

# Lügendetektoren bei Online-Befragungen und was sie wirklich bringen

Eine Mehrländerstudie zur Evaluierung verschiedener Qualitätskriterien

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**High data quality is a hygiene factor (must-have)  
in our business and is directly linked to  
delivering reliable, actionable information.**



# This study provides guidance on how to improve data quality



## DRIVERS OF DATA QUALITY

Survey Design



Respondents behavior










**Variety of methods to detect “bad”  
(i.e., inattentive or fraudulent) respondents**

# There is a variety of methods to detect bad respondents in survey data

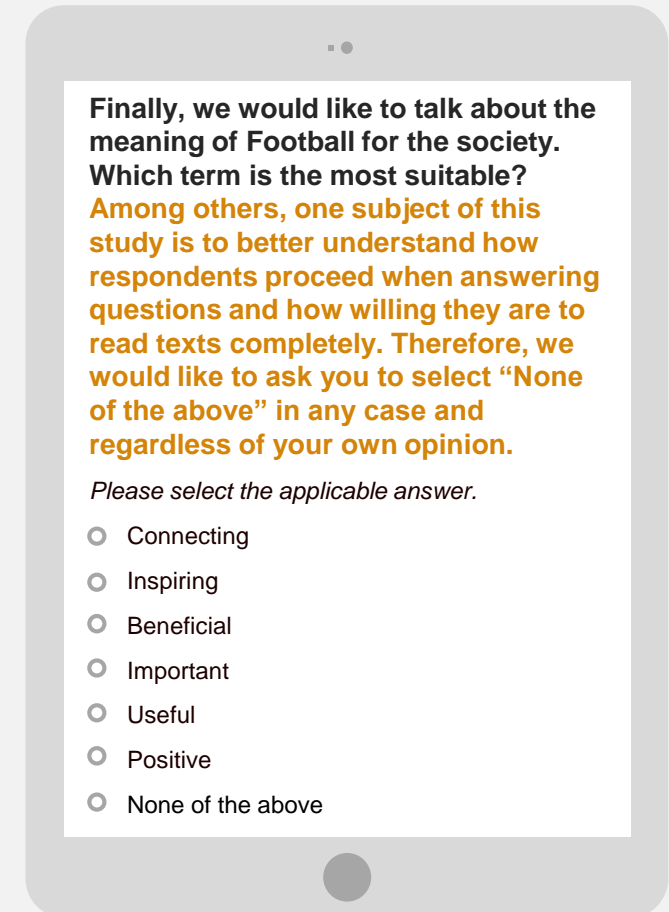
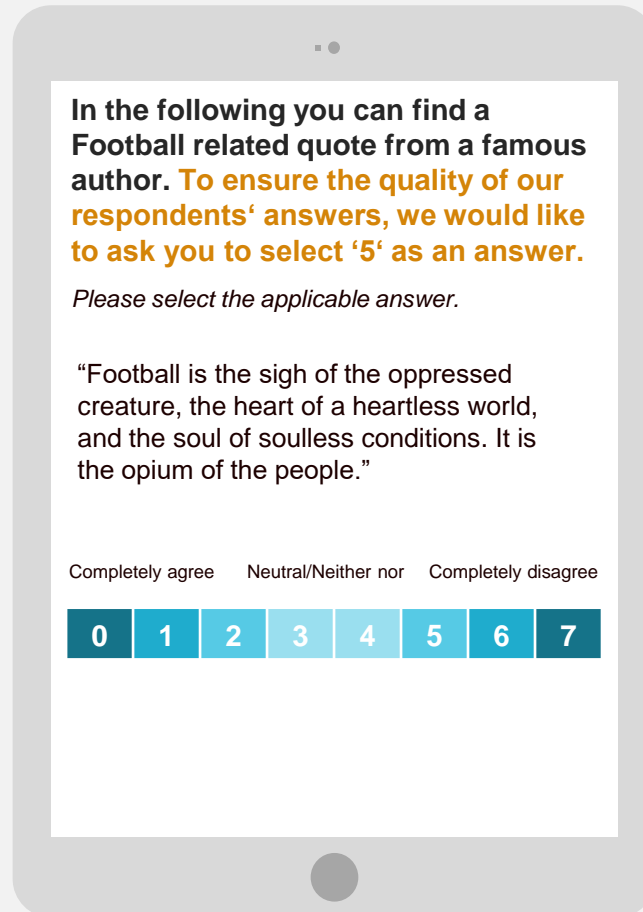
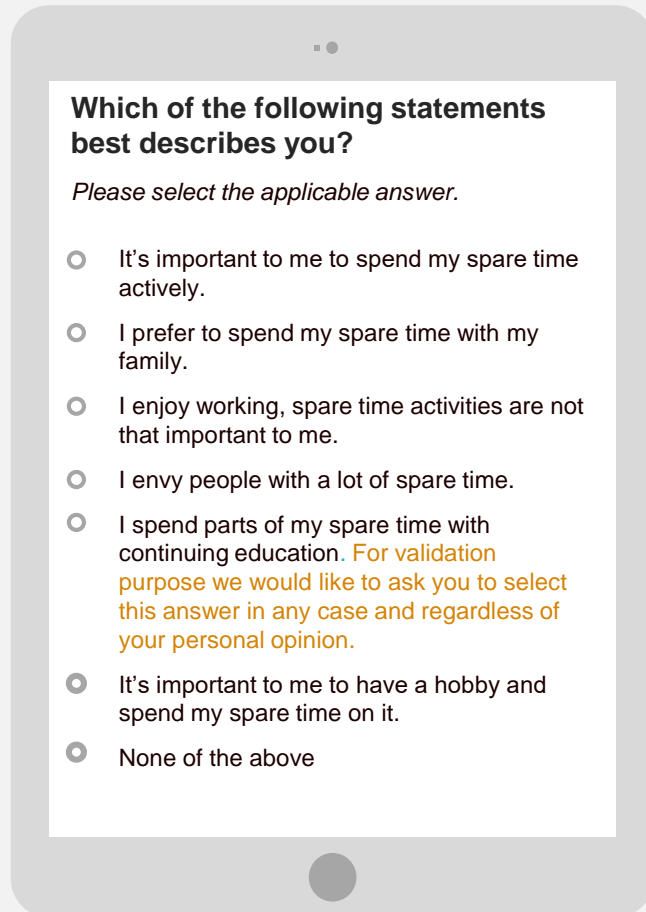


