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Online research issue

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A primer on the wireless Web

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Marketing Research Review

Volume XVI, Number 7

July/August 2002



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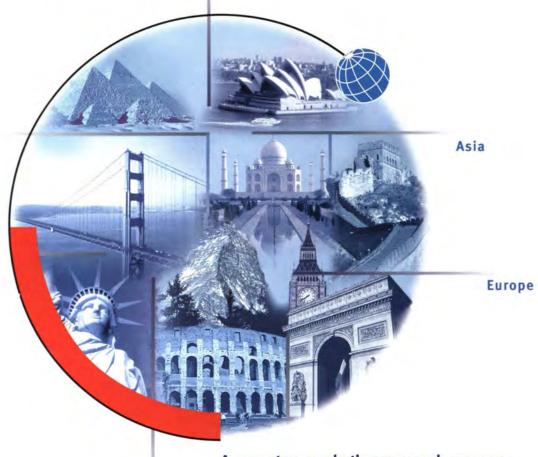
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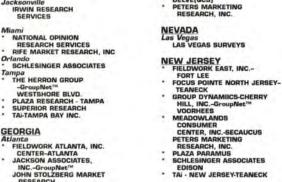
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Grocery stores losing share of shopping trips

Consumers are shopping less frequently in traditional grocery stores, while they are increasing their trips to supercenters like Wal-Mart and dollar stores, according to the latest "channel blurring" study from Chicago-based ACNielsen U.S.

According to the study, super-



of trips consumers take to them each year. The findings were based on an analysis of ACNielsen Homescan consumer panel data.

According to Todd Hale, senior vice president, consumer insights, ACNielsen U.S., "More than ever, grocery retailers have to create a unique reason for shoppers to choose them. The consumer has to associate the name on the store with something very positive and very different from the competition, whether it's the freshest produce, the best selection

The truth about marriage

Have you ever hidden a price tag from your spouse? Suppressed a secret desire or just wished you weren't married anymore? With 40 percent of British marriages now

heading for divorce, U.K. research firm MORI conducted a Reader's Digest Poll of married people, looking at their attitudes towards marriage, their experiences, and how honest and open they

are with each other. MORI interviewed 971 married adults aged 16 years and over throughout Great Britain.

Some of the poll's greatest surprises arose from conversations married people wish they could have but don't, especially younger men: 44 percent of men under 45 wish they could talk to their partner about having more fun; 40 percent of men under 45 wish they could talk to their partner about spending more time together; 29 percent of men under 45 wish they could talk about their sex lives, compared with 17 percent of women; 22 percent of men under 45

wish they could ask their partner to be more affectionate.

The seven-year itch is fact not fiction: 30 percent of people married between six and nine years confess

> that they've wished they could wake up one morning and not be married anymore; 30 percent of men married for nine years or less wish they could talk about their sex lives—

compared with 12 percent of women.

What are our most-kept secrets? Money is a major taboo area — one in five of those who have been married for 20-29 years have no idea how much their spouse has saved or invested or even how much their partner earns; 44 percent of women and 39 percent of men confess they have kept something secret from their partners.

Over a quarter (27 percent) of married people say that given their experience, they would not get married again. Nearly one in five (18 percent) admit they have at some point had dreams or aspirations they do not talk about with their spouse.

more with their frequent shopper databases to segment their customers and to develop strategies around each

Channel	Household Penetration (%)				Trips Per Year			
	1998	1999	2000	2001	1998	1999	2000	2001
Grocery	100	100	100	100	85	83	78	75
Mass Merchandise	94	95	94	93	28	26	25	23
Drug	86	87	86	86	15	15	15	15
Supercenter	47	52	54	63	14	15	17	18
Dollar	47	52	55	59	9	10	10	11
Warehouse	49	50	49	50	9	9	10	10
Convenience/Gas	52	50	48	45	13	13	14	15

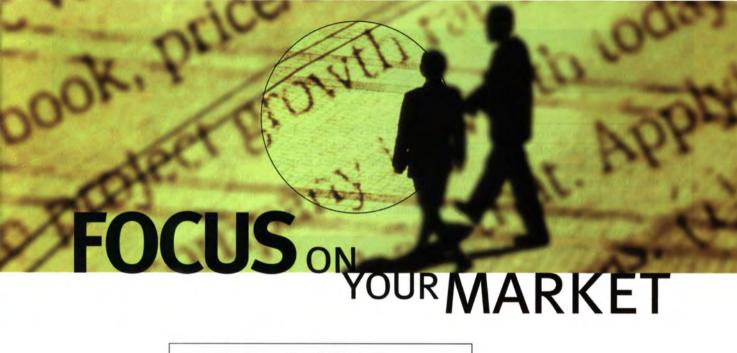
of seafood, or the most interesting and convenient-to-purchase prepared meals. Retailers could be doing much segment to grow their overall business."

As the chart shows, all U.S. house-

holds still shop in traditional grocery stores, but the annual number of trips households make to such stores is continuing to decline. At the same time, both supercenters and dollar stores have shown strong gains in household penetration and smaller gains in annual trips.

Among supercenters, Wal-Mart has been especially successful at converting grocery-store customers to Wal-Mart customers. An analysis of ACNielsen Wal-Mart Channel Service data shows much of the retailer's supercenter sales growth coming from traditional grocery-store shoppers. While 7 percent of 2001

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Lou Roth, president and owner of The Wats Room, a Rochelle Park, N.J., research firm, passed away on May 30th. He is survived by his wife Francine, son Richard, daughter Jennifer Paulson and a grandchild. The Wats Room will continue under the direction of Vice President Arlene Harris.

Thomas Pauschert has become a member of the management team of the ENIGMA-Institut für Markt- und Sozialforschung (Institute of Market and Social Research), Wiesbaden, Germany.

Common Knowledge Research Services, Dallas, has named Scott Prueter to its sales staff as senior account manager.

Arthur Redmond has been named senior vice president, strategic marketing and consumer insights, at Aetna, a Hartford, Conn., insurance firm.

Ed Sugar has been named vice president of Irwin Research Services, Van Nuys, Calif.

Jesús Cámara has been named managing director of the newly-opened INNER BILBAO, Bilbao, Spain. Begoña Armas has been named his assistant.

Diana Donnelly and Joan Stelzer have joined New York-based research



Donnelly

Stelzer

firm Ziment as director of client service.

Ralf Bieler has been named executive vice president of Landis Strategy & Innovation, a Palm Beach Gardens, Fla., research firm. The firm has also named Louise Francoeur as research consultant.

SPSS MR, Chicago, has named David Biernbaum national accounts director North America and Marc Thornton senior account executive, West.

Helena Chari has been named managing director of TNS ICAP A.E., the new joint venture between Taylor Nelson Sofres and Greece-based information and consulting services company ICAP A.E.

Strategic Marketing Corporation, a Bala Cynwyd, Pa., research firm, has



Kindig

named Lisa Kindig vice president of its Qualitative Institute.

Millward Brown has added to its North American staff, naming Gordon Wyner executive vice president of North American strategy and Mary Ann Packo executive vice president, chief client and marketing officer. In addition, Wendy Matney has been named director, business development for the Western U.S. She will be based in the Austin, Texas office. In the New York office, Greg dePalma has been promoted to director, business development for the Eastern U.S. In Detroit. Peter Teachman has been promoted to vice president. In the Melbourne, Australia office, Maria Vallis has been promoted to group account director and Simon Rowell has been promoted to manager - business development. Dominic Twose, previously account director for Millward Brown U.K., has been appointed knowledge manager for Europe, Africa, India and the Middle East.

Laura Schmidt has been promoted to vice president of Super Group, a division of Research International, Chicago.

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Product & Service Update

FIRM updates Confirmit

FIRM, Inc., New York, has released Confirmit 7.0, an updated version of its Web survey and feedback application. Built on Microsoft's .NET technology, Confirmit 7.0 uses XML Web services, allowing it to integrate with almost any enterprise system, and allowing Confirmit operations to be performed from remote applications.

Accessible from any computing device, platform, or application, Confirmit 7.0 can be configured to provide customized functionality. Features include the ability to: automate realtime feedback triggered by customer or employee behavior, acting as an alert system for potential dissatisfaction so that specific action can be taken immediately; and automate continuous and ongoing research projects, as well as report delivery. Additionally, the product includes a new survey wizard through which users can create questionnaires and reports in four steps, and a new respondent interface that includes several new features allowing users to create customized Web surveys. For more information visit www.confirmit.com.

Cust sat system for telecom firms

Corvallis, Ore.-based CAMO and Telemark, a U.K. telecommunications consulting company, have formed a partnership to offer a customer satisfaction and competitive intelligence system to telecommunications firms. The Telemark-CAMO system provides network operators and equipment providers access to analysis of client opinion, from their desktop, as compared against independent industry standards of performance and the Telemark Gold Standard.

Telemark plans to offer the system to compare regional and country satisfaction data against both local and global benchmarks and the industry standard of performance. These benchmarks help telecommunications enterprises assess whether they are perceived as best-in-class and/or world-class in any particular country, region, sector or segment of the market they chose to examine in detail. The decision support environment can be customized to a telecommunications company's particular requirements. For more information visit www.camo.com or www.telemark.uk.com.

Nationally projectable online poll launched

Leflein Associates, a Fort Lee, N.J., market research firm, has launched the National Survey Institute (NSI) Poll, an online poll projectable to the entire U.S. population. The national omnibus of 1,000 adults, taken weekly, combines the resources of Knowledge Networks and Leflein Associates.

The NSI Poll uses the Knowledge Networks' panel, which is comprised of a random sample of all Americans, including non-Internet households. Panelists receive a custom-designed MSN TV so that anyone with a telephone can be represented.

Additionally, the NSI Poll has the ability to show respondents multimedia effects (print, audio, video) with uniform broadcast quality. Because respondents are provided with an MSN TV, these consistent images are viewed in the respondent's home setting. For more information call Jessica Hawkens at 201-363-1661 or visit www.NSIPoll.com.

Acxiom debuts segmentation system

Little Rock, Ark.-based Acxiom Corporation has released Personicx, a household-level segmentation system that places each U.S. household into one of 70 life stage segments, based on its specific consumer and demographic characteristics, allowing a greater precision of targeted marketing and true accuracy of segmentation. Personicx builds its segmentation approach on life stages based on the principle that households' consumer behaviors are reflected in their shared life stage and similar socio-economic characteristics.

Information is updated at least twice each quarter. Personicx is applied at the household level and not at a block group or larger, so it is designed to provide a higher level of precision for the user.

Personicx is applied to a company's customer data for analysis. The analysis provides a common framework to view customers across a company's product mix and its organization. Personicx connects to syndicated survey data such as the Simmons National Consumer Survey, giving marketers information on everything from shopping and media preferences to financial products and other services. For more information visit www.acxiom.com/personicx.

Receive mystery shopping reports via the Web

Ann Arbor, Mich., mystery shopping firm Second To None has launched Catapult, a Web-based client reporting solution that gives clients real-time access to customer feedback. Catapult recognizes each user and displays a personalized dashboard highlighting their personal and most frequently run reports. Users may select a report from a menu of choices, customize it to their unique criteria, and view it in HTML, PDF, a chart, or directly download the results to Excel or other data analysis programs on their desktop. Users too busy to be bothered by running reports can select a subscription service in which results are compiled and emailed to them. For more information

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Research Industry News

News notes

NetRatings, Inc., Milpitas, Calif., and Jupiter Media Metrix, Inc., New York, jointly announced that they have settled Jupiter Media Metrix's pending patent infringement case against NetRatings. In a separate transaction, NetRatings has acquired Jupiter Media Metrix's contracts for European Internet audience measurement and certain related assets for \$2 million in cash.

The patent infringement case settlement provides for the dismissal with prejudice of the litigation and a \$15 million payment by NetRatings to Jupiter Media Metrix. Under the terms of the settlement, NetRatings has acquired Jupiter Media Metrix's patents for computer use tracking (United States Patent Nos. 6,115,680 and 5,675,510), and granted Jupiter Media Metrix a non-exclusive, assignable license to use the patented technology in its domestic Internet audience measurement business until June 30, 2005.

The license fee payable to NetRatings will be \$125,000 per month for the period July 1 through September 30, 2002, and \$375,000 for the fourth quarter 2002. For 2003, 2004 and the period of January 1 through June 30, 2005, the annual fee, payable quarterly, will be \$1.5 million, \$1.75 million and \$1 million, respectively.

In addition, as part of the settlement, Jupiter Media Metrix has granted NetRatings a perpetual non-exclusive royalty-free license in certain proprietary software associated with the utilization of the patented technology.

Portland, Ore.-based Research Data Design, Inc. (RDD) has closed \$2 million in its first round of strategic funding. RDD will use the funds to expand capacity at its market research centers, acquire additional facilities, build its sales team, and

enhance its marketing efforts.

VNU is expanding the Nielsen brand name to all international markets and also linking the brand to the company's global entertainment information businesses. The branding initiative will be a three-step process. First, Nielsen Media Research in the U.S. will be united with ACNielsen Media International in 40 countries under the brand name Nielsen Media Research. Second, the Nielsen name will also be co-branded with VNU's entertainment information businesses under the Nielsen Entertainment umbrella, including ACNielsen EDI (to become Nielsen EDI), The National Research Group (Nielsen VideoScan (Nielsen VideoScan), SoundScan (Nielsen SoundScan), BookScan (Nielsen BookScan), Broadcast Data Systems (Nielsen BDS), Entertainment Marketing Solutions (Nielsen EMS), and ACNielsen ReelResearch (Nielsen ReelResearch). Third, a new Nielsen visual identity/signature will be introduced as part of the re-branding initiative.

Acquisitions

Milpitas, Calif.-based NetRatings, Inc. has acquired New York-based DoubleClick Inc.'s @plan products and formed a strategic multi-year research partnership that provides for the integration of Nielsen//NetRatings and @plan research data into DoubleClick's ad management products and services. Under the data license and integration agreement, Nielsen//NetRatings and @plan research will be integrated into DoubleClick's DART and MediaVisor

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The European Society for Opinion and Marketing Research (ESOMAR) will hold its annual congress on September 22-25 in Barcelona. For more information visit www.esomar.nl.

The American Marketing Association (AMA) will hold its annual market research conference on September 8-11 at the Hyatt Regency, Chicago. For more information visit www.marketingpower.com.

Frost & Sullivan will hold its fifth annual Advanced Marketing Research Executive Summit, East, on September 22-26 in Orlando, Fla. For more information visit http://summits.frost.com/MRT.

The American Marketing Association (AMA) will hold a conference on applied research methods on October 15-18 at the New Orleans Hyatt. For more information visit www.marketingpower.com.

The European Society for Opinion and Marketing Research (ESOMAR) will hold a conference on telecommunications research on October 20-22 in Oslo, Norway. For more information visit www.esomar.nl.

The Council of American Survey Research Organizations (CASRO) will hold its annual conference on October 23-25 at the Sheraton El Conquistador, Tucson, Ariz. For more information visit www.casro.org.

The 2002 Research Show will be held October 1-3 at the Olympia Exhibition Centre, London. For more information visit www.marketresearchshow.com.

News spotlight

European research alliance created

The European Society for Opinion and Marketing Research (ESO-MAR) and the European Federation of Associations of Market Research Organizations (EFAMRO) have decided to create the European Marketing Research Alliance (EMRA).

The key objective of the initiative is to protect the value of marketing and opinion research in Europe by lobbying against legislation hindering the research process and also promoting legislation that ensures respect is maintained for individual privacy.

The EMRA will represent industry interests at the European level and will, where necessary, support national organizations for marketing and opinion research at a local level. Main activities will, among others, be to monitor potentially restrictive legislation in the EU member states and to develop effective responses and also to

promote the benefits of market research to the consumer and society.

As legislation and privacy issues increasingly become global, sharing effective know-how with organizations in other regions such as the U.S. under the umbrella of the Global Legislative Initiative, established earlier this year, will be a key component of EMRA activity.

ESOMAR and EFAMRO have reached an agreement with the World Federation of Advertisers (WFA) in Brussels on sharing certain WFA resources and support from outside professional agencies and specialists.

This will guarantee cost-effectiveness, speed, and quality of response in representation activities. At the moment, ESOMAR and EFAMRO are in the process of finalizing the terms of reference of the EMRA. An executive board will be set up to oversee the EMRA. Also a legal committee for day-to-day activity management will be created as well as a funding committee. ESOMAR will provide financial support for the initial phases of the program. A detailed activity plan will be made available in September.

