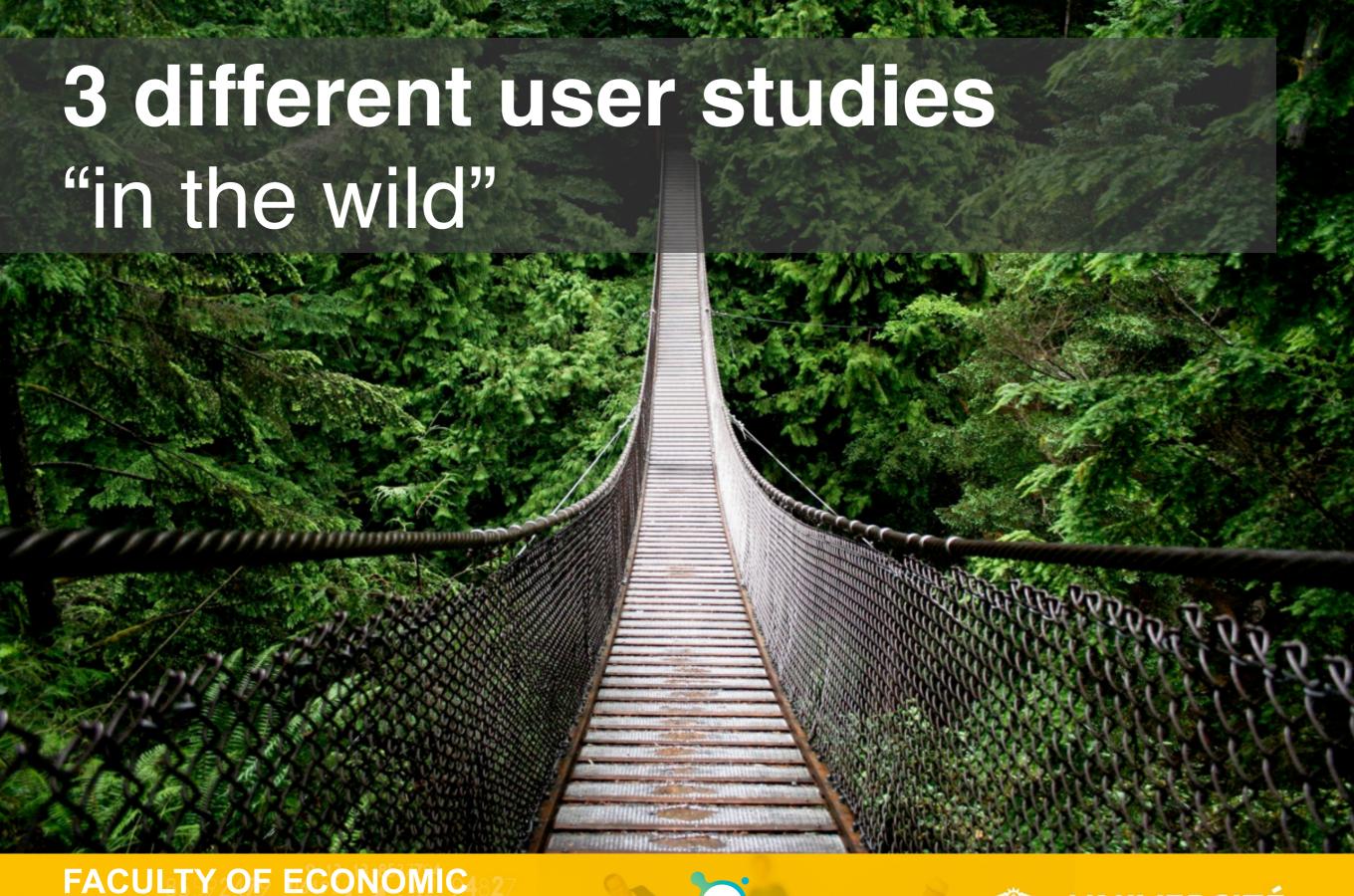
# **Evaluation of Challenges in Human Subject Studies "In-the-Wild" Using Subjects' Personal Smartphones**

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Online Survey (recruiting)



- Online Survey (recruiting)
- Experience Sampling Method (avg. 8/day)



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- Day Reconstruction Method (avg. 1/week)



- Online Survey (recruiting)
- Experience Sampling Method (avg. 8/day)
- Day Reconstruction Method (avg. 1/week)
- Android app logging context information (AWARE)



### Study A "How far is your phone" (2010)\*



- 28 participants
- Bluetooth tag
- Logging app
- DRM

\* Dey, A., Wac, K., and Ferreira, D. *Getting Closer: An Empirical Investigation of the Proximity of Users to their Smart Phones.* Ubicomp, (2011).