Trap questions

**Focus of this research**

-  Speeding
-  Checks for streamlining
-  Check for invalid open answers
-  Check for Unlikely events
-  Checks for inconsistent answers
-  Checks for realistic specification
-  Questions with trap items (negative wording)

# The survey included 3 trap questions with instructions to select a particular answer option



# How interested are people in becoming a member of an online fan club?

*The multi-country study included trap questions and other quality checks as well as a MaxDiff exercise*



DE

Football



UK

Football



FR

Football



US

American Football



CA

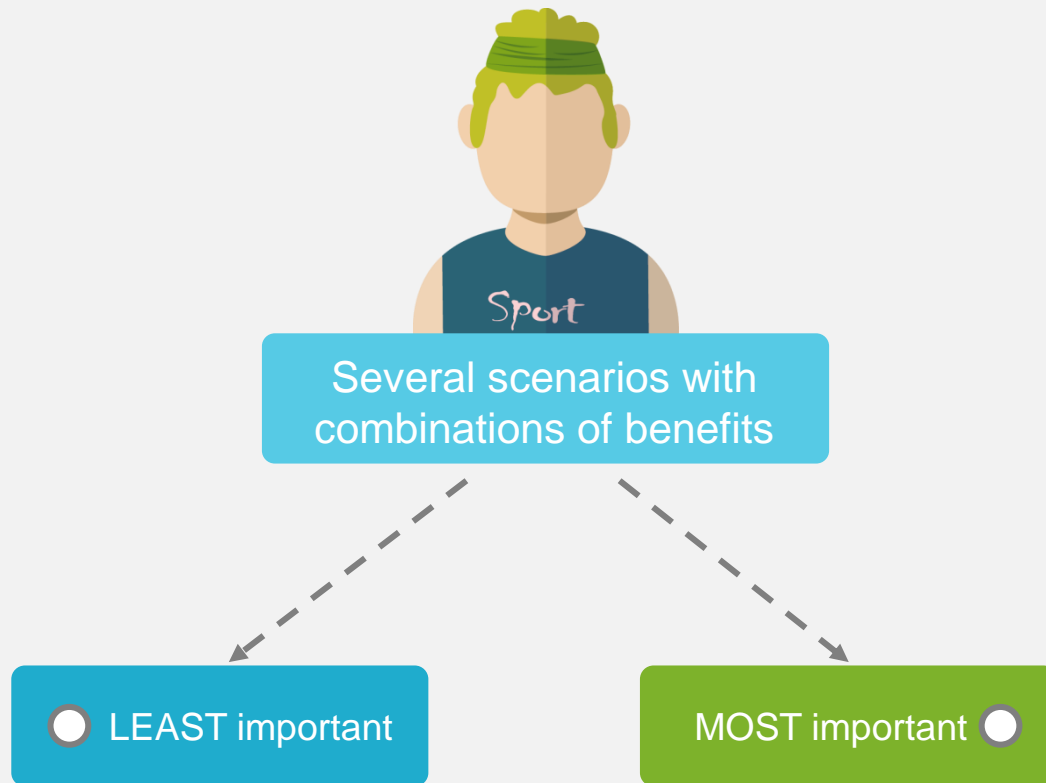
Ice Hockey



AUS

Aussie Rules  
Football

# MaxDiff allows to identify respondents who give inconsistent answers



MaxDiff reveals  
inconsistent decisions