"This effort is of paramount importance for the profession," says John Kelly, ESOMAR president. "Effective legislative representation and promoting high standards of performance are some of the cornerstones of ESOMAR's mission. I appreciate the cooperation with the WFA. Our focus might be different in a number of areas. However we share the commitment to freedom for information, self regulation, and professionalism worldwide."

Earlier this year, world leaders at the research summit in Geneva (RELEAS) agreed to establish a global legislation initiative. Building capability in Europe was identified as a key priority. As a further indication of the global importance, the U.S.-based Council for Marketing and Opinion Research recently held discussions with organizations in both Mexico and Canada and they will be creating a North American capability. This will also be well-coordinated with the EMRA.

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Qualitatively Speaking

Sample selection as self-fulfilling prophecy

By Nino DeNicola

Editor's note: Nino DeNicola is president of Dialogue Resource, a Fairfield, Conn., research company. He can be reached at 203-256-9211.

ardon my whining, but can we at least agree on this: In marketing research, sample definition should reflect the market for the sponsoring company's existing or planned product or service. OK? Fine.

Reasonable people — and you, reader, seem reasonable enough (so far) — might further agree that, unless we're talking, consciously and for cause, about a specifically targeted sub-segment, the "market" consists of all those individuals who use, or plausibly could use, the product or service at issue. OK? Fine.

Accordingly, in recruiting, say, a series of focus groups, once past the standard exclusions for security/confidentiality and recent past participation, the principal objective is to ensure that candidates are in fact present or potential users of the subject offering. Subsequent screening questions might fine-tune the groups' composition on a number of relevant secondary variables — age, gender, region, use-frequency,

brand preference, etc. OK? Fine.

Why is it, then, that all of us qualitative research practitioners have found ourselves on any number of occasions harangued by client observers of focus groups or depth interviews, who complain about screening and sample selection on the grounds that the respondents failed to react favorably to the test stimulus — product, concept, advertisement, whatever.

A case in point

In a study having to do with a wellknown clothing brand's potential extension into men's ready-made suits, one participant after another rejected the offering, clearly and for cause. In each case, the "point man" among the client observers remarked, "That's not our target customer," and scoured the individual's screener in a (futile) search for a rationale. Finally, one participant allowed as how it wasn't such a bad idea, and that, with certain provisos, he might even consider trying one of the suits. "There!" exclaimed the client. "That's our customer!" Since there were no meaningful screening differences between this marginal acceptor and all the rejectors, it's difficult to

escape the conclusion that the client was defining his target market as "those consumers who approve of my offering." In this way, it's possible for a manager to claim 100 percent market acceptance of an offering headed for certain failure.

From the standpoint of strategic business growth planning, the circular logic described above is wrongheaded in two major ways:

- Wasted effort. First, if an offering is intrinsically unpromising that is, fundamentally flawed in one or another way, a bad idea then the determined cherry-picking of the relatively few and scattered acceptors while discounting the legions of rejectors-forcause could obscure the basic unviability of the enterprise until well along in the development process, after a sizable (and unwise) investment of resources.
- Lost opportunity. Second, and perhaps even more important in today's competitive environment, is the lost opportunity. Let's say the offering is intrinsically sound that is, potentially appealing to a target market

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Ascribe from Language Logic

By Tim Macer

Editor's note: Tim Macer is a U.K.based independent specialist and adviser in the use of technology for survey research. He can be reached at tim@macer.com. For more information visit www.macer.com.

oding verbatim responses is a bit like doing the dishes after hosting a dinner party: a somewhat tedious and time-consuming experience, but ultimately satisfying when you see the results stacked neatly away, ready for use later. At least, that was the case before dishwashers became commonplace. Spectacularly successful though CATI has been down the years, the technology for handling all the open-ends that pile up after the party is over is still stuck in the suds-and-scrub era.

After interviewing, coding openends is often one of the costliest parts of the overall process. One agency that runs a weekly omnibus estimates the total cost of asking an open-ended question is 20 times higher than asking a similar closed question. This is not always a cost that agencies can pass on in full.

Fast-forward to Web-based interviewing, and the cost gulf widens. It costs virtually nothing to collect 10,000 completes, but a small fortune to code all the "other specifies" and "Tell me what you..." questions that go with them. Not surprisingly, it is from the Web that a superb idea comes that could rid coding of its kitchen sink associations for ever.

Ascribe is a Web-based verbatim management system from Language Logic that allows coders, coding supervisors, researchers, and even end-clients to work with open-ended responses from research projects, and with each other, to achieve perfectly coded data in less time and without the effort. It works equally well across all interviewing modes, and has several users that swear by it for paper-based studies.

To get your surveys into Ascribe you need to go through a "load" process to import the verbatim responses. You can also import some other "closed" data. Ascribe is not an analysis package as such, though it does contain some surprisingly advanced analytical capabilities (more on that later). So, at the other end, the data must be exported in such a way that they can be tied into the rest of the data for the survey. The ease or difficulty of these stages depends largely on the different packages being used upstream or downstream. As Language Logic has entered into a sales partnership relationship with SPSS MR, there is particularly good integration with the SPSS family of products.

One clever feature of the load process is something Language Logic calls "incremental loading" that lets you upload data from your CATI or Web survey package on a daily basis.

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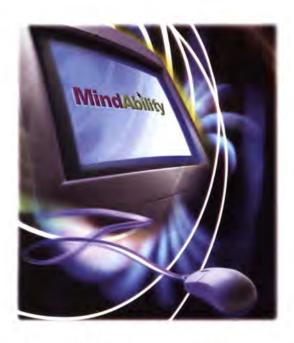
Ascribe verbatim-coding software, from Language Logic (www.languagelogic.net)

Pros

- · Very fast, productive and enjoyable way to code
- · Allows coders to work from home
- Analyze and view actual verbatim responses directly from crosstabs

Cons

- · Import process can be tedious
- Some issues relating to coding combined open/closed questions
- Care needed when several users work together on same study



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Case History

If given

By John Allison and Chris O' Konis

Fidelity Investments finds respondents like phone-Web survey option

Quirk's Marketing Research Review

Editor's note: John Allison is director of market research for Fidelity Employer Services Company. He can be reached at john.allison.fesco@fmr.com. Chris O'Konis is manager of Web analysis for Fidelity eBusiness. He can be reached at chris.o'konis@fmr.com.

hen advantages of online research are discussed, emphasis is usually placed on cost and improved turnaround time compared to more traditional research methods. The fact that people with Internet access prefer to take Web surveys is often swept aside as simply an additional consideration.

Marketing researchers, however, should take a hard look at their relationships with survey respondents. As industry-wide refusal rates continue to rise - particularly for those utilizing traditional telephone contacts - researchers need to think about creative ways to improve the survey experience for their important customers and potential customers. Too often, inflexible uni-modal research designs are employed. By incorporating the option of taking surveys online into research programs, researchers can start to rebuild trust and goodwill with respondents.

In 2001, Boston-based Fidelity Investments, in conjunction with Burke Customer Satisfaction Associates, Cincinnati, experimented with giving users of its NetBenefits Web site a choice of how to respond to a survey about its features and functionality. After being contacted on the telephone, site users were given the option of instead taking the survey over the Web. The experiment proved to be such a success that Fidelity repeated the design for a follow-up study early this year and has also employed multi-mode research successfully for other studies, including with business populations.

Many have expressed concerns

about such multi-mode survey approaches — particularly with regard to different response patterns that could potentially result from an interviewer-administered method, such as phone surveying, and a self-administered method, such as using Web questionnaires. Indeed, some methodological differences did emerge when Fidelity compared results from phone and Web surveys.

Such methodological differences do not, however, invalidate the approach. By understanding these differences, it is possible to put results into the proper context and make appropriate wave-to-wave comparisons as the percentages of survey takers using the phone and Web shift.

Choosing a method

The NetBenefits Web site, an offering of the Fidelity Investments Institutional Retirement Group, lets three million participants access and manage their employee benefit account information.

When compared to competitive Web sites, Fidelity's NetBenefits offering had received high rankings from key evaluators. Until 2001, however, no proprietary research had been conducted that surveyed users from all of the Institutional Retirement Group's business units including those serving client companies with a variety of defined contribution plans, defined benefit plans, health and welfare policies, and payroll services. Fidelity therefore commissioned a study to create benchmark measures of customer satisfaction and better understand usage patterns of recent NetBenefits site visitors.

When choosing a methodology for the study, Fidelity faced some important constraints. Because Fidelity had not focused on capturing e-mail addresses when compiling retirement customer data, it could not pursue an online-only survey format, as it would not have reached a representative sample by sending out e-mail invitations only. Agreements with some client companies also restricted surveying that could take place with their employees, making a random Web site intercept problematic. Furthermore, findings from Web site intercept approaches would probably have overemphasized views of frequent users, who might have been more likely to see the survey invitation and respond.

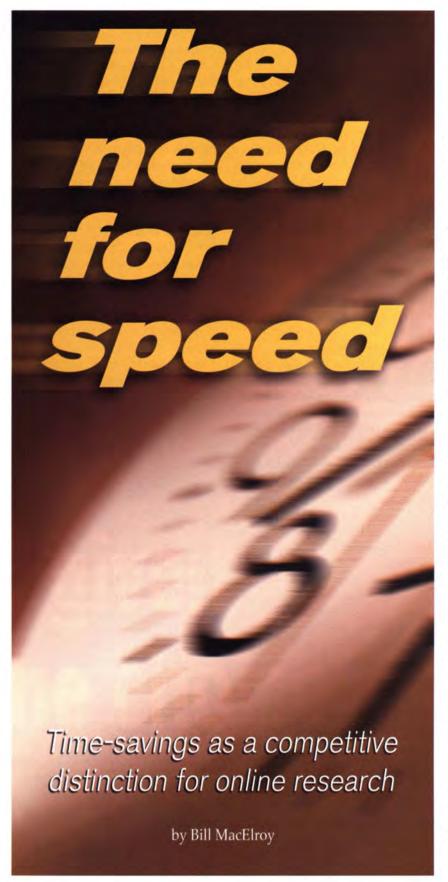
A matter of trust

Fidelity was, however, able to obtain phone numbers of recent users of the NetBenefits site who were eligible for surveying. A traditional telephone study certainly would have been possible. The issue of trust loomed, however. Being called at home and asked to participate in a survey about a financial relationship - even a recognized relationship with Fidelity — is daunting to many. The authenticity of survey sponsorship is much easier for a contact to ascertain on a Web questionnaire than over the phone. In the telephone case, customers are at the mercy of quick introductions (to which they are likely not paying full attention) from unknown and unsolicited callers, often at inopportune times. In the online instance, the customer sees a tangible, written computer screen clearly identifying the survey sponsor and vendor - in addition to an invitation e-mail explaining the study's purpose and how the contact was targeted for participation.

A Web-savvy population

Researchers at Fidelity thought that giving potential respondents an online survey option would give them more time to consider whether to participate and, it was hoped, reduce non-response bias that might have occurred with a telephone-only

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fun." This popular expression helps to illustrate one of the competitive distinctions for online research. In fact, respondent feedback from recent surveys indicates that the online environment has speed-based advantages and other elements that make a survey seem like less work.

We started several years ago looking at the respondents' perceptions of time needed to participate in surveys. At first, we weren't setting out to study time per se, but rather to understand why people weren't taking part in surveys as much as they used to. They said one of the key reasons was that the (telephone and mail) surveys themselves were boring. Since research and questionnaire design itself hasn't changed much in the past 30 years, the fact that surveys were suddenly becoming more boring and oppressive led us to believe that something must have changed for the respondents. That something seems to be a phenomenon discussed in many popular press articles: time compression.

Time compression is usually described as the feeling that one has more and more to do in a shrinking amount of time. Consumer studies have noted that lack of time is a key barrier that limits the consumption patterns of many products. Things that were never considered to be in the same competitive space are now locked in mortal combat for the time to simply consume a good or service. The same intense competition for a person's time now applies to survey participation as an activity. In short, the "opportunity" to participate in surveys (particularly for free) is becoming a weak competitor for the respondent's free time.

One aspect of online surveys that helps them compete with other purOur easy-access Web surveys and large-volume online reporting put your customers' and employees' opinions at your fingertips. With up-to-the-minute reporting you have everything you need to make decisions that benefit your bottom line.

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suits is that online surveys are, in fact, less time-consuming than other types of traditional research methods. An online survey can be 35 percent to 40 percent quicker than a spoken, telephone survey of the identical number of questions. Many people who have been raised within a computing environment now also type up to one-anda-half times as fast as they can write a sentence or thought of similar complexity. Spelling anxiety (which also tends to slow down handwritten communications) seems to be less worrisome to online typists. (We have seen that this is not true of online chat-type research, in which spelling anxiety tends to produce short, staccato answers that consist of small, easy-tospell words.)

When online surveying was brand new (five to six years ago) participation rates were huge (50 percent to 60 percent) compared to telephone/mail. Although that rate has dropped (25 percent to 30 percent), it is still many times that of traditional methodologies. Part of the high initial response rates no doubt had to do with the novelty factor that accompanies any new channel of communication. But of course, novelty wears off (until the next new thing); so the drop-off from the initial rates is not surprising. But what keeps the rates so high even after everyone is now doing online surveys? Another element of the puzzle has to do with time selectivity.

When asked, respondents with online capabilities are far more likely to express a preference for online survey participation. A frequently recorded reason for this preference is "because I can do the survey when I want to." For example, many respondents choose to do business-related surveys from home during the evenings and weekends. Similarly, considerable frustration is building toward intrusive contacts, including the use of unsolicited phone surveying. Being able to choose the time of the survey also tips the scale of respondent preference toward the online delivery system. Interestingly, a very good time period for online survey work (versus phone) is over long holiday weekends. (What do you do when

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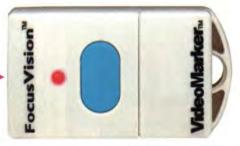








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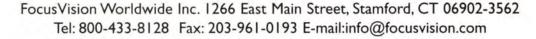
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you get bored of the family and company? How about doing something online?)

Time perception

The time-related aspects of online surveying have one last element that ing from slower spoken surveys (CATI) to typed surveys (Web). The table shows comparable response results for varying methodologies. Note: the measurement groups were taken from various side-by-side studies conducted from 1999 to 2001.

Measurement	Result
Rate of reading questions to respondent (CATI)	200 words per minute
Rate reading questions (Web)	325 wpm
Rate hand-writing open-ended responses (self-admin)	32 wpm
Rate typing open-ended responses (Web)	48 wpm
Words written (self-admin)	38.4
Words typed (Web)	144
Time spent dictating open-ended response w/o probe (CATI)	0.3 minutes
Time spent dictating open-ended response w/ probe (CATI)	1.1 minutes
Time spent writing open-ended response (self-admin)	1.2 minutes
Time spent typing open-ended response (Web)	3.2 minutes
# of unique thoughts verbal w/o probe (CATI)	2

# of unique thoughts verbal w/o probe (CATI)	2
# of unique thoughts verbal w/ probe (CATI)	3
# of unique thoughts handwritten (self-admin)	4
# of unique thoughts typed (Web)	4

appears to have even more influence on respondent preference than either the time-compression or time-selectivity advantages: time perception. Getting back to our adage about time flying, the human perception of time tends to vary with the desirability of the activity in which one is engaged (over a reasonable period of time). The more desirable an activity, the shorter the perception of elapsed time of engagement. In this regard, online research wins another round. When using matched surveys of approximately the same length (1999 study), respondents tended to systematically underreport the amount of time needed to complete the online exercise (about 5 percent to 10 percent faster than the actual time taken). Conversely, they tended to overestimate the time needed to complete a phone survey. Open-ended comments related to preference for online included many references to "speed of completion" versus other methods.

And, in fact, time measurement statistics do show a speed gradient rangBut faster does not always imply better. Are people just skimming questions and instructions on the Web? Do people absorb any more task information when it is read to them versus reading it for themselves? These types of questions need to be answered in a more structured way. In a follow-up article, I will present an in-depth analysis of content and level of sophistication of open-ended questions captured via written-versus-typed input methods.

New and improved

As competing activities vie for the shrinking amount of respondent attention, research will be needed to find new and improved ways of creating a faster, easier, and more engaging interview environment. The Web as a research medium must continue to innovate in order to meet all of these goals in an ever more time-sensitive market. Failing to do so will necessitate paying larger and larger incentives to successfully compete with other, more fulfilling activities.