### Study B "Quality of Experience" (2011)\*



- 29 participants
- ESM: application experience
- Logging app
- DRM

\* Ickin, S., Wac, K., Fiedler, M., Janowski, L., Hong, J.-H., and Dey, A.K. *Factors influencing quality of experience of commonly used mobile applications.* IEEE Communications Magazine, April (2012), 48–56.





### Study C "Perception of Intimacy" (2012)\*



- 22 participants
- ESM: intimacy context
- Logging app
- DRM

\* In preparation







## Challenges what we experienced







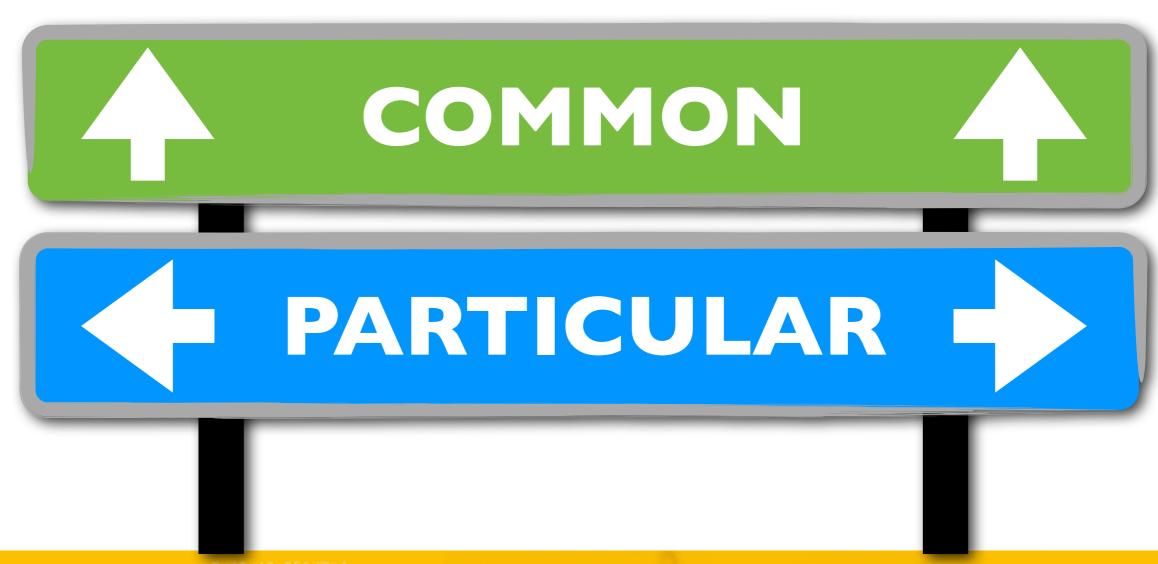
## Challenges what we experienced







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### Method challenges analysis





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- 4 study phases
  - design, development, execution, data analysis



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### Method challenges analysis

- 4 study phases
  - design, development, execution, data analysis
- Each author listed the challenges encountered in her/his study
- Challenges: clustered and prioritized



#### General Results

Study Phase	Total	Common (3)	Common (2)	Study Specific
design	13	5	6	2
development	7	4	1	2
execution	9	6	3	
data analysis	3	3		









• Design: Ethics consent approval (IRB)



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- Development: Efficiency of the data logger