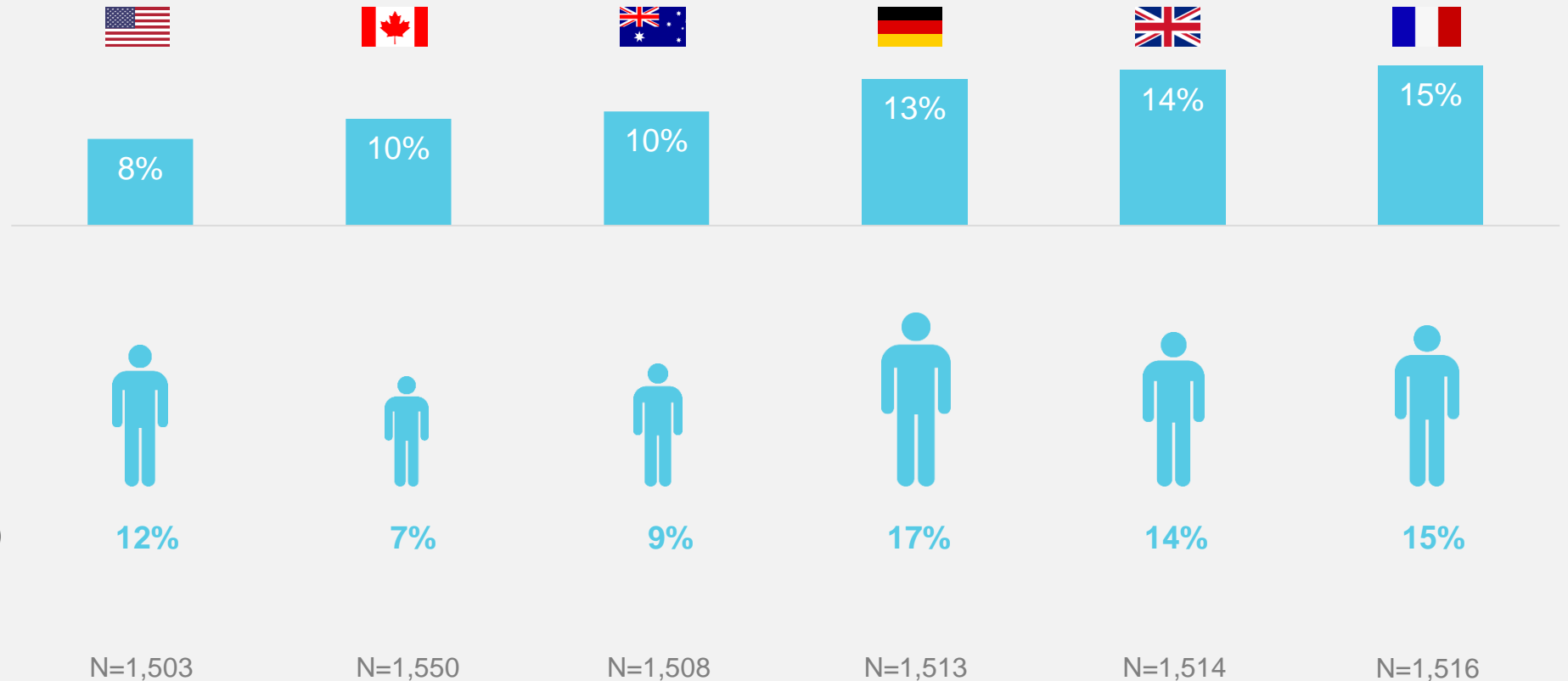


Expedient benchmark  
for “bad” respondents

# Higher incidence of bad respondents in markets with higher proportion of younger males



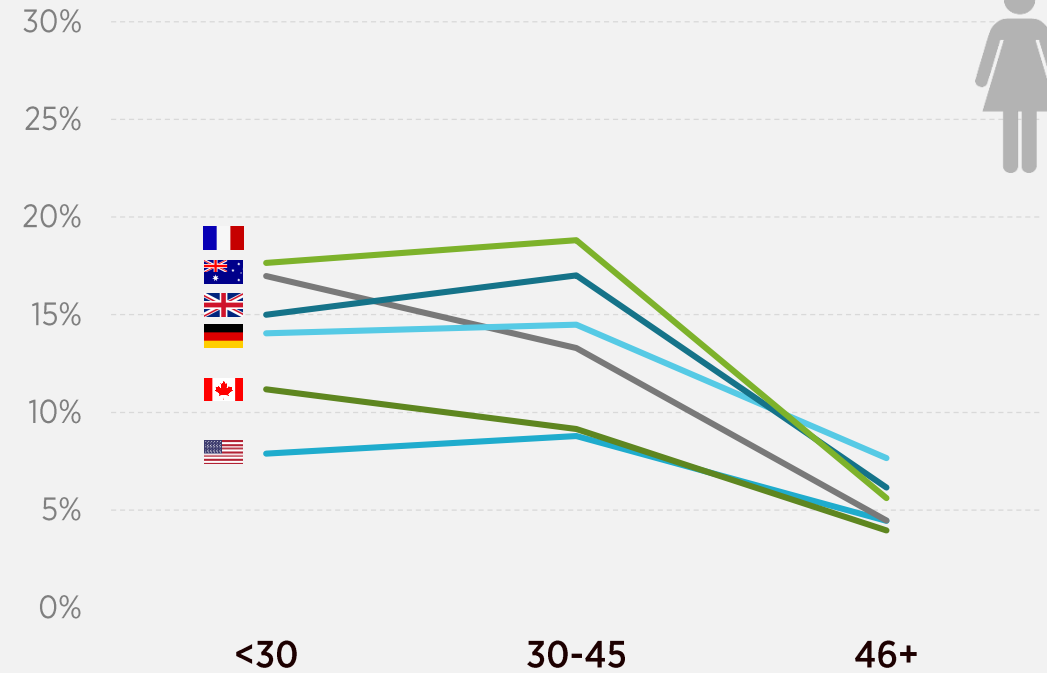
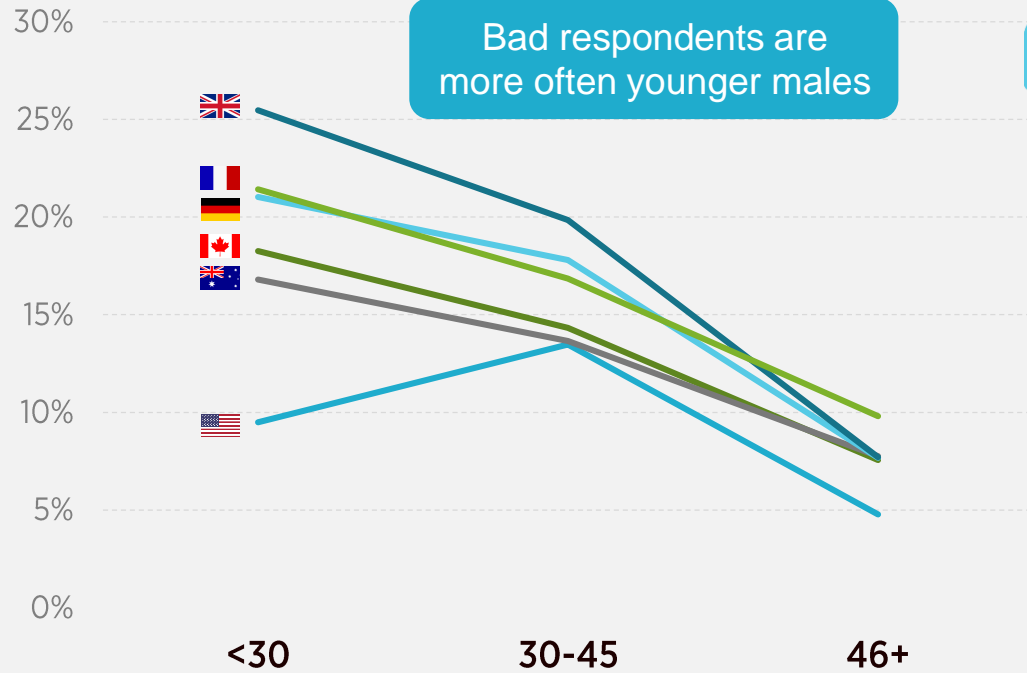
classified as "Bad" by MaxDiff



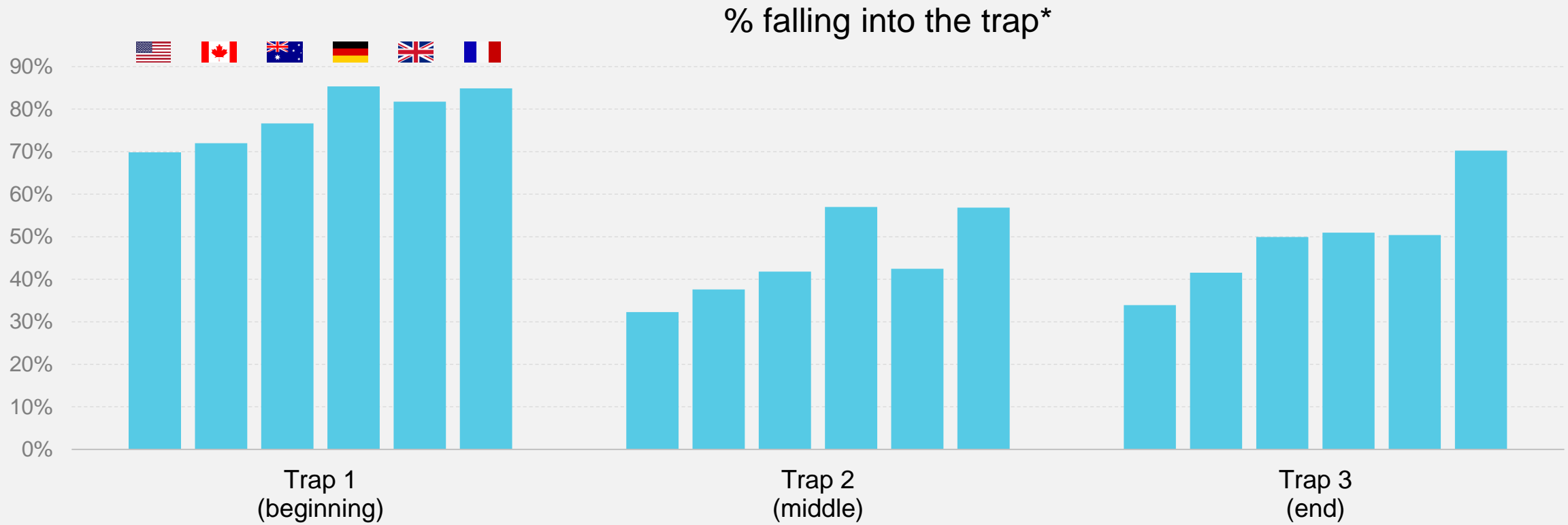


# Age and gender are linked to the likelihood to be a bad respondent

Incidence of bad (MaxDiff)