At my own pace



Respondents share their thoughts on participating in online bulletin board research

By Theo Downes-Le Guin, Ted Kendall, and Ruchira Gupta

Editor's note: Theo Downes-Le Guin is principal of Doxus, a Portland, Ore., research firm. He can be reached at theo@doxus.com. Ted Kendall is vice president of innovation and development at QualTalk, a Castle Rock, Colo., qualitative software company. He can be reached at tedk@qualtalk.com. Ruchira Gupta is a researcher at Doxus. She can be reached at ruchira@doxus.com.

s a method for conducting qualitative research, online bulletin boards (or bulletin board focus

groups, as they are sometimes called) continue to grow in popularity. Online bulletin boards are similar to Webbased focus group or chat sessions, except that they occur asynchronously. The moderator posts a question on a secure Web site; participants log on at their convenience throughout a one-or multi-day period and respond to questions. Each participant can see the answers that others have given (usually after posting his or her own comments) and is encouraged to interact with other participants, not just with the moderator. The ideal result is a rich,

developed dialogue about the given topic.

QualTalk, a Castle Rock, Colo., provider of bulletin board research software, has seen demand for bulletin boards quadruple from a year ago, and we believe demand will continue to grow as researchers find that the combination of convenience, depth of discussion, and group dynamics proves useful for certain qualitative research situations. To date, however, most articles on online bulletin boards have described the method from the researcher's perspective — how the

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Tom: That's right. We still conduct our group in the facility just like we always do only now we do not have to physically go to the facility to view it.

Karyn: And if we miss the event live we can always watch it the next day on our schedule.

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800.793.3126 www.activegroup.net bulletin boards differ from traditional focus groups, tips and tricks, and so forth. But how do participants feel about this new approach to giving qualitative feedback?

Over the past year, Atlanta research firm Doxus has included questions in several bulletin board discussions to learn how participants react to the method. (Doxus is a licensee of the QualTalk bulletin board software.) Typically, at the end of a bulletin board discussion, participants were asked about their experience of participating in this format as compared to other forms of research in which they may have taken part, including surveys and focus groups. Keep in mind that the research populations and topics for these projects vary widely, but for the most part we talked to professionals and a few consumers regarding technology products and services. We chose the bulletin board method for these projects because of its appropriateness to the population and topic, so this article in no way represents feedback from a stringent experimental "research on research" design.

We reviewed the responses of 110 participants taken from a dozen bulletin boards to assess the experience from the participants' perspective. Our questions about the bulletin board experience were open-ended, but generally, we talked to participants about their experience in terms of: convenience, discussion and interaction quality, and software interface/usability.

Convenience: the wherever, whenever factor

Most of the participants we interviewed had participated in traditional, in-person focus groups or standardized surveys in the past, with a smaller subset having participated in other online qualitative methods such as online focus groups. Participants expressed a preference for bulletin boards in terms of convenience compared to in-person research methods, and to some extent compared to online, real-time focus groups

because of their flexible, asynchronous approach. Many comments regarding convenience underscored the general appeal of the methodology:

"I liked it quite a bit actually. Flexible schedule, lots of opinions, and good questions. On line provides [the] best value of time."

"I liked this format. I have done online focus groups and I have done in person research groups. I hope more research groups will take this approach in the future."

The bulletin board methodology allows respondents to participate from anywhere, according to preference and their ability to get the most reliable or fastest Internet access. Participants said the method also offers flexibility in terms of timing as they can "pop in and out of the discussion" over a relatively long period of time.

In sum, participants appear to recognize and appreciate that bulletin board discussions are very different from the traditional approach to

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research, which involves a contained interaction that may or may not happen at the respondent's convenience.

Discussion quality: thoughtfulness versus spontaneity

To some extent we can infer that bulletin boards' flexibility and lack of time pressure lead to increased discussion quality. Participants remarked that self-pacing allows them to post more thoughtful ideas and to reply more thoroughly to other participants' posts. In the final analysis, this benefit is fairly subjective,

lack of dominance of strong personalities as a merit of bulletin boards compared to an in-person focus group. Because of dominant respondents, "some in-person group interviews don't give enough opportunity for everyone to express their opinions," while in a bulletin board all participants have (theoretically) equal opportunity to post their comments without being "dominated by...persons that love to hear themselves talk."

Despite these advantages, however, we found that a subset of participants is keenly attuned to the trade-offs between participating in an in-person group versus a bulletin board. Many participants recognize that the bulletin board discussion is not always able to achieve the richness and participatory gratification of an in-person focus group — a point with which, at least for some topics and populations, we wholly agree. The concern is not so much the lack of

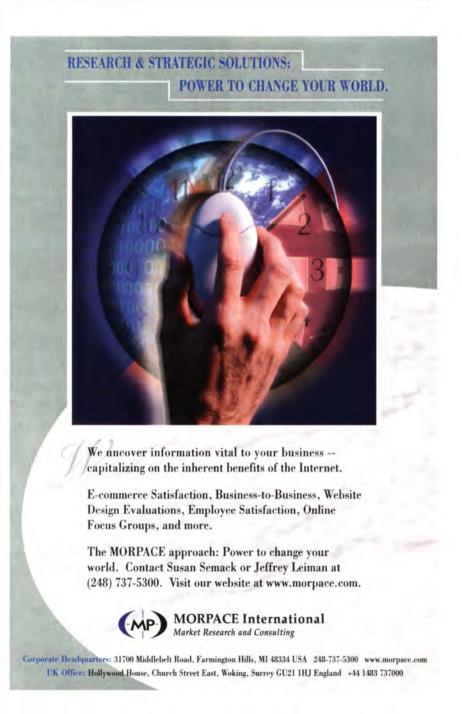
Many participants
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and varies substantially by individual. Across many studies we have noticed that some participants indeed take the time to consider and edit their responses, while others treat the method with the immediacy and relative casualness of a chat session.

As with traditional focus groups, we have observed two elements that drive the overall quality of bulletin board group discussions:

- the quality of individual responses or posts, meaning the ability to understand the moderator's questions and articulate valuable responses; and
- the quality of the discussion based on group interaction, and extent to which the group dynamic enhances or goes beyond the moderator's initial questions.

A few participants mentioned the



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spontaneity of an online discussion as it is the absence of the liveliness of an in-person focus group. But, as one respondent neatly summarized, "You're trading off the spontaneity of real-time interaction for responses that are perhaps more thought-out."

A related concern regarding bulletin boards — and one that is obvious to researchers who've used the method — is that the price of a leisurely discussion pace is the difficulty of maintaining participants' attention over a longer period of time and through multiple interactions rather than just one. Some participants we interviewed commented that the online experience simply didn't grab and hold them as an inperson group would. In terms of sheer physical stimulation, most participants with a basis for comparison agree that in-person groups are optimal for keeping participants engaged:

"It's easy to drop out of an online

exchange."

"In-person...you're in a controlled environment without the distractions of the office."

All in all, we find that participants reflected nearly all the pros and cons we have found in using the bulletin board method. Participants recognize that a certain interpersonal quality (as well as the simple pleasure of meeting new people) is lost, but in place they may gain a chance to express themselves more fully or consistently. As with other methods, the researcher is ultimately responsible for maintaining participation rates by making sure that the appropriate respondents are recruited, the discussion is relevant and interesting, and reasonable means are employed to keep participants engaged throughout the process.

Software interface and usability

We heard mixed reactions to the QualTalk user interface. Some felt that the "software was extremely easy to use and lends itself more to discussion than debating." Others experienced problems such as runtime errors and navigability issues. (The interface was updated during the year these discussions were conducted, in part as a response to participant comments and needs. Some of the bulletin board discussions from which this article is drawn were simple text posts while others used whiteboard graphics, embedded links, and other tools that proved challenging for some participants.)

On the whole, most first-time participants quickly grasped the asynchronous nature of a bulletin board and were able to easily take part in the discussion. The technical problems some faced usually came as a result of the unpredictable nature of technology - idiosyncrasies of browser version, connection speed, and Internet congestion, or Windows registry conflicts. Reactions to the software interface thus depended largely on the unique experience and technical sophistication of the user. Many of the participants we interviewed during this period were IT



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managers, resellers or relatively sophisticated end users, which on the whole resulted in a lack of serious usage problems — but also created high expectations for a glitch-free experience ("It was disappointing to be ready to participate and have to wait until the technical problem was addressed. Other than that I thought this program was easy to use.").

Remember, however, that our analysis only reflects the comments of those who "hung on" through a full session. Initially, our bulletin board discussions demonstrated significant drop-off in participation over time. Anecdotal evidence we gathered while trying to convert nonresponders into engaged participants showed that technical difficulties can be a real factor in this drop-off. Technically literate participants may be more likely to see the process through. However, changes to the interface and the underlying programming during the year, which resulted in greater technical stability and fewer technical problems, resulted in a lower drop-out rate due to technical issues over time.

Practical implications for researchers

From a participant's point of view, the bulletin board group experience is clearly different from a face-toface interaction, and on balance the differences are complementary to the method. The convenience of participating in a bulletin board suggests high suitability of the method for research among professional populations who are hard to recruit for a synchronous two-hour focus group, whether in-person or online. The apparent likeability of the method for most participants further suggests that, while in-person or online chat-style groups may sometimes offer a more fun and participatory experience, the bulletin board approach can be equally rewarding for participants. The most important inference we can draw from this feedback is that asynchronous discussions may actually lead to greater cognitive involvement for some topics, while erasing barriers to equal participation such as typing skills or verbal articulateness.

Participants' comments regarding quality of discussion and interaction underscore our belief that the method is not appropriate for every topic or every participant. Attempting to uncover deep personal values and emotional motivations, for which moderators typically rely heavily on non-verbal cues and patterns of group interaction, is difficult in bulletin board discussions. An interesting exception to this may be topics of extreme sensitivity or where there are major social desirability biases. Bulletin board groups offer a real but in our experience untested opportunity for candid feedback due to the relative anonymity and low pressure of the setting. As the method catches on, we look forward to contributing to - and benefiting from - an emerging "best practices" knowledge base for how and when to use this method.







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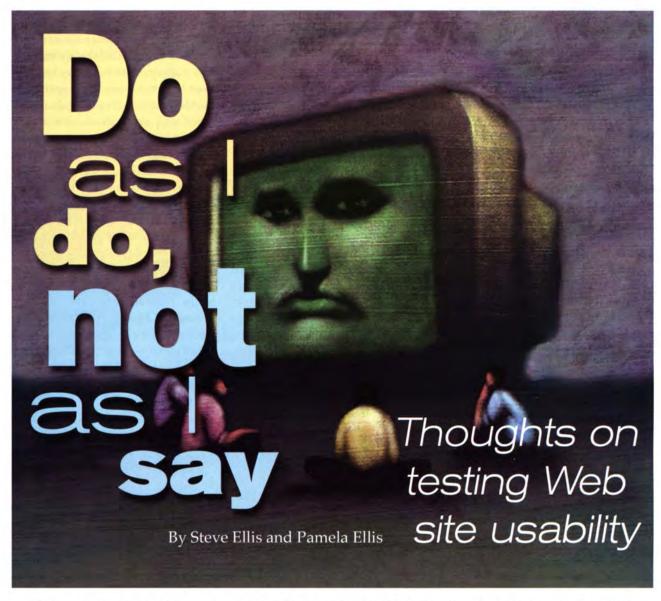
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iscovering what online customers want is hard enough. What about finding out about what online customers actually do? What customers want is surely important. Not knowing about what they do and why can break even the strongest business model.

There is no shortage of customer-

oriented frameworks available to those considering sharpening their customer focus. We've got traditional market research with surveys and focus groups. There is the emerging field of Web analytics and CRM with a host of new data mining tools for analyzing clickstream data. There is even Web-based software that pretends to test the usability of a Web site by emulating the supposed actions of the site's users — users that, like a well-written piece of software code, will always find the shortest distance between two points.

What marketers frequently lack is an understanding of what real customers are doing and why they do it. We may need look no further for an explanation than the emotions evoked when we encounter the real presence of the unwashed customer actually using our products. Nothing gets more groans from a development team than watching user after user miss the add-to-cart button, or articulate more clearly than anyone dreamed possible exactly why a costly feature has no value.

The subtleties of observation

New technologies tantalize us with the potential for new customer insights. Although the verdict is still

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out on whether the benefits of Web analytics and CRM systems outweigh their high costs, they show promise for determining ROI on ad dollars, as well as offer some improvement to traditional Web server log file analysis. What is often missed is that these systems provide only an aggregate view of behavior. They say little about why people haven't done what they were expected to do, or what we didn't think to ask. They don't tell us about the subtleties of what did or did not work.

It is the subtleties that should interest us most these days. The Web has no standards for how a user's experience should be structured. Beyond the four most common form elements — the text entry area, the drop down, the checkbox and the radio button — all bets are off. This is part of the charm of the Web, but it also leads to subtle problems that can have big consequences for the customer experience, and the bottom line.

There's no better way to uncover these problems than to sit down and observe customers as they use the Web. To be distinguished from automated "customer tracking," this type of research is about learning from real people, face to face. Learning to listen to customers as they use our products can have a cumulative benefit as well. Assumptions about human behavior begin to break down. Sometimes it startles us just how subtle these assumptions can be.

The myth of the non tech-savvy user

Designers will often simplify an interface in an attempt to reach a wider, "less technical" market. A number of recent Internet appliance products have taken this approach, hoping to reach people who haven't yet adopted PC access to the Web. The tactic can succeed under some circumstances, but it can also backfire. When we went to ask a group of young women how they might use a new Internet appliance, they couldn't see themselves using it. On the

other hand they were sure older people might like it. When we spoke with a group of older people, they were cool to the product's approach. They didn't require anything to be "dumbed down" for them! They did suggest that younger people might appreciate the cute aesthetics of the product.

Simplification is not always the way to bring in less sophisticated Web users. Instead, designers might take more time to learn about who the less tech-savvy users are that they are trying to reach. "Less tech-savvy" is not exactly a valid description of a full-fledged human being. Looking deep into the context of a specific "less savvy user" would be a good start.

Fewer clicks are not always better

Minimizing the number of clicks it takes users to get to where they need to go is an accepted principle of Web design, as it should be. But lately it seems to have been taken a little too far. Pages with three, four, and five columns are now the norm. Pages have navigation on the top and navigation on the side. The middle of any given page may have as many as 10 or more links.

Few people react to pages like this as we expect them to. They don't read all of their options from the top, to the left, and to the middle and then down the page, carefully noting the relevance of each as it is presented. They don't have the patience or the inclination. Instead they skip around and miss important pieces because they are distracted by other pieces. In a recent test of a large commercial Web site, person after person displayed an odd blindness to the presence of the left navigation bar when asked to complete a task by choosing an option on it, even though the bar followed most of the conventions of left navigation that many users are used to. They just simply missed it, over and over again. A big contributing factor was that each page had dozens of options, all in an effort to improve usability by reducing the

number of clicks.

Whose process is it?

A corollary of the "too many clicks" problem is the problem of process. Whose process is it? Is it the company's, the marketer's, the programmer's, or the customer's process?

For example, a number of Web applications that interface with devices like MP3 players or PDAs require a second application to interact with that device. Since these applications require functionality beyond Internet Explorer or Netscape, programmers will build socalled "helper apps" using the Windows user interface. The problem is that once these helper apps pop up, people often don't know what to do with them. It's not that they don't know how to use Windows. It's that they were on the Web and suddenly they are thrust into the Windows world and expected to make the transition. Often, they don't, and are left to consider what exactly this intruder has just popped up to do.

Another example: problems with company-oriented process go beyond the Web site that's been organized according to the structure of the company's departments or divisions (which is, of course, usually a bad idea as well). Company-oriented process can be far subtler and harder to detect. Take for example the use of the word "beneficiary" on many online banking sites. To many ordinary users of banks, the term connotes "the person who gets your money after you die," not the recipient of a wire transfer. The interface might just simply ask, "Where do you want to transfer money?" instead of introducing confusion by adding the troubling term.

Embracing the familiar

Metaphors are everywhere in information technology. We have the "desktop" and the "Web page." Metaphors are touchstones that orient us, providing a ready-made context where there was none. Web applications use metaphors all the time. Entire

applications are wrapped within them. When Web-based e-mail programs began to appear, the inbox and outbox motifs were carried over from software (and from physical office spaces before that), helping to make the new idea of getting e-mail on the Web seem routine.