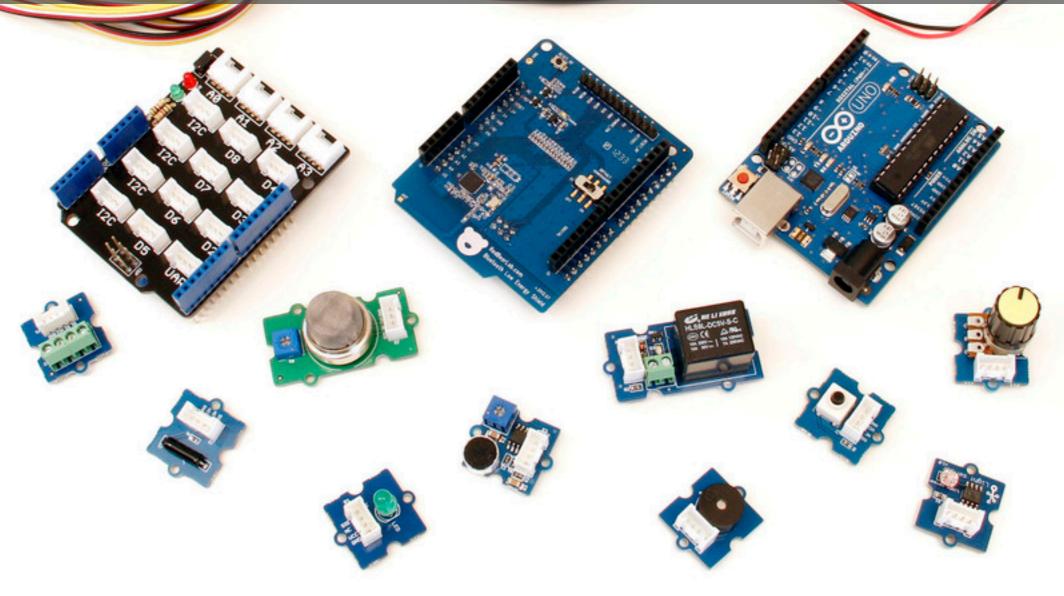
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- Design: Ethics consent approval (IRB)
- Development: Efficiency of the data logger
- Execution: Participants motivation
- Data Analysis: Data synchronization



# Use of external sensors Design: Study A







## Use of external sensors Design: Study A

#### **Educate the users**

design weekly meetings to answer questions and give explanations







### Use of external sensors Design: Study A

#### Educate the users

design weekly meetings to answer questions and give explanations

#### Remember users to wear them

 automated reminders on their smartphones (following users habits)





## QoE instrumentation Development: Study B







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#### Make ESM questionnaire transparent

- take care of UI
- don't interrupt the flow (context-aware)





## QoE instrumentation Development: Study B

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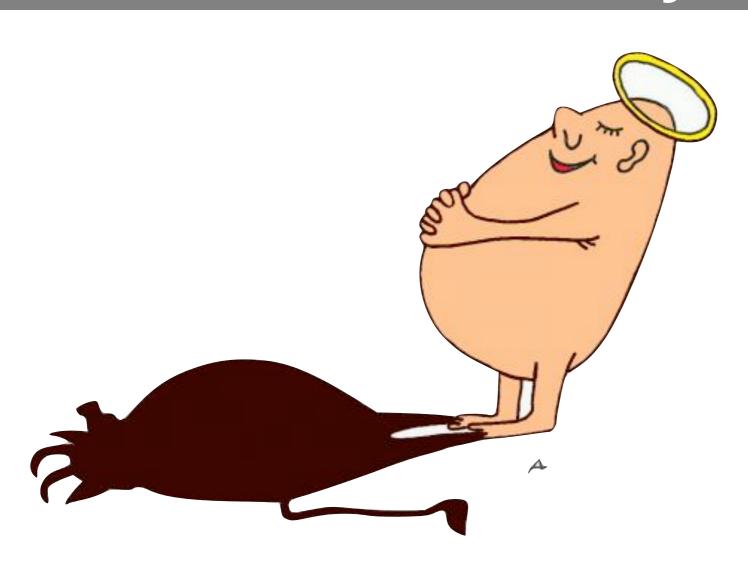
#### Oversample (shortly)

 before/after questions capture as much variables you can





## User cheating vs tech. issues Execution: Study B and C





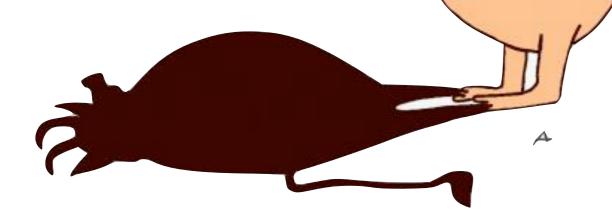




## User cheating vs tech. issues Execution: Study B and C



- ESM notifications timestamp
- Any button pressed to dismiss dialogs









## User cheating vs tech. issues Execution: Study B and C

#### Keep track of "everything"

- ESM notifications timestamp
- Any button pressed to dismiss dialogs
- Be aware of battery saver apps
- ask the users when installing the app
  - check it first in case of missing data











- Share with other researches
  - the challenges encountered
  - the solutions adopted



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- Help to anticipate problems



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- Highlight critical study phases



- Share with other researches
  - the challenges encountered
  - the solutions adopted
- Help to anticipate problems
- Highlight critical study phases
- Hope to hear about the experience of others



#### Thank You!

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