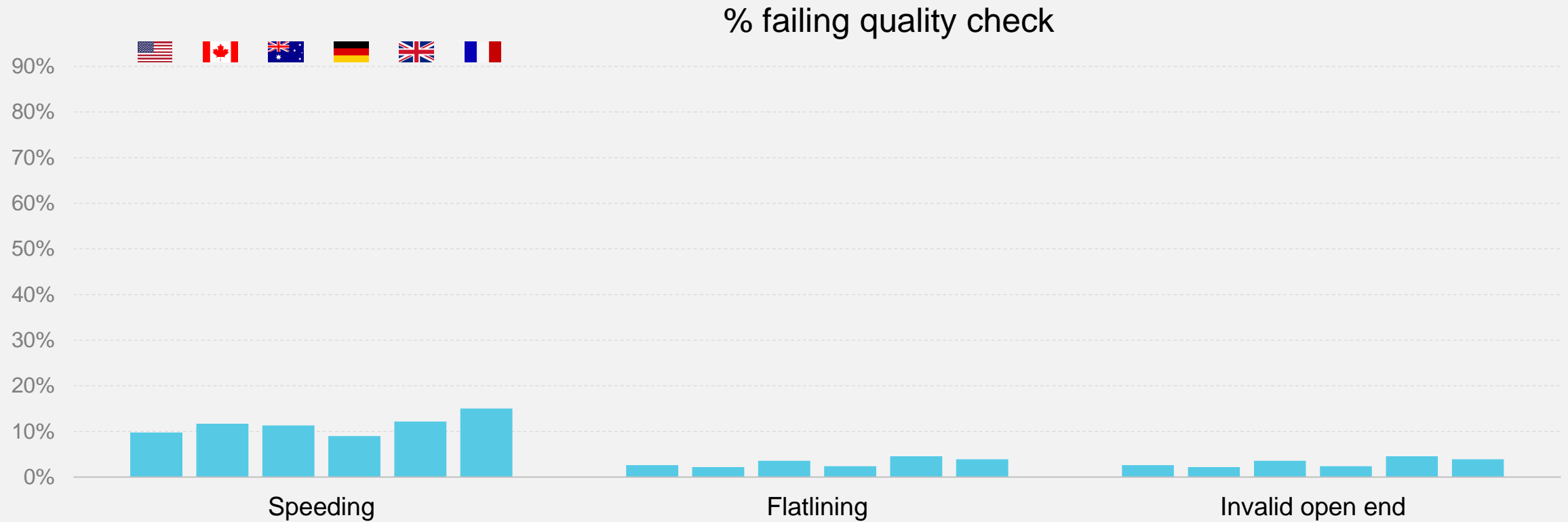


# Per trap question, the failure rates are relatively similar across markets

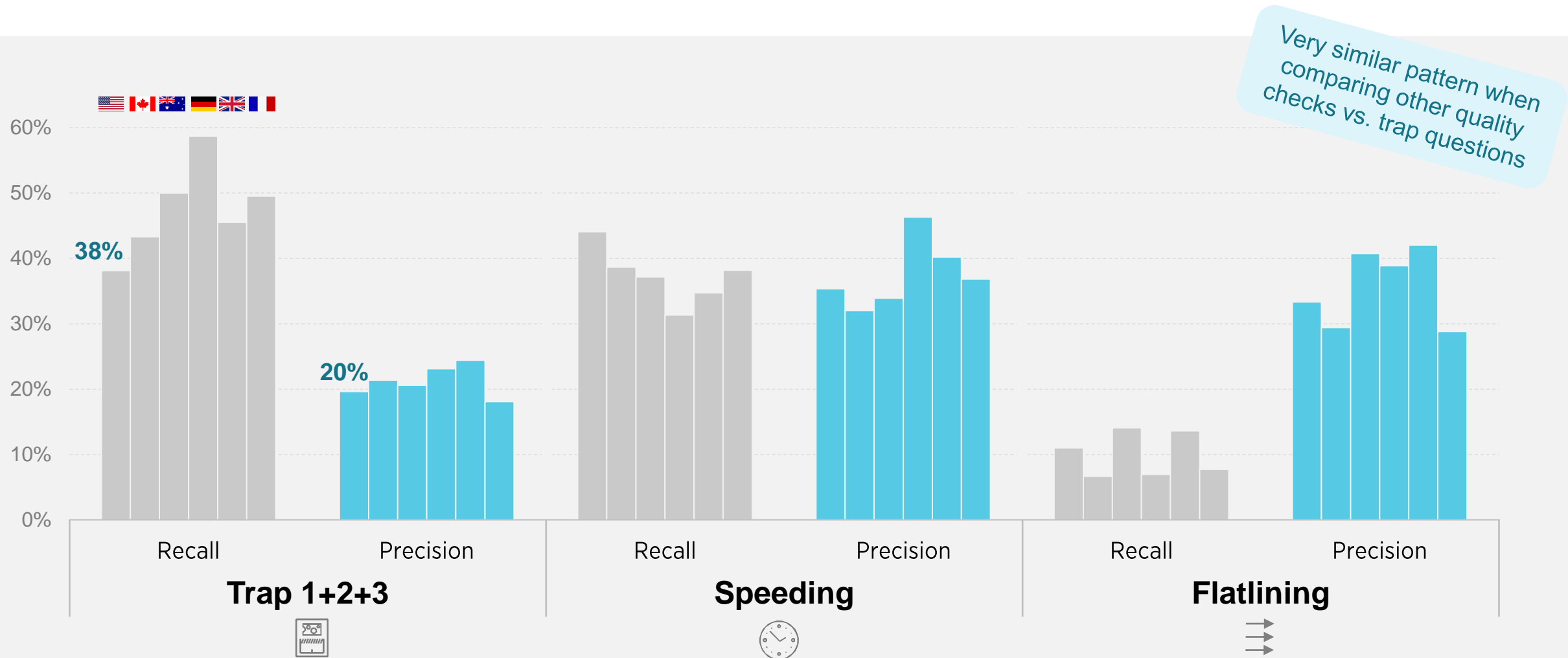


\* i.e., did not follow the instruction to select a particular answer option

# For other checks, the failure rates are clearly lower compared to trap questions



# Trap questions are clearly less precise than other quality checks and therefore less effective



# Combine multiple criteria into an error score to determine who's in and who's out

Type of check



Speeding



Unlikely events

KXRQT

invalid open ends



Streamlining



Severe inconsistencies

Error score if check is failed

2

+

1

+

1

+

1

+

1



**Bad**

if score sum is  $> 1$



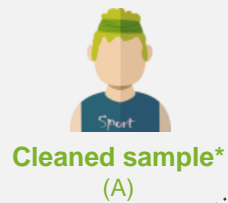
**Good**

if score sum is  $\leq 1$

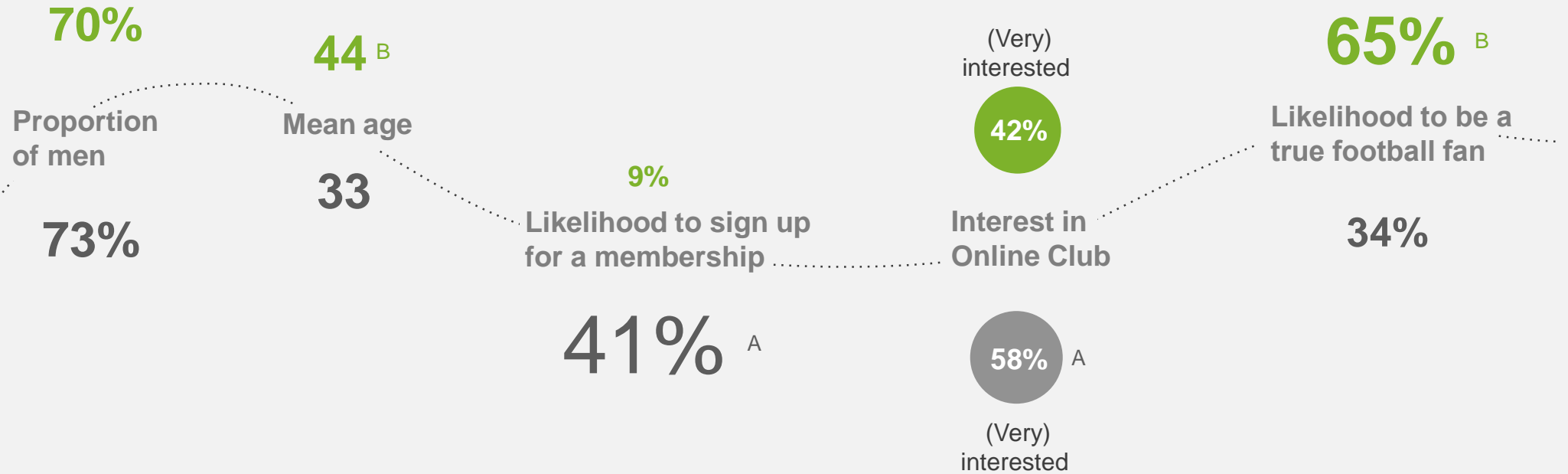
# Bad respondents are more often younger males stating a significantly higher interest in the fan club membership while they are less likely to be a true fan



Very similar patterns for other markets



Cleaned sample: N=1,395  
Bad sample: N=118



A

\* The cleaned sample still includes 10% bad respondents who were not detected by the error score and therefore not removed

**Do not use trap questions!**





Combine a few powerful  
criteria for a more effective  
data cleaning!



# Thank you for your attention!

## Any questions?

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# Backup slides

A grayscale image of a large stadium, likely the Bird's Nest in Beijing, viewed from a low angle on the field. The stadium's curved roof is visible at the top, with a series of bright lights along its edge. The seating tiers are filled with spectators, and the field is visible in the foreground. The overall scene is dimly lit, with the primary light source being the stadium lights.