Metaphors are powerful framing mechanisms, and choosing the wrong metaphor or making seemingly inapt comparisons can foil even the best-laid plans. Many Web applications are designed to make searching easier and provide more relevant results. When speaking with one such company recently we were told again and again by designers that their product was "better than a search engine." Its technology provided far superior indexing of products relevant to the field. And it did. This notion of "better than a search engine" was incorporated into its marketing literature. Salespeople touted its "better than a search engine" qualities to potential customers. The assumption was that people were by now used to using a search engine and getting a flood of irrelevant results.

When we tested a prototype of the product in the field a curious thing happened. And it happened over and over again. No matter how many times we explained that the product used a special indexing technique unavailable anywhere else, people kept adding: "Yes, that's great, but I can still get more information on the Web," the perception being that the Web would always have more (and better) information. The phrase "better than a search engine" just wasn't working. Reframing the product as a search engine for professionals short-circuited the problem. The fact that it produced better results would declare itself by example.

Why we're lucky log files don't talk

Figuring out who users are, what they do, and what metaphors work for them are challenges every Web team faces. Web analytics and CRM are only one element in a comprehensive customer experience strategy. By talking to real customers and watching them interact with products can we begin to form an understanding of why things aren't work-

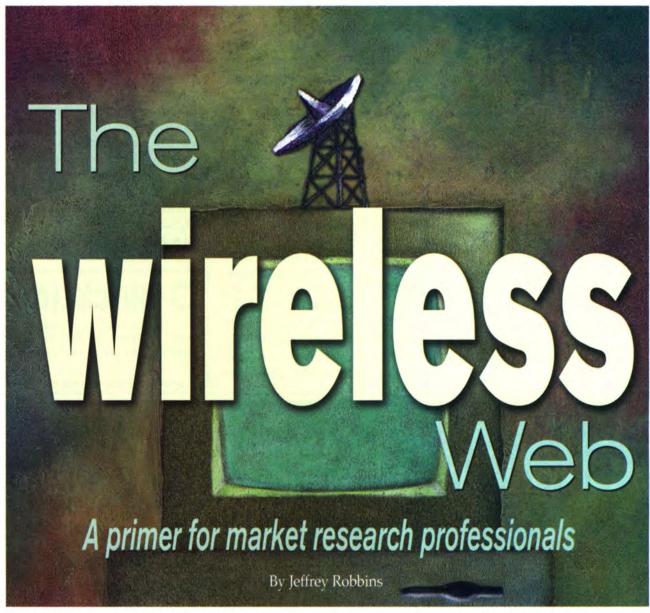
ing (and how they might work better). Logs don't talk. Luckily people do.

Perhaps someday our interface technologies will be so simple and transparent there won't be a need to bring the humble user into the process. Development teams will rest assured that their works are truly works of genius, without getting muddled in the reactions of other humans. Futurists will declare that computers have finally realized their true purpose, to serve us, rather than the other way around.

For now we're stuck with trying to understand the messy subtleties of human-machine communication. At least that's one way to look at it. Here's another: Maybe for the first time it's becoming really necessary to look at, listen, and learn from our fellow humans when we design information systems.

more on usability testing, visit www.guirks.com and enter Article QuickLink number 709 ("Tapping into the usability dimension").





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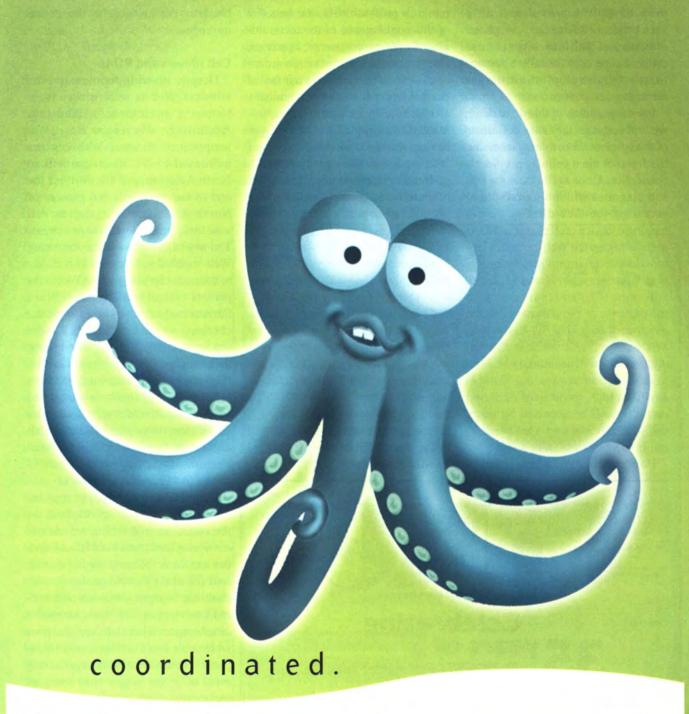
he wireless Web offers great promise. In magazines ads and TV commercials we are being bombarded by cell phone makers' and wireless providers' images of our digital future being tied together by their products and services.

In this article, we'll take a brief look at the different technologies,

what's out there now, what's on the horizon, and what the applications are for market research professionals. We'll pull apart acronyms and explain buzzwords so that not only will you be able to "hear me now," you'll be able to understand what the heck I'm talking about, as well.

Definitions — what's in a name?

The wireless Web means different things to different people. The term wireless Web can be confusing, as it actually has been used to describe completely different technologies. Most recently, wireless network products have improved and become more popular, so that some people refer to the wireless Web as sitting in their backyard and surfing the Web via a wireless network (Wi-Fi, for wireless fidelity) connection from their laptop to their cable (or DSL) modem. More commonly, however, people refer to the wireless Web as accessing the Internet via a cellular telephone service provider's connection. Even in this case there are multiple meanings, as wireless/cellular providers are touting two different Web services



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these days: Web browsing directly via a handheld device (i.e., cell phone or PDA) and Web browsing via a traditional computer (usually a laptop) that is "dialing up" the Internet through a cell connection.

For the purposes of this discussion, we will consider the latter definition of the wireless Web; that is, accessing the Internet via a cellular provider's connection. Once again, there are two subcategories within this definition: accessing the Web directly from a handheld device (cell phone or PDA) and dialing up the Web through a laptop via a cellular provider's connection. Ultimately, however, everything will come together (convergence, in the parlance of the industry) and the patchwork of LANs, Wi-Fi devices, WANs, wired and wireless Internet connections will seamlessly be integrated into an always on, alwaysavailable high-speed river of digital data that will be accessed by many different devices and appliances in our homes, offices, and pockets.

For anyone, let alone market

research professionals, the benefits of this convergence of the technologies of communication are apparent. Each technological innovation moves us closer to minimizing the number of devices with which we communicate, as well as keep updated and synchronized. On a simple level, the idea of having readily available high-speed Internet access through a laptop is a godsend to many people who are not often tethered to one specific workplace. In an airport, a hotel, a client's office, or yes, even a backyard, the Web would be a click away without having to worry about connection protocols. As of now, though, the new high-speed wireless Internet services (referred to as 3G) are just being rolled out by the major wireless carriers, and as a result, coverage areas are limited, connection speeds vary, and prices are high. The near future of wireless Internet services is bright, though, because of the new wireless infrastructure coming on line, as well as the push to put more Web-enabled handheld devices in consumers'

hands to take advantage of the service upgrades.

Cell phones and PDAs

Despite growing momentum, the wireless Web is a long way from being a mainstream medium, According to Forrester Research, adoption of wireless Web devices increased by about 10 percent in North America in 2001. Still, at the end of last year only 5.4 percent of North American households had wireless, portable Internet access. The split between consumers using Web-enabled cell phones and PDAs to connect wirelessly to the Web is 84 percent cell phone/16 percent PDA. Forrester says that sending e-mail and checking weather and news are the top applications that people are using their wireless Web devices to tap into. New phones are being equipped with GPS technology to take advantage of soon-to-be-offered mapping services (I can't help of thinking that we're all about to be "tracked" animals, kind of like on Mutual of Omaha's Wild Kingdom television program).

E-mail is the killer app, or application, in the wireless world, both on the consumer and B2B sides. At the enterprise level, handheld BlackBerry devices have become an invaluable tool for many mobile professionals, enabling them to access corporate email services on the road. Access to other corporate services are also possible with these devices, and thirdparty vendors are offering a widening array of tie-ins to give road warriors more options to corporate network services.

Convergence of technology is occurring in handheld devices as well. Hybrid cell phones/PDAs are now available with built-in Web microbrowsers. Of course, the decision to go that route is not so simple. Do I want a tiny cell phone and only bring my Palm device with me when I need it? Or do I carry a larger device that does everything? Yet, at the same time, if I choose separate devices, will I need to access the Web more often from my cell phone (with a very



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San Francisco: (415) 777-0470 New York: (2) 2) 777-5120 Denver: (303) 860-1811 London: (0) 207 514 5844 small screen to display Web content) or should I invest in Web access on my PDA? Tough choices.

Surfing on a cell phone

Surfing the Web on a cell phone (or even PDA) is not a very practical activity. In addition to very small screen sizes on these devices, entering Web addresses is far more difficult than on a computer keyboard. Fortunately, wireless Web providers have set up regular, "wired" Web sites where wireless Web users can configure their microbrowsers to display customized content (including bookmarks or favorite places) when they connect via their wireless device. In addition, wireless connection speeds are well below what we've come to expect from high-speed wired options like cable or DSL connections.

While it appears that connection speeds will soon be better (thanks to technologies like 3G), content is limited right now. Cell phones and PDAs cannot simply access any Web site. To adapt to the relatively tiny screen sizes on cell phones and PDAs, Web site content has to be in a format that can be read by the WAP (Wireless Application Protocol) microbrowsers in these devices. In order for a Web site to properly offer content to microbrowsers, the HTML (Hyper Text Markup Language) code that defines regular Web pages must be translated to the WAP version, or WML (Wireless Markup Language). More importantly, wireless Web designers must figure out what kind of functionality is appropriate for screens that are a small fraction of the computer monitors people ordinarily use to browse the Web. Currently, only a very small percentage of the Web sites in existence have made their content accessible to WAP devices. As the number of wireless Web accessible devices continues to grow, companies and Web developers will be challenged to translate their existing Web content (or create new applications) for this burgeoning market.

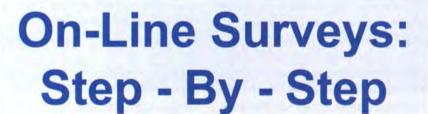
While not really part of the wireless

Web, there is another notable wireless data service that is quickly gaining users: text messaging. SMS (Small Messaging Services) is a key protocol behind the text messaging on many cellular networks, which is kind of like e-mail specifically for cell phones. Part of the appeal of text messaging is that, like e-mail, it is an efficient communication medium that affords users the ability to conduct a timely dialogue without conversation. Limitations include message length

(SMS messages may only be 160 characters long), and there are some issues with sending messages between cell carriers' networks that may not use the same messaging protocol. In the future, as marketers inevitably begin to try to reach customers via text messaging, we may have to contend with messaging spam as well.

Research opportunities

OK, now that we know what's out





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there, what can we do with it? Highspeed wireless Web access offers specific opportunities for market research professionals in the areas of communication and field data collection. Consider the idea of a "digital clipboard," where interviewers are scattered around the country (or the world) at public locations (malls, amusement parks, polling places) and equipped with laptop or tablet computers that send data via high-speed wireless connection to a central interview software server. Interview data can be captured in real-time, affording the research sponsor the possibility of near-instant feedback.

Let's drill down another level and discuss reaching respondents directly via the wireless Web. In the near term, the applications via this medium are restricted both because of the market penetration of wireless Web devices and the limitations of the technology. If we consider using common Web surveying tools to interview respondents via cell phones or PDAs, we must take a good look at

both our target audience and the content of the interview. Because of the small screen sizes of cell phone and PDA microbrowsers, surveys deployed to these devices need to be carefully crafted. For example, the built-in logic features (skip patterns, data validation, etc.) of Web survey servers can be taken full advantage of, but not their ability to display rich graphics and multimedia.

Short survey or polling applications to a very specific target group can be very effective. Polling mobile employees, "intracompany," or surveying attendees at a trade show are examples that we have seen executed well.

Text messaging offers another opportunity to reach respondents on the go. Again, because of the current market penetration of the technology, the target audience is a key determinant of whether it is an appropriate methodology. If so, we can send messages to ask potential respondents to participate in Web surveys (either via their mobile device or standard com-

puter), or we can ask them to send text message replies to survey questions directly. The latter technique, of course, limits the use of advanced logic functionalities that Web survey systems enjoy.

In our practice, we use the wireless Web in another aspect of the fieldwork we do on behalf of our clients; monitoring results. While a study is in the field, I often need to look at real-time statistics of the study. Sometimes it's as simple as knowing how many respondents have completed a particular study at a specific point in time, sometimes it's more detailed in terms of specific quotas or marginal calculations on answers to a particular question. We have built wireless Web functionality into our Web server so that this information can be accessed on our cell phones' microbrowsers. This functionality is made available to our clients as well. From a personal standpoint, it is terrific to be able to keep abreast of my clients' studies, regardless of where I am or what time of day it is.

Where do we go from here?

Just as market research on the wired Web was a brand new frontier just a few short years ago, we find ourselves in a similar position today with the wireless Web. Market penetration statistics simply don't allow us to use this emerging technology to directly reach the general consumer via this medium. For specialized studies and audiences, however, the technology is in place to collect field data from more sources and locations, more efficiently than ever before. The tools exist to turn that data around to our clients so that they can have actionable results on a more timely

Within our professional community, the emerging wireless technologies and devices give us unprecedented mobile access to information, systems, and services. Over time, the so-called virtual office will continue to evolve and the future we see in all those TV commercials and print ads will become a reality.





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Editor's note: Lon Taylor is senior usability consultant, Nick Gould is CEO, and Peter Hughes is principal UI designer, at Catalyst Group Design, New York. All can be reached at www.catalystgroupdesign.com.

with the increasing maturity of the Internet as a medium, most Internet marketers would agree that the usability of a Web site's user interface is a crucial driver of business success. In fact, over the past several years, many major research reports have been published by organizations such as Forrester, Jupiter, and others that attribute a staggering loss of revenue opportunities due to poor usability. From significant shopping cart abandonment to negative brand perception, nowadays it's clear that a site with usability problems ultimately leads to a low return on investment. What is less clear at the moment may be how to best identify the right testing methodology for effectively (and cost-efficiently) uncovering and resolving potentially disastrous usability issues.

The traditional testing method, we'll call it lab-based usability testing, involves a series of one-on-one moderated site walkthroughs with no more than 20 total participants drawn from the site's target audience. Lab-based

testing focuses on a close, in-person, observation of the test participant as they attempt to complete the tasks presented to them. An experienced moderator actively engages in a dialogue with the participant that is aimed at revealing the core reasons for any usability problems they have encountered.

More recently, new technologies — generally referred to as online usability testing — have emerged that promise to deliver equally valuable usability feedback with the additional benefit of a much larger sample size (200 or more participants). At a high level, online usability testing is an online survey (without a moderator) that enables par-



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ticipants to walk through a series of sites, pages, and/or site tasks. Test participants are queried along the way for their feedback regarding the material they have seen. Online usability tests can be designed to elicit a variety of different types of feedback, including reactions to design and branding options and other more traditional demographic and behavior oriented questions. Another interesting aspect of online usability testing technology is that the systems provide a detailed clickthrough tracking of every step a user takes, and this data can be combined with the participant's survey responses in the final analysis.

Lab-based testing long predates the advent of the Internet and is understood and accepted in most design and technology circles. However, traditional research and marketing professionals have only recently begun to incorporate this methodology into their Internet/Intranet product development plans. And now, just as it seems that this method of usability testing is gaining a broader acceptance, the new

online usability testing technologies are gaining a following amongst people who feel that the ability to test with a larger sample size is of paramount importance. In fact, with the different options available to today's Internet marketers, the very nature of the term usability testing seems to be in question. Is usability testing by definition a purely qualitative exercise, or can these new technologies be used to obtain feedback on a site's usability that is quantitatively significant?

Not surprisingly, the online usability companies (such as Vividence, Relevant View, and NetRaker) tout the quantitative aspects of their service. Most promote that they routinely conduct tests with 200-1,000 participants. Another selling point that is frequently mentioned is the "real-world" context of the testing (i.e., the fact that tests are conducted at home or at work, as opposed to in a lab setting). Alternatively, practitioners of traditional lab-based usability testing focus on the quality and depth of the feedback they gather in the one-on-one experience of a controlled envi-

ronment, as opposed to the size of the testing sample. These practitioners believe that the new research technology is useful, but that it's no substitute for the type of qualitative results that a polished moderator can glean when working to identify issues and learn why they exist in the first place.

Real-world scenarios

This methodology debate is crucial since selecting the right approach is just as important as making the decision to test in the first place. Lab-based usability interviews and online usability testing both offer the promise of rich feedback, quick turnaround times, a reasonable price tag (\$20K-\$60K) and the occasional "aha" that can uncover a huge glitch that everyone seemed to overlook (see comparison chart). So, in order to better understand the benefits and drawbacks of both methodologies, let's examine their respective pros and cons based on some potential real-world scenarios.

A financial services company has recently merged with a firm in another

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state, so it is interested in redeveloping its corporate Web site to reflect this change and it is also working to select a new company name. The company is interested in conducting some research to:

- gather usability data about its current site;
 - · evaluate some competitive sites; and
- obtain responses to several possible names for the new entity.

Is this a job for lab-based testing? Although one-on-one methods would certainly reveal the usability issues relating to the current site, an online usability evaluation might offer several additional advantages for this type of engagement. For issues that need to be backed up by a statistically significant sample size, such as feedback on a new company name, the survey based methodology works well.

Since the financial institution is also looking to unearth usability issues from its existing site and from some competitive sites, the online evaluation might provide a more efficient mechanism for gauging the time it takes to complete specific tasks across all the sites of interest. An example might be to ask participants to locate a mutual fund and its rate of return. This exercise and other similar tasks will offer plenty of insight on navigation pathways and how easily participants can use the sites they visit. The test could also obtain measurable user responses regarding demographics, behavioral issues and the various branding or visual design styles adopted by each competitor. Finally, the online evaluation methodology is ideal for this situation in that participants from all geographic regions served by the newly merged company can be recruited via e-mail from or via a popup window on the site itself.

Now let's imagine that a brick-andmortar retailer has just committed to going online. It has defined its site requirements and has prepared a features matrix outlining how items on the site should be weighted based on importance (e.g., should the "shop for a shirt" button be the same size as the "about us" button). Its Internet professional services agency has just completed the first round of design ideas and wants to conduct usability testing on an HTML wireframe/prototype with 75 percent of the links being active. The company is interested in conducting research to:

- gain insights on the usability of its wireframe/prototype;
- develop recommendations to address the issues uncovered; and
- observe how effectively users accomplish core site tasks.

Which usability testing method would best serve these objectives? Labbased usability testing is likely to elicit the best feedback on ease-of-use issues in this scenario even though the site is not yet fully functional. When a Web site or interface design is at this early stage, it is very important that the usability research reveal whether the value proposition is clearly understood by participants. A well-trained moderator will be able to ask a participant relevant follow-up questions that not only draw out usability issues on a site at the wire-frame/prototype stage, but also allow them to explain why they could not complete a task. If a participant fails to



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complete a task as intended, he or she can be queried in depth about whether the problem was related to nomenclature, functionality, navigation, or readability. The type of dynamic dialogue between a participant and moderator is something that works extremely well questions may change based on client input. If an issue is resolved during the first day of testing, time can be spent on other items during the next day of testing as two days are typically scheduled to conduct testing. In addition, there's no substitute for having clients view the

dations using this type of methodology are not projectable, and don't offer geographic diversity without added cost, lab-based testing would serve all stakeholders needs given the scenario provided for the retailer.

Interesting and actionable

Clearly, both ways of implementing usability testing will yield interesting findings and actionable recommendations. If you are looking to obtain "think aloud" feedback on an interface that's more along the early stages of development, then lab-based usability will likely work best. If you are trying to demonstrate a preference for ideas and need measurable opinions, go with an online usability scenario. Debating whether a usability test with 800 people is inherently better than a test with eight people misses the point. Online usability testing technology is not going away and neither is lab-based testing. Each method can provide powerful and actionable results to the Internet marketer who knows when to use it. [8]

Methodology	Comparison	Summary
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Issue	Lab-Based Usability Testing	Online Usability Testing
Costs	\$20,000 - \$40,000	\$25,000 - \$60,000
Incentive Costs	\$75 - \$200	\$10 - \$25
Number of Participants	6 - 20	200 - 1,000
Length of Test	60 - 90 minutes	15 - 30 minutes
Geographic Bias	One location per testing round	No limitations
Client Participation	Can attend in-person and read final report	Can view results via the Web in real time with most vendors
Typical Start to Finish Schedule	2-4 weeks	2-5 weeks
Additional Considerations	Best when: Testing prototype that's not fully functional Looking for detailed qualitative data Moderator industry expertise is needed	Best when: Gathering statistically significant data Looking for geographic diversity Analyzing clickstream data from many users

The information above is based on our experiences at Catalyst Group Design. Depending on a wide range of specific requirements for your project, pricing, incentive costs and timing issues may be above or below what's listed.

in a controlled usability lab over the course of a 60-to-90-minute session and really can't be done as well online.

The lab-based testing methodology also accounts for situations where the line of questioning or the rotation of sessions behind a one-way mirror. Seeing a participant's non-verbal communication and videotaping sessions for colleagues offers feedback "in living color" directly from the target audience. Although the findings and recommen-

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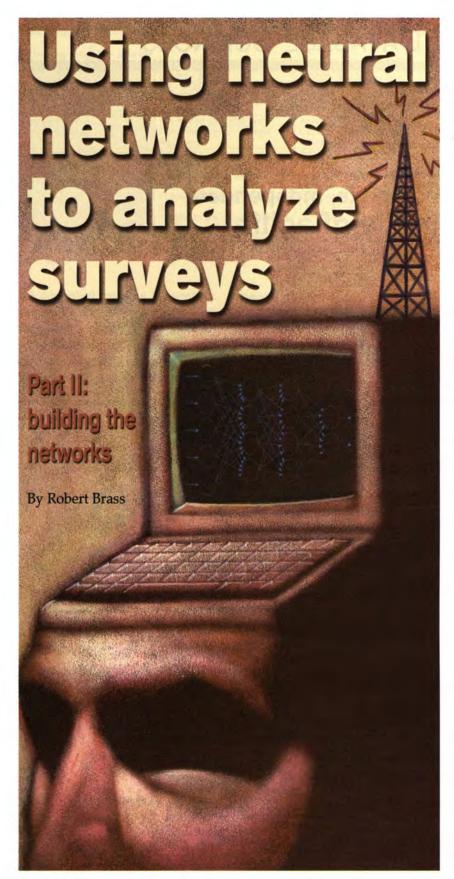
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Editor's note: Robert Brass is president and co-founder of Development II Inc., a Woodbury, Conn., research firm. He can be reached at 203-263-0580 or at bob@development2.com.

ast month, at the conclusion of the first of this series of three articles, we had just introduced an example that would act as your guide through the development of the neural network analysis process for survey results. To maintain consistency, the numbering of the figures and rules of thumb in this segment will continue where we left off.

For those of you who cannot conveniently locate the first article of the series, or who are just now deciding that this one might be interesting, we will restate the example. It proposed a business that sent service technicians to fix faulty Internet servers. Following the completion of the service, a survey was sent to the customer to assess their satisfaction level with the repair and the subsequent outcome. There were eight elements that were evaluated (input questions) plus an overall question (output question) to gauge the totality of the process. They consisted of:

- 1. The ease for the user to initiate a request for service (initiate).
- The time for the service representative to call and set up an appointment (appointment).
- 3. The time it takes for the service representative to arrive (arrival).
- 4. The conduct of the service representative during the service call (conduct).
- 5. The service representative's effectiveness in informing the user about the repair (result).
- 6. Communication from the service representative after the repair has been completed (communication).
- 7. The ability to fix the problem on the first try (first try).
 - 8. Responsiveness of the service

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representative to requests during the service call (requests).

Their overall satisfaction with the service call that repaired the server (overall).

As discussed in the last article, 200 individual surveys were finally chosen to be used for the analysis. This, as described previously, limits the total number of input questions that can be evaluated (the third rule of thumb) to seven. The next step, then, is to identify the questions that will be chosen as the inputs to develop the neural network and those which will be eliminated.

Correlation, the Achilles heel of survey analysis

The phrase "a rising tide lifts all boats," in an abstract way applies to customer satisfaction, employee satisfaction, product selection, and many other surveys. It relates to the phenomenon that there is a normal correlation that exists between the majority of the respondent's answers in a typical survey. For example, in a customer satisfaction survey, a person who is Totally Satisfied Overall is probably quite satisfied with most of the other surveyed elements that influenced that decision, while a dissatisfied individual is likely to have several associated areas of dissatisfaction.

Correlations in the answers to surveys consist of two types, incidental correlations and topical correlations. Topical correlation occurs when there is a logical link among question topics. In the example, there are several areas of query that exhibit this characteristic. As an illustration, consider:

- The conduct of the service representative during the service call.
- Responsiveness of the service representative to requests during the service call.

The correlation between these two queries is topical since the major interaction that a customer has with a service representative is usually a request or a question and the evaluation of their conduct would be how well they responded. This suggests that upon inspection of a large number of respondents' answers that a high cor-

relation can be expected to exist between the answers to these two question topics. On the other hand "the time for the service representative to call and set up an appointment" is not significantly related to the prior two question areas and thus it would not be expected to exhibit a topical correlation with either of them. The level of satisfaction indicated for this question. however, will still probably have a correlation with those previous two, but to a smaller degree. This would be the incidental correlation that occurs simply because of a relative consistency in the answers to most questions.

Incidental correlation is background noise that we do have to live with. Topical correlation on the other hand should be minimized. The reason to eliminate as much topical correlation as possible can be understood by the following "thought experiment."

Hypothetically, when building a model to analyze customer satisfaction (for the example used in this article) instead of using one input for each question, suppose you create 10 separate inputs from the answers to first question (the conduct of the service representative). The remaining seven input questions, on the other hand, would be given only one input each. Clearly then this "conduct question" would dominate the logic of the model. Thus, any attempt to understand the objective impact of the conduct question would be highly distorted. It would also dilute the impact of the other questions on overall customer satisfaction. A similar dilutive situation results when there exist significant topical correlations among questions if they are all used as inputs to a neural network.

The goal, therefore, is to minimize topical correlations. Minimization is accomplished by elimination! The challenge is to determine what should be eliminated and what should be saved.

The incidental correlations, on the other hand, will appear in almost every survey, thus there is a normal level that can usually be anticipated. This leads to the fourth rule of thumb:

Correlations below .4 are acceptable (this is typically the upper range of incidental correlation).

Correlations between .4 and .5 are marginal and should usually be eliminated.

Correlations between .5 and .6 are high and should be eliminated if at all possible.

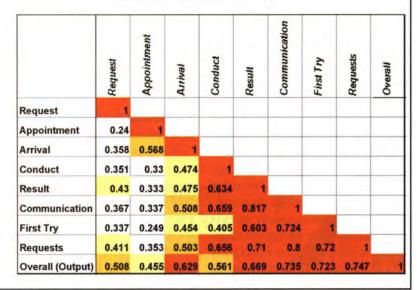
Correlations above .6 definitely should be eliminated.

Correlations above .7 are highly indicative of questions that deal with virtually the same subject (from the respondent's point of view) and must not be used in developing neural network.

It should be emphasized that this rule of thumb applies to a four- or five-level scale and only to inputs, not the potential outputs of a neural network. A higher or lower number of levels will certainly result in different acceptable/elimination criteria.

A simple process for identifying correlation among question answers is to use the correlation function in Excel. This is available in the Data Analysis Figure 5

Correlation Matrix Color Coded Correlation Level

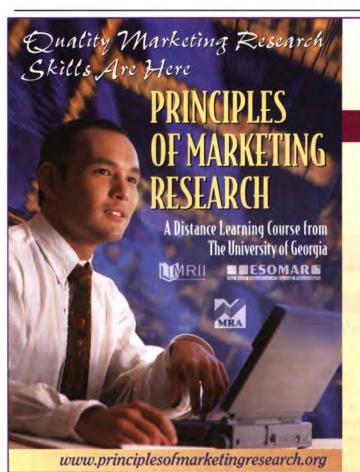


function group listed under Tools. The output is illustrated in Figure 5, which is the result of calculating the correlations for the example.

There are three color overlays to correspond with each of the top ranges of correlation, which visually aid in identifying those groups. This color coding, or one of your choice, is easily obtained by using the Conditional Formatting capability in Excel.

What to keep and what to eliminate

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deciding which questions to eliminate as inputs to the neural network. This selection process requires a reasonable understanding of the subject matter and some trial and error. It is important to note, however, that elimination from consideration as an input to the neural network does not mean that those questions are not included in the ultimate analysis.

The goal is to leave questions that include at least one (often more) which is highly correlated to those which are not used and to have a logical understanding of its relationship to the discarded questions. To accomplish this selection, normally we look for inputs that have the highest correlation with other inputs as a first guess for elimination. In this example, Result, Request, and Communication fit that bill. The next step is to determine if among the remaining, there exists a question that can be a proxy for the removed items. A high correlation is the clue for identifying it. In this case, it is Conduct. A further examination of that correlated group suggests that the common denominator is information about the Result of the service call.

The correlation that inputs have with the output, as seen in Figure 5, can also be used as additional information to aid in the selection of the final question set. Those that have a high level of correlation with the output should be given precedence where possible.

The final reduction is illustrated in Figure 6 with shading covering those questions that will not be used as inputs to the neural network. There is one high value of correlation that could not be eliminated. That is the relationship between Arrival and Appointment. This does happen occasionally and fortunately is not fatal.

A reasonable question to ask is: Does this process always work? The answer is that it rarely doesn't. This does not mean that the first guess for selecting the inputs will always be the best. Very occasionally, we will have to redo the entire analysis. The indication that it should be considered is when the proxy question turns out to have the highest impact on the output by a significant margin over the next input. The approach in this case is to initially eliminate those inputs that were shown to have little effect on the output and then, to create the correlation matrix again and reselect a new set of inputs for the neural network.

Segmenting the survey respondents into logical groups

When using a neural network for identifying input sensitivities the non-linearity of the result must be considered. This means that, an "average" sensitivity for each input element over all respondents is probably inappropriate. Different groups of respondents can have very different decision processes, therefore it makes sense to assemble them into logical segments and derive average sensitivities separately for each of those segments. The details of this process will be explained in the third segment of this article.

of groups when working with a neural network in most survey situations. This is the fifth rule of thumb:

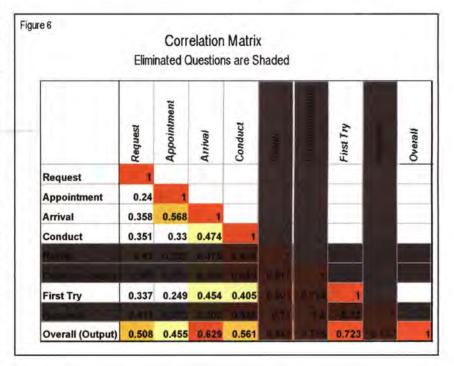
Usually, the optimum number of groups that can be separately analyzed will be two to five.

Although this number may seem small, the total number of respondents in each segment is what creates the limitation. Ideally there would be about 80-100 respondents, as a minimum, in each group. With 200 survey respondents, for example, two groups is the reasonable maximum.

In the case of this customer satisfaction example, the segments would be:

- 1. Totally Satisfied Customer
- 2. Somewhat Satisfied Customers
- Dissatisfied Customers (a combination of the Somewhat and Totally Dissatisfied Customers)

The final data set selected for this analysis consists of 104 Totally Satisfied respondents, 92 Somewhat Satisfied, and four Dissatisfied. This selection was derived from the total survey responses to balance the first



There is no standard methodology for determining the optimum segmentation of the respondents. The choice will depend upon the analysts' experience with the specific fields addressed by the survey. There is, however, a practical rule of thumb for the number two categories and to have a small but representative group of the Dissatisfied. The inclusion of the Dissatisfied group would normally be questionable, however it is part of this example for illustrative purposes. It is used only in creating the neural net-

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Average Satisfaction Level of Customer Segments Based on a 1,3,4,5,7 Weighting

			Question		
Customer Segment	Request	Appointment	Arrival	Conduct	First Time
Totally Satisfied	1.95	2.73	2.02	2.45	1.35
Somewhat Satisfied	2.67	3.57	3.25	3.02	2.80
Dissatisfied	4.36	5.27	5.09	5.14	5.45

work, not in the analysis.