# How we tracked down the cheaters - Calculation of Inconsistency score was based on the following criteria

1

## Consistency of actual choices

within 2 identical tasks

(12 tasks in total, 10 randomly defined, 2 fixed tasks)

**0.5-2 points**  
for clear contradictive  
choice(s)

2

## Consistency of simulated choices in fixed task vs actual choices in fixed task

Simulated choices in fixed tasks: utility calculations using a Hierarchical Bayes algorithm

Actual choices in fixed tasks: Answers given in the fixed tasks #2 and #11

**0.5-2 points**  
for one or more actual  
choices contradicting the  
simulated choices

3

## General Goodness of fit measurement

to assess the general consistency of choices in the MaxDiff exercise

**1 point**  
if Goodness of fit score  
is below a certain limit\*

**Sum of consistency checks failed = Inconsistency score**

**Bad respondent  
if inconsistency  
score > 1**

\*RHL < 0.3

# Recall and Precision to compare feasibility of quality checks

A powerful quality check should identify as many bad respondents as possible (high recall) AND falsely accuse as little good respondents as possible (high precision)

**Prediction**  
(classic quality checks)

		"Truth" (MaxDiff)		Total
		Bad	Good	
Bad	Bad	A	B	A+B
	Good	C	D	C+D
Total		A+C	B+D	N

**RECALL** and **PRECISION** should be as **BIG** as possible!

Typically, increasing one measure comes at the expense of the other.

$$\text{RECALL} = \frac{A}{A+C}$$

How many of the Bad respondents are classified correctly?

$$\text{PRECISION} = \frac{A}{A+B}$$

How many of those respondents classified as Bad by the method are really bad?

## F-MEASURE

to combine Recall and Precision\*

\* Geometric mean with Precision weighted twice as high as Recall

# Combining few quality checks to detect bad respondents is more precise than including trap questions for quality assessment



Very similar patterns for other markets

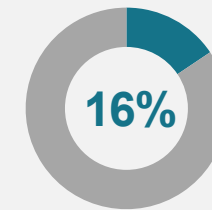
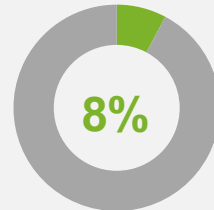
## Combining few checks



## All available checks, incl. traps



Incidence of Bad



Benchmark: 13% bad respondents in DE

Recall

30%

41%

Precision

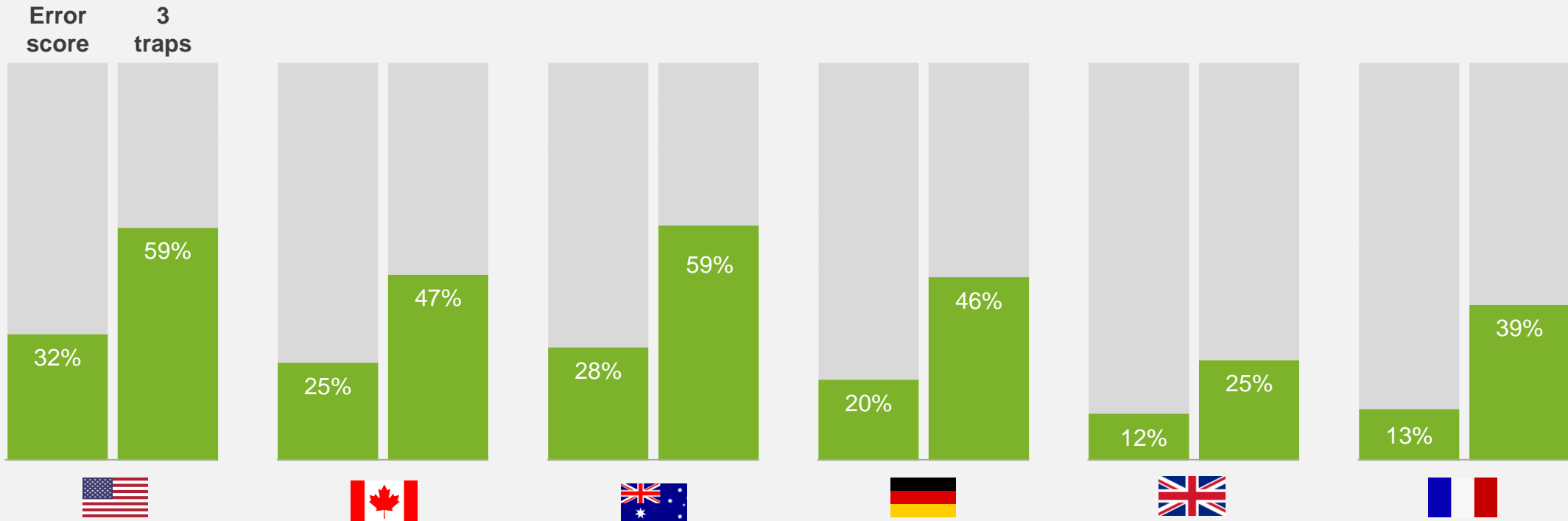
51%

35%

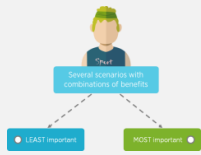
# Traps are imprecise – they falsely accuse 2-3 times more good respondents than the combination of few checks does