Scaling the inputs and outputs

Although the respondents' choices for selecting a customer satisfaction level are often given as literals, such as in this example, the neural network requires numerical values. The selection of a specific number for each level in the satisfaction scale, therefore, is important. The first step is to identify the key segments of the data. Since the intent in this example is to select the optimum actions to create the maximum number of Totally Satisfied customers, it and the Somewhat Satisfied segments are the most critical. The Dissatisfied group is small to begin

with and will probably respond to any corrective actions applied to the Somewhat Satisfied group.

The goal, therefore, is to assign numerical values to maximize the quantitative distance between the key groups, to allow a greater range of discrimination. This results in a somewhat non-intuitive solution, as usually higher numbers are associated with higher levels of satisfaction. Our approach is the reverse, as indicated in the following selection.

Totally Satisfied = 1 Somewhat Satisfied = 3 No Opinion = 4 Somewhat Dissatisfied = 5 Totally Dissatisfied = 7

Since the neural network is structured to deal with ratios, the distance (ratio) between Totally Satisfied and Somewhat Satisfied is 3 (3/1) while the distance between Somewhat Dissatisfied and Totally Dissatisfied is 1.4 (7/5). The "No Opinion" answer must be represented as it is a valid answer and therefore it is squeezed between Somewhat Satisfied and Somewhat Dissatisfied in an attempt to minimize its impact. Since it is necessary that every input of every respondent used to train or test a neural network have a numerical value. No Opinion could also be used for a question that the respondent chose not to answer.

Using the substitution of the values 1,3,4,5,7 for the literals allows us to calculate an average for each of the selected inputs for the three key segments. This is illustrated in Figure 7.

The neural network (finally)

The preparation and selection of the inputs constitutes the majority of the work, as clearly indicated in this arti-

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cle. The derivation of neural networks from these inputs, on the other hand, is somewhat automatic.

We have chosen BrainMaker, from California Scientific Software, as our "engine." The advantage that BrainMaker offers for our process is that it has the ability to control network configurations and training strategies. Most important, however, is that it also has an option called GTO (genetic training option) that allows us to predefine a range of alternatives to be iteratively implemented during a series of training sessions. Without this capability, as will become apparent, the development of the thousands of neural networks that are necessary for a proper analysis would be overwhelming.

The fundamental calculation derived from a neural network analysis is a value for the sensitivity of the output (Overall Satisfaction in the example) to each of the separate inputs. This derivation is required for each of the key segments. As could be expected, the sensitivities of each input will usually vary considerably from segment to segment.

While different neural network software programs have a number of strategies for calculating sensitivities, BrainMaker varies each input by 10 percent of its range (maximum value - minimum value) and calculates the fractional change in the associated output. This calculation does not, however, directly provide the sensitivity in a format that we can use.

What is sensitivity? The goal is to determine a dimensionless number that has a consistent calculation for both the input and the output. While there are several options, we use the ratio of:

Sensitivity (or Impact) = Percent Change of the Output
Percent Change of the Input Variable

For each segment there will exist an average value for each input. Since the individual range of these inputs is also known, dividing (in the specific segment) 10 percent of that range by the average input value will calculate the "Percent Change of the Input Variable." In a similar fashion,

BrainMaker has a function that will display the change in the output corresponding to each standard input variation (10% of the range), one at a time. This value divided by the average value of the output for each segment defines the "Percent Change of the Output."

The fundamental strategy for developing a neural network for survey analysis

There is a major difference when

developing a neural network to analyze a survey, as opposed to deriving a model. When building a model you seek to identify the statistically best network. When used for analysis, the objective will be different, in that your goal is to find the most "representative network." This is usually not the "best" network. The reason for seeking what we refer to as a representative network stems from the limited number of survey respondents that are usually available.

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Most suggestions for building neural networks recommend that 10 percent of the data be used to test a network that was trained with the other 90 percent. Unfortunately, this portion of the respondents' answers for testing is not sufficient for a small survey sample, therefore as the sixth rule of thumb we recommend that:

The minimum number of respondents used for testing is 80.

Testing data should consist of a minimum of 40 percent of all of the respondents.

The logic behind this rule of thumb is that the statistics for defining the characteristics of a neural network are derived from the "testing data," thus it should be a "statistically robust" group.

This rule of thumb was derived empirically from hundreds of frustrating experiments. The early conclusions were disheartening, as the recommended 10 percent testing sample most often gave very poor and even incorrect results. It became apparent quite quickly that the size of the testing group had to increase. As this testing sample increases, however, the training sample decreases and the major source of the statistical error begins to shift to the training group.

In solving one problem, as in life, you typically create another, and this was no exception. Since often a network is being built with as few as 200 survey respondents, by providing a viable number for testing you also introduce some interesting statistical biases in training, or vice versa. The rule of thumb then arose as a compromise but unfortunately with a sacrifice in statistical accuracy.

The strategy that was identified to overcome that issue was to initially create a very large number of separate neural networks. This is accomplished by a re-randomization of the survey data; then training, testing and creating additional networks. What was anticipated to emerge from the aggregate of all the networks, assuming the number is sufficient, will be a pattern pointing to

a "representative network."

Creating the iterations of the data for training the neural network

To create the multiple networks which are needed to optimize the probability of finding a common central pattern, it is necessary to develop a number of fundamentally different networks from the same data.

The discussion to explain this process will reference the capabilities of BrainMaker's GTO. It will be general enough, however, to be applicable to other neural network software packages. The major options, other than a re-randomization of the respondent data and the subsequent splitting of it into training and testing sets, are the training strategy and the network architecture.

Training is enabled by a property called tolerance. In BrainMaker, tolerance is defined as a specified percentage of the range of the output. In training, a correction is only

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Figure 8

Impact (Sensitivity) of Inputs on Output Somewhat Satisfied Respondent Group

			Question		
NN Run	Request	Appointment	Arrival	Conduct	First Time
Run 1	0,20	0.08	0.41	0.23	0.34
Run 2	0.16	0.08	0.14	0.32	0.22
Run 3	0.24	0.32	0.29	0.34	0.21
Run 4	0.30	0.27	0.32	0.22	0.71
Run 5	0.33	0.13	0.18	0.16	0.40
Run 6	0.29	0.25	0.32	0.24	0.72
Run 7	0.35	0.15	0.26	0.62	0.32
Run 8	0.34	0.19	0.18	0.52	0.42
Run 9	0.28	0.18	0.15	0.22	0.51
Run 10	0.30	0.21	0.29	0.16	0.61
Run 11	0.31	0.15	0.32	0.21	0.53
Run 12	0.19	0.12	0.24	0.11	0.33

made to the network if the output for any set of inputs exceeds that tolerance. This tolerance can be set to a constant or a dynamic value that decreases in a predetermined pattern as the network increasingly learns from the training facts.

The network architectural variability comes from the number of layers of hidden neurons in combination with the number of neurons in each of those hidden layers. From a practical point of view, and also a limitation of BrainMaker, two layers of hidden neurons are the maximum that can be used.

Stipulating the iterations for developing multiple networks

As implied in the previous section,

the crux of the process for identifying the representative network lies in the ability to generate a sufficient number of different networks from the same data to insure that a rational representative pattern will emerge in the aggregate results. The following is a description of the methodology that BrainMaker allows us to use.

Labeling the criteria as rules of thumb is a stretch, so instead, consider these alternatives as "what works well for us."

- 1. In training, reviewing all survey respondents in sequence 210 times is usually sufficient. This is called a training cycle.
- 2. Test after reviewing the complete sequence of survey respondents every 30 times (seven times per training cycle).
- 3. For the fixed training strategy, a training tolerance of .1 (10 percent) works well.
- 4. For the variable training strategy, a beginning training tolerance of .2 (20 percent) decreasing in the sequence

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.16 (16 percent), .13 (13 percent), and .1 (10 percent) is effective. Each successive step is taken when the network is trained such that 90 percent of the training facts are within the current tolerance.

5. For the first hidden layer, start with the number of neurons equal to 25 percent of the inputs and continue by adding two neurons in each new training cycle until it is equal to 120 percent of the inputs.

Add a second hidden layer using the same strategy as the first hidden layer. 7. Iterate until you have used all possible permutations of the previous alternatives (1-6).

8. If the total number of training cycles exceeds 100 consider increasing the two-neuron increment to three or four.

With a total number of cycles that could equal 100, there might then be 700 potential tested networks to choose from. This number, however, is only for one split of the survey respondents between testing and training. In fact the respondent base should be reshuf-

fled at least four or five times, as a minimum, and retrained each time using the parameters defined above. This generates a maximum of 2,800-3,500 tested networks. Although the development of all these networks sounds ponderous, it really isn't. The entire process including selecting the appropriate networks (exclusive of computer time and data preparation) takes slightly over an hour.

What is the result of all these calculations?

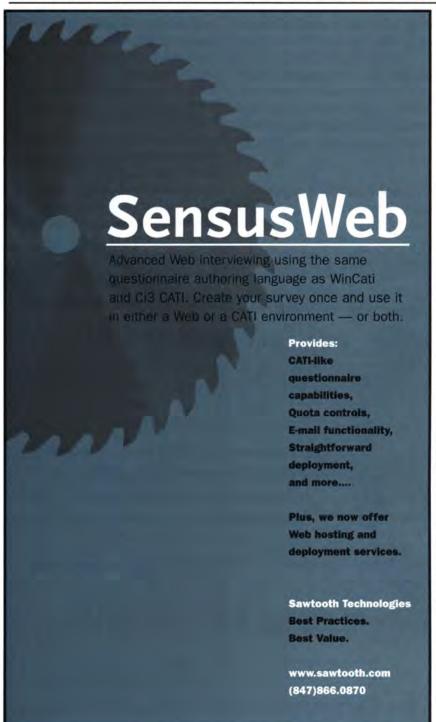
The selection methodology is a twostep process. The first is a preliminary reduction. From each re-randomizing of the surveys and subsequent training of multiple networks (about 700 networks), three are chosen that exhibit "optimum statistics" (to be discussed in the third article).

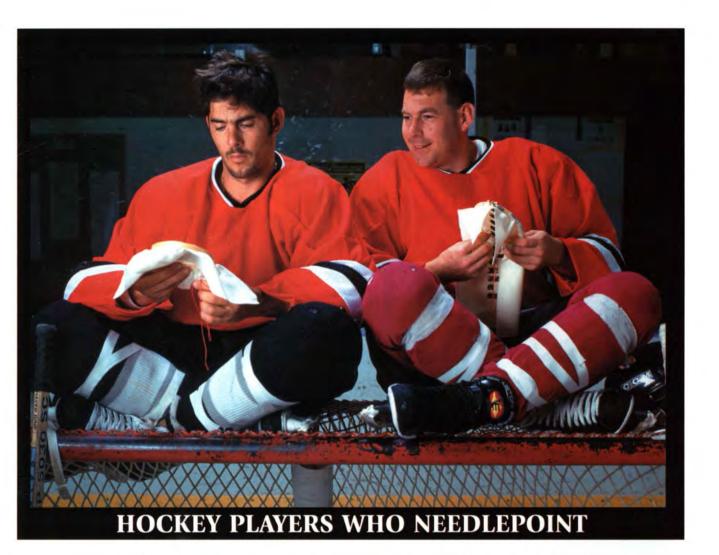
For explanation, (using the example) we will assume four re-randomizing sequences. The results, after normalization, are illustrated in Figure 8. Only the table for the Somewhat Satisfied group is shown here. Similar tabular results exist for the Totally Satisfied and Dissatisfied. There are 12 selected "best networks" shown. Each row (of the 12) defines the impact or sensitivity for each input (the satisfaction element) on the output (Overall Satisfaction). The ratio is given as a percentage. By examination of Figure 8 it is important to note the extreme differences in sensitivities of the inputs in some of the 12 selected networks!

Like a good soap opera, we leave this second article with a cliffhanger. Observing the dramatic differences that can occur in the outputs of neural networks developed from the same data raises two "sticky" questions.

- 1. If you presently use neural networks for analyzing surveys without consideration of the issues raised so far in this article, "Are you feeling lucky?"
- 2. Given this apparent variety of results, how do you identify the correct representative network?

Although the selection process was originally slated for discussion in this section, it is postponed until the third article. Tune in for the explanation in the October issue.





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Editor's note: Tim Glowa is a president of North Country Research, a Calgary, Alberta marketing science company. He can be reached at tim.glowa@ncresearch.com.

elf-completed Web surveys offer many advantages, including lower data collection costs, shorter data collection time periods, enhanced survey controls (namely automated skip patterns or forcing responses when applicable), and reduced data entry errors. But the enormous potential of Web surveys must be balanced against an equally large weakness. Most North American households do not have computers or Internet access. In October 1998, only 42 percent of U.S. households reported owning a computer, up from 24 percent in 1994. Another study, conducted by CBC/New York Times in 1998 suggested that two-thirds of all households contacted have access to a computer, and a third of these respondents have Internet access (Dillman 2000, *Mail and Internet Surveys*). While the proportion of the population with Internet access will continue to increase, the issue of valid coverage is an important consideration when conducting a Web survey.

This article reviews Web survey software from three providers. Each piece of software was used to create a simple Web-based survey. In conducting this review, the author imposed several constraints:

- The same short questionnaire was used in all cases.
- The survey was created by the author using each piece of software, and hosted on a site not affiliated to the software provider.
 - · Each survey was tested to ensure

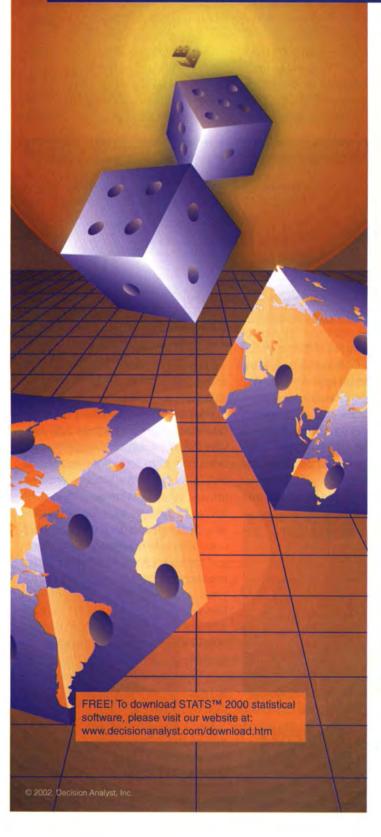
that respondents could complete it online.

 Each software program was used on the same computer (running Windows 98).

The software packages reviewed are: SSI Web (Sawtooth Software), The Survey System (Creative Research Systems), and Survey Pro (Apian).

There are several features that are common to all software packages. First, they all provide a detailed instruction manual that is surprisingly easy to use and follow. Second, they all have very friendly technical support that is available without charge over the phone. In each case, I contacted technical support and asked questions about actually hosting or publishing the survey, and received courteous, helpful advice. Third, all packages are relatively similar from a functionality perspective; they

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all allow skip patterns, optional response verification to ensure that certain questions are answered or that the response is in an appropriate range, and finally they all provide the ability to show answers to previous questions on the screen (for example, "You mentioned that the last quick-service restaurant you ate at was Burger King; how satisfied were you with their speed of service?")

SSI Web

SSI Web from Sawtooth Software is an excellent Web survey software package. Although expensive compared to the others reviewed — \$3,000 for 50 questions, \$9,000 for the 500-question version — it is relatively easy to use. A survey is created using either a template or by pointing and clicking and typing in text. It is very easy to change the order of questions or to add graphics.

One of the strengths of this package is the format for laying out and displaying questions; you simply enter your questions and possible responses, and Sawtooth Software handles the formatting and questionnaire layout, while providing the ability to change this formatting if desired.

Of the three packages reviewed, SSI Web also has the strongest survey preview feature, which opens the survey in a separate window and shows how it will actually appear to potential visitors. This is extremely useful to adjust any formatting or page breaks.

Another strength of this package is the online data management module. It allows a researcher to not only monitor that they can tabulate frequencies, but not provide the ability to change or adjust password quotas (the read/write capability requires a separate password).

A separate add-on module integrates SSI Web with Sawtooth Software's powerful conjoint packages.

The Survey System

The Survey System is an extremely versatile collection of software packages. With the Basic Edition (\$499), users have a complete survey creation and analysis system for questions with 10 or fewer answer choices. Questions are constructed using drop-down menus and help wizards that are common to

tions, combine Web responses with other information from the same respondent (such as historical data), and the flexibility to establish different quotas for different groups of respondents.

One of the nicest features is the builtin spellchecker. For those of us used to having this feature in Microsoft Word, it is comforting knowing that the chance of a typo is reduced. Also, a range of different questions types can be used, including grid-style tables.

The Survey System has two main strengths. The first is the ability to produce professional, camera-ready reports (complete with tables, charts and text) on a Web page. This feature demonstrates

The Survey System from Creative Research Systems (www.surveysystem.com)				
Item	Rating out of five		out	of five
Ease of entering questions	-			
Ease of changing/editing questions		*	1	
Ease of publishing survey		1		*
Ease of retrieving data	- 140	*		
Price	-			
Technical support	-	1		
Overall rating	100	*		

many Windows-based software packages. The Basic Edition of The Survey System is designed to appeal to all users; those outside of the traditional market research departments can easily create a simple survey, while market research professionals will appreciate the added analytical tools available from an add-on statistical module.

For larger surveys and more sophisti-

the advantage of Internet-based surveys
 the ability to quickly collect the data and quickly produce quality topline reports.

The second strength of this package is the e-mail integration package. Although your ISP may not appreciate (or in some cases may even forbid) the sending of bulk unsolicited e-mail, this feature does provide the ability to manage the e-mail invitation process, including the inclusion of passwords in the link so that respondents do not have to enter them, and the ability to send either reminder messages to non-respondents or thankyou e-mails to those who have. This feature will be very useful to researchers who are using a managed database of people who have agreed to participate in future research projects.

A separate optional add-on module lets users record respondents' answers in their own voices.

responses but also to calculate frequency counts providing a convenient method of monitoring the progress of the survey. Additionally, a researcher can also provide a password to a client, so cated users, The Professional Edition of The Survey System is reasonably priced at \$999. There are several unique features to this package, including the ability to calculate values from other ques-

Survey Pro

The Survey Pro package from Apian software is a complete data collection

package that can be integrated with Apian's other modules. The main survey design package costs \$1,195, and the add-on NetCollect module is \$595, putting the total price for a single-user license at \$1,790.

Since this package is part of a total

straightforward.

Publishing the Web survey

Although Survey Pro was the easiest, the process of hosting of publishing the survey was more challenging than I expected. Each piece of soft-

lems, while your ISP would suggest contacting the software manufacturer.

In any case, it is possible to publish your own survey. However, if this seems like too daunting a process, each of these software companies offers a fee-based hosting service, where you design the survey using their software, and then for a fee, they will host it on their own servers — an acceptable solution if you do not have the time or inclination to do it yourself, but still want to conduct Web survey research. Contact each of the providers for more information.

Item	Rating out of five		
Ease of entering questions			
Ease of changing/editing questions			
Ease of publishing survey	C4040404040		
Ease of retrieving data			
Price			
Technical support	3 500		
Overall rating	***		

survey data collection system, it allows the user the flexibility to quickly change from a Web-based survey to a paper survey. However, this functionality makes creating and formatting the Web survey cumbersome. Unlike the other software tools, formatting or editing questions (including changing the order of questions) is not easy.

Alternatively, the strengths of this package are first the ability to quickly integrate the respondent data into a finished report. The report produced is based on a template designed by the user, and can be instantly assembled with topline information once data collection is completed.

Secondly, of all the packages reviewed, Survey Pro is the easiest to host. The process of completing the questionnaire and actually getting it up on your Web site is simple and ware requires the uploading of different script files and will likely require the use of a file transfer protocol (FTP), a method used to upload and download pages from a Web server. I used Ipswitch's WS_FTP Pro (available from www.download.com or www.tucows.com) for this. If you have previously published a Web site using Microsoft FrontPage and are looking for a "Publish Web" button, you will be sadly disappointed.

Part of the problem is that specific requirements among ISPs vary. One provider may require a separate setting accepting perl files, while another requires that all files be uploaded to a common location. This has the potential for the user to be left in the middle, caught between the software maker and the Internet provider. The software company would suggest that you contact your ISP if you have prob-

Here to stay

Web surveys are certainly here to stay, and will likely become more and more accepted as a mainstream data collection option. Of the three pieces of software reviewed in this article, two are excellent options for the researcher interested in designing their own Web survey. SSI Web is an easy-to-use but powerful survey design and hosting package that provides all the tools necessary to conduct Web surveys. The Survey System is also a superior product that is easy to use and not only creates Web surveys but also provides the tools for quick and professional analysis and reporting all in one package. I would not hesitate to recommend either package. [4



For a review of three sophisticated data analysis packages, visit www.quirks.com and enter Article QuickLink number 565 ("Analytical software extends its reach").



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ore than a source of entertainment, a stealthy way to monitor the purchasing habits of American citizens, or just another way to advertise, online research is an avenue through which companies large and small learn more about their brands and forge relationships with customers. Within the last few years,

online methodologies have become stops on the path toward a company understanding its consumers and managing customer relationships. But this communication goes both ways; while companies can "talk" to their customers, it's also a way for consumers to tell companies what they think of the products and services they use. If customers have gripes, for instance, about the new flavor of iced tea from Snapple, or the latest look in sneakers from Nike, they have the opportunity to air their views, and to get paid for doing so. And those who are a little more tech-savvy -

the experienced Web surfers — can talk about their views on everything from their favorite (or least favorite) Web sites to online privacy and Web site registration.

Like many industries, market research companies have taken the business of polling online. In one month alone (March of 2001), online market research software developer Itracks had a 74 percent increase in hosting online qualitative research than the same month in the previous year. Another company, New Yorkbased Cyber Dialogue, Inc., began by offering businesses a chance to reach

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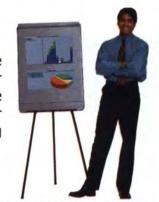
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their customers in a non-invasive way while simultaneously giving consumers the chance to give opinions on a variety of topics - and get paid for doing so. Many other companies emerged as companies recognized the value of conducting research online. Since 1993, Cyber Dialogue (now Fulcrum Analytics, Inc.) implemented focus groups and surveys online for Fortune 500 companies, Web site content providers, and other types of organizations, to find out what the online population was thinking. Out of this research emerged some "research on the research" to find out what Internet users actually had to say about the projects in which they participated. It turned out that they had a lot to say.

An online survey Cyber Dialogue conducted in the late '90s, for instance, showed that the Internet had begun to replace the television. It appeared that the couch occupant went from sitting in front of the TV to sitting in front of a computer screen. (In fact, some claimed to be reading less and sleeping less as well.) A recent release from Jupiter Media Metrix reported, too, that among specific demographics (in this case women with children) 44 percent have reduced their TV viewing in

favor of spending time on the Internet (April 18, 2002, Jupiter Media Metrix Online Behavior & Demographics service "Demographic Profile: Women Online"). In light of these facts, it's easy to understand why online users have sought out new opportunities to capitalize on the time they spend online.

Interestingly, when online research participants were asked why they enjoy participating in online surveys or research projects, the top reason that emerged was not the moneymaking opportunity, but rather the chance to make their opinions count, as in the following quote from a 12year-old: "It makes me feel important. Being a kid, sometimes I feel like whatever I say doesn't count. But this makes me feel like I count." Some did say that getting paid is important, while a few mentioned "interacting with others" as an incentive. Interestingly, the self-fulfilling or contribution-focused reason is most often mentioned, followed by the bonus of earning some cash; bringing up the rear is the social connection factor.

There was also a strong sense of empowerment embedded in many of the comments, a sense that they are "being heard," as in these verbatim quotes:

- "I feel like I have a voice in things..."
- "I feel that my opinion is instantly being heard."
- "I feel my opinion is less mainstream than most, and want my voice to count."
- "I like the fact that...I can have an effect on products or services being offered by different companies."

The effects of feeling heard cannot be overstated. The Internet has, to some degree, removed some barriers while building others. It allows for immediate connections between business and consumer and vice versa while also engendering concern in some online users. For instance, issues of privacy, security, and personal vulnerability are among the topics that surround discussions about how the Internet has impacted and will continue to impact both personal and business interactions. Today's savvy consumer has become increasingly frustrated at having to remain on hold on the telephone for 20 minutes waiting for a customer service representative to answer their call "in the order in which it was received." Providing customers with the sense that a company is genuinely listening serves not only to break down barriers but also to reduce frustration, offer alternate access points to customer service, and again, make each customer feel valuable. The fartherreaching effect of these processes, of course, is that these good feelings are likely to turn into dollars spent and profit gained.

OK, so it might seem that the same goal can be reached through mall-intercept methods of market research, traditional focus groups, or telephone surveys. Well, online research participants have something to say about that, too. One respondent described why she likes doing online surveys: "[I have the] ability to fill out projects at the time that I decide rather than being forced to answer questions by phone when it is often inconvenient." One of the greatest mutual benefits (to both customer and company) just



might be in the nature of the online environment in the sense that its anonymity can lend itself to honesty. (As one online respondent explained, "[I] can be honest without face-to-face peer pressure.") After all, isn't it better to have an honest answer from someone you can't see than a less-than-honest response from someone you can? (Yes, the honor system applies in both online and face-to-face groups!)

So while it's clear that online research offers advantages and disadvantages to marketers, the same applies to the respondents. Below is a summary of some of the perceived pros and cons:

Pros

- Making opinions known allows participants to make an impact on changes in products, brands, and services.
- Feeling heard diminishes the feeling that they are part of a mass consumer market, contributes to a sense of empowerment and participation in a process.
- Money perceived as an added bonus.
- The "lone voice" allows participants who have opinions that diverge from the mainstream to contribute to commercial decisions that impact the consumer who is not necessarily part of the majority.
- Convenience allows participants to contribute opinions on their own schedules, or to participate from a comfortable and familiar location (i.e., home, work, school).

Cons

- Not always knowing who is sponsoring the research — and to whom they are contributing their opinions.
- Awareness of only part of the process — participants offer opinions but do not see the results.
- Privacy there is some concern that personal information will be shared with non-participating parties or organizations.
- Not always being selected this comment comes from the perspective

of an individual who clearly enjoys participating.

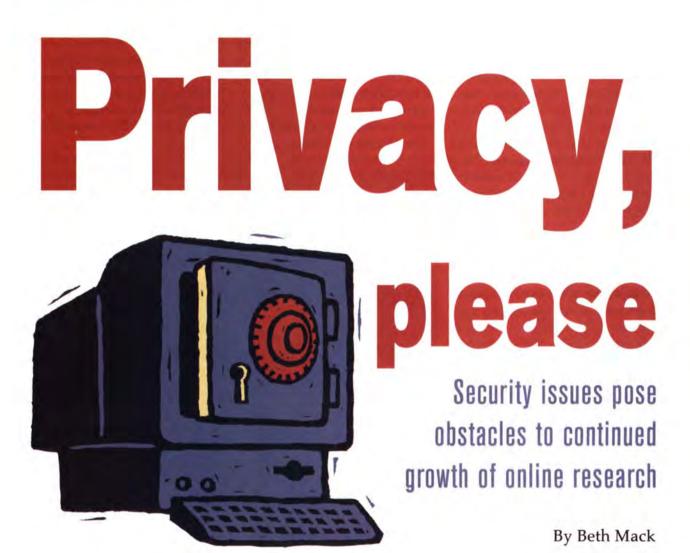
Mutually beneficial

Despite the cons, the pros make a strong case for why online focus groups have become an increasingly utilized and helpful tool for gathering qualitative data from online users. The Internet as a research venue has evolved into a mutually-beneficial and convenient tool for establishing and maintaining relationships in both

the business-to-consumer and the business-to-business environments—that is, between any company and its customers. With 210 million consumers projected to be using the Internet within the next three-and-a-half years and \$130 billion in anticipated retail revenues during the same period (Jupiter Media Metrix industry projections), the online medium continues to pave a significant two-way path for customer relationship management.



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nline market research has found its niche as respondents and clients alike discover the inherent advantages the Internet offers. As a result, the online market research community is flourishing. The newsletter *Inside Research* reports that less than \$3 million was spent in the United States in 1996 on online research. The same publication says that in 2001, that number had soared to more than \$500 million.

The move to online research is attributable to the methodology's promise of speed and, in some cases, reduced costs. General Mills, for example, has stated that using online methods reduces survey time by as much as two-thirds and saves an average of 50 percent over traditional methods.

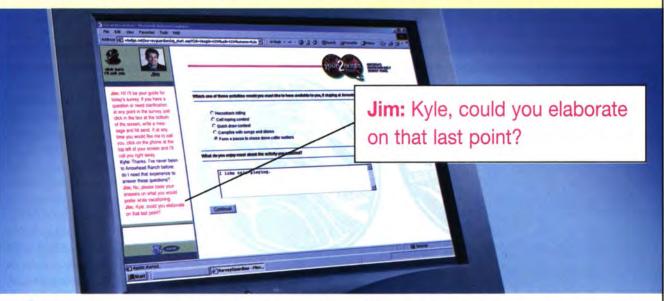
The growth of Web-based research has spawned new subject matter for testing, including Web site effectiveness and audience demographics; and the effectiveness of online advertising. At the same time, many traditional research activities have moved online such as qualitative research, concept testing, and consumer satisfaction studies.

This new medium has heightened public concern over privacy and security. Our response to these issues will be critical to the continued success of online research.

We've always worked hard to maintain the integrity of the data collected and protect respondents' private information. And we've been careful to ensure that the data was kept confidential and, when necessary, locked in secure files.

The Internet has brought those issues to the forefront because of the vulnerability of data stored on unsecured servers. Years ago, we had small worries about the possibility of someone stealing a file, or selling mailing lists without authorization. Now, with servers connected to the Internet, whole databases are at risk of being compromised by hackers, worms, viruses and a whole host of other issues that were unknown a few short years ago.

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These issues are making ethics even more important in the online community to ensure that privacy is protected and that clients are served by ensuring the data delivered is trustworthy.

Trusting relationship

With this in mind, online market researchers have a high level of satisfaction to meet. There are a number of ways through the Internet to accommodate and build a trusting relationship not only with the client, but also with the research respondent. Through developing guidelines, adopting or creating a code of ethics, posting privacy statements, instituting strong security measures and acting honestly, the Internet can serve as the tool of choice for clients and respondents.

Unfortunately, consumers don't have

a lot of confidence in online privacy. A study by Forrester Research found that just 6 percent of respondents — one out of 16 - trusted Web sites with their personal information. There is good reason for them to be worried. Identity theft is rising, and businesses and agencies that retain consumer information are under frequent attack by hackers. A recent FBI and Computer Security Institute study found that 85 percent of companies surveved experienced Internet security break-ins over the last year.

Because privacy and security are closely related, they are often lumped together. But privacy policies won't solve security problems, and without Internet security, there can be no online privacy.

Privacy is possible if policies and technology are properly coordinated. The Federal Trade Commission cites four key elements of privacy. Two of them, notice and choice, are policy questions. The other two, access and security, are technology issues.

Notice and choice policies inform people how their information will be shared and allow users to opt out if they don't want that information sharing to occur. If consumers think that notice and choice policies will safeguard sensitive personal information on the Internet — and then discover that their Social Security numbers have been stolen -their confidence in online transactions will be shaken.

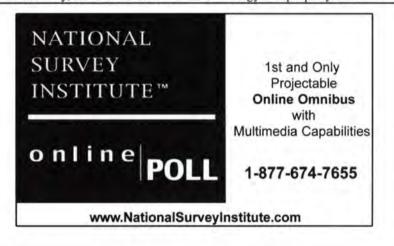
Because the online privacy debate has focused on notice and choice policies and overlooked security technologies, the legislative remedies don't begin to address the overriding public concerns about online theft or wrongful manipulation of sensitive personal information.

For example, the Consumer Internet Privacy Enhancement Act, which Congress is considering, has many provisions on notice and choice policies, but none on online security. The Health Insurance Portability Accountability Act (HIPAA), whose privacy regulations have created such a furor, doesn't address security regulations. Even legislation calling for a privacy commission ignores the need to study Internet security measures.

Fortunately, some privacy legislation does reference security. For example. the Financial Services Modernization Act, which prompted banks to send a torrent of privacy statements to consumers, also requires financial institutions to safeguard customer information, protect the security and integrity of records, and guard against unauthorized access. The new cyber crime initiative pushed by Attorney General John Ashcroft also is a step in the right direction.

Strong programs

The message is clear. Either we get ahead of the issue and institute strong privacy and security programs within our industry or the government will do it for us. Our industry needs to do a better job of recognizing these are critical



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issues and take steps to address them within our community. On a national level, we need to educate consumers and elected officials on the link between online privacy and security. On an individual company level, we need to ensure that the data we collect is safe and that our privacy systems are well established.