Heroes **falsely** classified as “bad”



# Similar pattern across markets – 5 check combination is more precise



	Incidence	Incidence	Recall	Precision	Incidence	Recall	Precision
	13%	16%	41%	35%	8%	30%	51%
	14%	18%	47%	38%	11%	35%	46%
	15%	21%	44%	31%	11%	35%	45%
	8%	13%	45%	26%	7%	36%	40%
	10%	15%	47%	30%	8%	35%	42%
	10%	17%	52%	32%	10%	38%	41%

# Detailed description of quality checks

- **Time for taking the survey:** Time needed for answering the complete survey; fastest 5% are flagged as “bad”.
- **Time for reading the concept description:** Within the survey, respondents are presented the concept description as a short text. If concept read in less than 3 seconds, respondents are tagged as “bad”.
- **Check for unlikely events:** Respondents see a list of events and are asked to select all events that they did in the past 4 weeks. Those events are relatively unlikely events (e.g., traveled abroad, bought a new car, signed a new insurance contract, changed mobile phone provider, subscribed for a magazine, etc.). It is highly unlikely that a person did 3 or more of those things in the past 4 weeks. Respondents stating it, are potentially “bad”.
- **Check for invalid open answers:** The survey includes 1 open ended question (“Why do you (don’t you) like the new online club for football fans. Respondents entering invalid text (i.e., no text that makes sense, e.g., “gresjfhset”) is regarded as potentially “bad”.
- **2 checks for inconsistent answers:** To check whether respondents give contradictive answers in different parts of the survey: For example, it is inconsistent if they state to have recently watched a football match on TV in question A while they do not confirm that in question B. Also, they are asked to state the minimum and maximum annual fee they are willing to pay. It is a clear inconsistency if the maximum fee is lower than the minimum fee.
- **2 checks for streamlining (zero answer variation in item batteries):** The survey includes 2 questions with football related statements. The respondents are asked to rate how much they agree or disagree. Respondents with zero variation in their answers (same level of agreement for each statement) are called flat-liners or streamliners and are potentially “bad”.
- **3 trap questions (“Please select this item”, “Please answer with 5 in any case”, “Please select None in any case”):** Trap questions contain a “hidden” instruction to select a specific answer option. Only attentive respondents reading the complete instruction text will realize it. Example from this survey: “Finally we would like to understand the meaning of football for the German society. Which word is most appropriate? This study is also about understanding respondents willingness to completely read survey questions. Therefore, please select “none of the above words” as your answer.
- **2 questions with trap items (negative wording):** Similar to trap questions, a list of items contains one item with negative wording (“Football should be prohibited in Germany”) while all other items are positive (e.g. “The World Cup 2006 was good for the country”, “Football is important in my life”, “I’m looking forward to Euro 2016 in France”, etc.). Respondents agreeing to the negative statement were probably not attentive and therefore are potentially “bad”.
- **2 checks for realistic specification of the annual fee for the club membership:** Respondents were asked to state the minimum and maximum annual fee they are willing to pay. Clearly unrealistic amounts (e.g. “1 €” or “1,000 €”) indicate potentially dishonest/inattentive respondents.



# Detailed description on checks for fan likelihood

- Agreement to sport related statements (2): Respondents agreeing to at least one of the following statements are potentially true football fans: “Sport is important in my life” and “During the season I always know which team is heading”.
- Interest in sport goes beyond big events like the World Cup: Respondents stating general interest in sport where asked in a follow-up question to specify their interest by selecting applicable statements. One statement was “I only follow the big events, such as World Cups”. If this statements was not selected, the person probably has some deeper interest in football.
- Did watch a sport match on TV recently
- Did not claim to have watched one of the fake matches: Respondents stating to follow matches and news coverage related to matches were presented a list of recent matches including 2 fakes ones. They were asked to select the ones they have seen or followed the news about. If only real matches were selected the respondent is probably a real football fan.
- Realistic number of visits in an arena in the past BL season: Respondents were supposed to state the number of visits in a stadium in the past season.
- Realistic avg. spend per ticket: Besides the number of arena visits respondents were also asked for their total spend for tickets in the past season. From that the average ticket price was derived. If within a realistic range the respondent probably is a true fan.
- Consumes news about sport
- Did not claim to have used one of the fake info sources: We showed a list of potential info source to those respondents stating they consume sport related news. The list included 2 fake sources. If only existing sources were selected, the respective respondents probably are true fans.
- Did not claim to know one of the fake sport teams: As for info sources and matches, we presented a list of teams and asked respondents to select the ones they know. Again, the list included 2 fake clubs. Respondents not selecting any of the fake ones are likely true fans.
- Claims to know at least 5 of the 6 listed existing clubs: We added up likelihood points to be a true fan if respondents know at least 5 of the 6 real clubs (the list contained some small, quite unknown English and Spanish clubs).