Privacy notices appear invaluable in helping to ease concerns over sharing information. According to a study conducted in the spring of 2001 for the Privacy Leadership Initiative (PLI), consumers are increasingly paying attention to online privacy statements (82 percent in April 2001 vs. 73 percent in December 2000).

The study also revealed that consumers are more likely to reveal personal information if given an incentive. And while almost half (45 percent) of online users feel business Web sites are better at providing privacy notices, a majority (59 percent) still feel that businesses do not do a good job of informing consumers about what they do with their personal information.

Fortunately, over the past few years, some associations have developed ethical guidelines for the Internet to provide a consensus of what is acceptable in the online world of research. These guidelines can help the online market researcher develop their own set of guidelines for viewing by the client or respondent.

The Marketing Research Association (MRA) is just one of many associations creating an online market research ethical guide. Its Code of Data Collection Standards outlines basic rules to data collection that apply to market research and online market research.

These guidelines include:

- Respondent cooperation should be voluntary.
- The researcher's identity should be disclosed to respondents.
- The respondent's rights to anonymity should be safeguarded.
- Privacy policy statements should be posted online.
 - Data security should be maintained.
- Reliability and validity of findings should be disclosed to the public.
 - · Researchers interviewing minors

should adhere to the Children's Online Privacy Protection Act.

Customer/respondent transactions and consumer confidence are the lifeblood of a business and nowhere is that more evident than on the Internet. But these critical business elements are now under daily attack by computer viruses, online security breaches, and highly publicized hacker invasions, compounded by the threat of cyberterrorism.

High confidence

Internet experts agree that the potential of electronic business will not be achieved until businesses and consumers have high confidence that the transactions they conduct — and the sensitive data they place on the Web—are safe and secure. Implementing the MRA's suggestions above and rigid implementation of privacy policies will go a long way toward ensuring continued growth of our industry.



A focus group experiment tests remote moderating by telephone and video Pete DePaulo, Sharon Livingston and Joel Raphael

Editor's note: Pete DePaulo is an independent research consultant based in suburban Philadelphia. He can be reached at 215-362-5574 or at pete@depauloresearch.com. Sharon Livingston is president of Executive Solutions, Inc., a Syosset, N.Y., marketing research firm. She can be reached at 516-992-5698 or at sharonl@executive-solutions.com. Joel Raphael is president of ViewPower, Inc., a New York research consultancy. He can be reached at 212-581-8113 or at jraphael@att.net.

an productive focus groups be conducted remotely, that is, by teleconference or videoconference? Do we lose too much if the moderator is not physically present in the traditional way, sitting face-to-face with respondents in the same room?

Conversely, might there actually be some research advantages to such arrangements? Or, is remote moderating merely an expedient for cutting the cost and risk of travel?

These issues are timely. In the current tight economic climate and the aftermath of September 11, moderators and their clients are particularly interested in options for conducting interviews remotely. Also, improvements in technology and the Internet are enhancing the quality and adaptability of videoconferencing, videostreaming to PCs and other forms of remote communication for focus group research.

To gain some insight into the qual-

ity of remote-moderating options, Executive Solutions, Inc., recently sponsored a qualitative experiment at its New York regional facility, The Looking Glass. What made this experiment unique was that the same group of respondents discussed the same general topic under three different modes of interaction: by telephone, remote video, and traditional face-to-face. The study was co-sponsored by Focus Vision, Inc., which provided the remote video capability.

The experiment

Actually, much of this exercise was rather typical for focus groups. The discussion subject was a local shopping center, the Walt Whitman Mall in Long Island. The respondents were six

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female patrons of Whitman and other local malls. The group included young adults as well as middle-aged women, and focus group veterans as well as novice ("virgin") respondents. Specific questions included shopping habits, perceptions of the Whitman center, reasons for preferring one mall versus another, and suggestions for improving Whitman. Moderators were highly experienced practitioners who have been in the qualitative research profession for decades.

What was not typical was the division of the 90-minute discussion into three separate sets of questions, administered in different modalities and by different moderators.

- 1. Telephone focus group phase. After arriving, the participants were seated at separate telephone cubicles. They were asked to imagine that they were at home and were to dial into a conference call. The call was routed through the telecommunications equipment of Market Navigation, a research company that provides telephone focus group services. George Silverman, president of Market Navigation, conducted this phase of the focus group. While moderating, Silverman was able to watch his laptop computer screen, which identified the respondent talking at the moment. (This computer-screen ID is a component of Silverman's system.) During this phase, he actually was in another room at The Looking Glass. Of course, he could have been anywhere in the world with telephone lines.
- 2. Remote video phase. After completing the telephone phase, the respondents were brought together into a room where they simultaneously watched a TV monitor showing the live "talking head" moderator, Sharon Livingston of Executive Solutions. Like Silverman, Livingston actually was in another location on the premises but could have been anywhere with suitable video equipment.
- 3. Traditional face-to-face. For this last half hour, respondents were brought into one of the Looking Glass's focus group rooms and seated around the conference table for a traditional face-to-face discussion. Joel Raphael of ViewPower was the mod-

erator for this phase. After completing the discussion of the shopping mall, Raphael asked the respondents to share their feelings about the three modalities, including how comfortable they were with each way of participating.

Although each moderator asked a different set of questions, all three concentrated on the same subject — the shopping mall. The second and third moderators built on the prior discussions, just as the later questions in a typical qualitative interview relate to the earlier ones.

Observers

In order to explore the reactions of research professionals to this experiment, Executive Solutions invited a number of observers — mostly other qualitative consultants from the mid-Atlantic region — to the back room. They watched all three moderators in action, and were also able to see participants in the video and face-to-face phases. Later, these on-site observers participated in debrief discussions with Silverman, Livingston, and Raphael, regarding what worked and the relative advantages of each modality.

In addition to observers in the real back room, there also were remote observers around the country. They were able to watch the proceedings thanks to an Internet broadcast arranged by Focus Vision's videoconferencing service. A number of these observers instant-messaged or called in questions during the proceedings and debriefs.

Qualitative results

The big picture is that all three modalities worked well in stimulating respondents to share their thoughts and feelings. Respondents engaged in productive conversations throughout the three phases. The professional moderators who conducted the experiment came away confident that telephone and talking head focus groups can generate genuine qualitative insights in the same league as face-to-face groups.

 Telephone results. Observers, most of whom had never conducted a telephone focus group, enjoyed the smoothness of the phone phase. Respondents opened up immediately after Silverman's introduction, and verbally confirmed their high level of comfort with the telephone session when Raphael asked them about it at the end of the third phase. As Silverman pointed out, we should hardly be surprised at respondents' ease right from the get-go, as people use telephones in all kinds of situations in their daily lives.

During the telephone session, respondents rarely talked over each other. They politely took turns, unlike the case with face-to-face respondents, who have to be reminded not to talk all at once. In fact, when the face-to-face session started, respondents almost immediately began talking in multiple simultaneous conversations until Raphael brought them under control. This was powerful evidence that a telephone focus group has the advantage of avoiding the frustrating, garbled recording you get when respondents talk simultaneously.

In audiotapes from traditional faceto-face groups, it is usually hard to tell who is talking, except for the respondents with the most distinctive voices. This is not a problem in Silverman's methodology for telephone groups, because he asks them to mention their first names whenever they talk. Because the respondents do not know that Silverman is watching a screen identifying the talkers, they oblige. This request would seem strange in a face-to-face group, where respondents can see each other's name tags. But in the telephone groups, giving their name when they talk identifies them to each other.

Livingston offered a motivational reason why it is good idea for respondents to identify themselves when they speak: by doing so, they take more responsibility for what they say.

Of course, telephone focus groups have a potential downside, although it is easy to overstate its importance: the moderator does not see the respondents. Researchers who have not conducted or heard telephone focus groups are understandably concerned about the loss of the visual cues such

as facial expressions.

Interestingly, there is evidence from academic studies in social psychology suggesting that in judging a person's sincerity, visual cues add little to what is evident from hearing the person talk. In fact, when the observers at The Looking Glass were listening to the telephone focus group during the experiment, they noticed that respondents' feelings were quite evident in their voices.

Neither our experiment nor the academic studies suggest that visual cues are useless in qualitative research. During a telephone group, the moderator cannot watch how other respondents are nonverbally reacting to the respondent who is talking. Nevertheless, it seems clear to us that telephone focus groups are an underutilized and under-appreciated methodology.

For Silverman and others who have conducted telephone focus groups, these findings were no surprise. We emphasize them here because the advantages and quality of telephone focus groups still are not widely known. Perhaps this lack of awareness explains why Internet focus groups are typically compared only with traditional face-to-face groups, rather than also with telephone groups.

• Talking-head results. In this phase, Livingston, the moderator, did have access to each respondent's visual cues (and likewise, respondents could see her), through a video monitor.

As they began the session, respondents continued to engage in the productive conversation that started in the telephone phase. When they later reflected on their "talking head" experience in the debrief, they admitted to feeling a little strange at the start of the remote video session - presumably because they aren't used to interacting with a person on a TV set. However, the respondents quickly got used to this, as was evident to observers watching the respondents on closedcircuit TV. They also paid close attention to the monitor, watching the "show host" with focused interest.

One of the advantages of the talk-

ing-head setup is the ability to observe respondents' body language. Although Livingston was "remote," she was able to observe and zoom in on individuals' facial expressions and other non-verbal behavior - which would not be observable, of course, on the telephone. She was able to call on a particular respondent when body language silently signaled that the person might have something to say. When one shifted in her chair as another was talking, Livingston called on her next to check her response to the comment just made. This reading of the nonverbals flowed as naturally as it would in a conventional in-person setting. In fact, the remote camera seemed to make reading the group more efficient for the moderator, since participants were not able to tell exactly who Livingston was looking at moment to moment. This scanning of the group for non-verbals would have to be done more discreetly in-person.

There were some other fascinating elements unique to the video conferencing setup that appeared to make

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eliciting information potentially even more effective than a conventional setup.

· Video leadership is more intriguing and exciting to the group members. Seeing the moderator on TV may impart an almost celebrity status to the facilitator as it does to a newscaster or host on a regular TV show. This effect seemed to contribute to heightened interest and energetic participation during the group session. The effect of the TV was confirmed when

Livingston later met the respondents in person, and they behaved in an almost starstruck manner. Suddenly you're no longer a Regular Joe (or Joanne), but are someone special, it appears.

· People enjoyed the unique experience of talking to the television and having it talk back. The interactivity factor made the sessions more stimulating for participants. As was the case in the telephone group, respondents mostly took turns relating to the TV host and each other, rather than engaging in simultaneous conversations.

Enhance communication

applied a few projective techniques. The guided imagery worked effectively, as it does in a conventional full and rich. Thus, our experiment allows the leader to draw out psychologically-motivated material in addition to responses to direct questioning.

Remote moderating can also enhance communication with the back room, which no longer needs to be sitbe in the same room with the modermoderator.

So, what's the bottom line on remote moderating? Both telephone and TV work and work well. In some cases they may work even better than conventional groups - and they have the potential to save clients money.

What can we conclude?

Our qualitative experiment was, of course, not conclusive in the quantitative sense. It was not a scientifically controlled experiment with repeated measures in counterbalanced sequences of modalities, nor was it intended to be. Nevertheless, for the observers and moderators, it was compelling. This is analogous to clients sometimes coming away from a focus group with the intuitive confidence to make a marketing decision even though they know full well that qualitative results are not projectable statistically. Likewise, the moderators who observed the process came away with the firm impression that remote moderating by telephone and remote video really works. They now are eager to do remote interviewing themselves.

We believe that remote moderating should be undertaken with the positive attitude that the client can gain a great deal of rich insights. It is time to move beyond the presumption that any focus group without the moderator physically present in the same room with respondents is merely a weak, "better than nothing" substitute to be used only when absolutely necessary. Indeed, when it is important to hear the full range of views of the target market, at least some of the groups should be by telephone in order to hear from the type of respondents who cannot or will not come to a focus group facility.

Similarly, remote video moderating should be viewed positively as a means to make the best use of moderators' time, enabling them to do more groups and less traveling. If, for example, a small group of highly valued respondents (e.g., experts or executives) is an ocean away, remote video monitoring can allow clients to "see" this crucial market segment talking about the product without the delays, costs, and risks of world travel by the moderator. [8]

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Research Industry News

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products. Nielsen//NetRatings and DoubleClick will also collaborate on the development of reach and frequency campaign planning tools.

Separately, NetRatings has acquired ACNielsen eRatings.com for \$9.6 million in stock. The transaction allows NetRatings and eRatings to fully integrate their businesses, combining operations and consolidating their services under a global brand. ACNielsen eRatings.com, an Internet audience measurement company with operations outside the United States, is a joint venture 80.1 percent owned by ACNielsen and 19.9 percent owned by NetRatings. The companies produce the iointly Nielsen//NetRatings service which tracks audiences, advertising and user activity on the Internet globally.

Under the terms of the deal, NetRatings has acquired the 80.1 percent of ACNielsen eRatings.com that it does not already own for 749,341 shares of NetRatings stock, worth \$9.6 million. VNU continues to own, through ACNielsen and Nielsen Media Research, a majority of the NetRatings shares outstanding and its designees continue to comprise a majority of the NetRatings' directors.

Paris-based **Ipsos** has signed a letter of intent to acquire **Sample-INRA Group**, a German research firm.

Alliances/strategic partnerships

ACNielsen Media International has acquired the right to use Radiocontrol, a measuring technology developed by GfK subsidiary Telecontrol, for radio ratings in 19 countries in the Asia-Pacific region.

Radiocontrol is an electronic meter, incorporated into a wristwatch, that measures radio and TV consumption. The system records all sound in the wearer's environment on a minute-by-minute basis. Since January 2001, Radiocontrol has been commissioned by the Swiss radio and TV company SRG SSR idée suisse for use in offi-

cial radio ratings in Switzerland. The technology is currently being tested in other European countries, including Germany, France, the U.K., and Norway.

Arbitron Inc., New York, and comScore Networks, Inc., Reston, Va., have announced a collaborative effort to develop Internet measurement services for local media. Arbitron will meet with management of local media outlets, including radio, TV, cable, newspapers, Internet content providers and advertising agencies, to enlist support for these jointly-developed metrics.

Taylor Nelson Sofres has formed a joint venture with Greek information and consulting services company ICAP A.E. The joint venture company, to be known as TNS ICAP A.E., will provide market information to clients in sectors including consumer, telecom, automotive, banking and finance. Taylor Nelson Sofres will enter into a licensing agreement with the joint venture, allowing TNS ICAP to use the group's Branded Solutions in the Greek market. TNS ICAP will have 22 full-time employees and its main office will be in Athens. Taylor Nelson Sofres will have a 51 percent holding in the new company, with the balance being controlled by ICAP, which is putting its research division into the joint venture. The managing director of the joint venture will be Helena Chari, who currently heads ICAP's market research division. In 2001, the division had revenues of approximately EUR 1.3 million.

Port Washington, N.Y., market information provider NPD INT-ELECT and the Global Technology Distribution Council (GTDC) have launched a new service, through INTELECT's NPDTechworld unit, which provides market information for the IT and consumer electronics industries. Under the agreement, NPDTechworld and the GTDC will launch an industry-wide initiative to aggregate and publish sales data from the GTDC's North American distributor members. In 2001, IT product

and service sales from GTDC members were between \$90-100 billion, representing approximately 70-80 percent of total domestic IT sales.

Wilton, Conn.-based Greenfield Online, Inc. has added Research Data Design, Inc. and Directions Research, Inc. to its partner program.

Campos Research and Analysis, Centennial, Colo., has become a certified QualPartner with QualTalk, a Castle Rock, Colo., online research firm. Campos Research and Analysis now offers its own branded version of online bulletin board qualitative research.

Association/organization news

(also see this month's News Spotlight)

The European Society for Opinion and Marketing Research (ESOMAR) has initiated a research project, Marco Polo, aimed at gathering information on the needs of market researchers in client companies, now and in the future. The focus of the effort is on improving the understanding of ways in which marketing research providers and clients can work together to maximize the impact of marketing research.

The Marco Polo project is set-up in three phases. Worldwide in-depth interviews among large providers and clients were held during March and April. Preparations have started for conducting a global Web-based survey. The objective in this second stage is to obtain quantitative assessments and to test ideas on cooperation and future directions. Full results will be presented during the ESOMAR Congress in Barcelona on September 22-25.

After September a third phase will be carried out, involving building scenarios and outlining their implications. Emphasis will be on developing actionable plans for better cooperation, enabling providers to help improve the clients' research function.

During the RELEAS Research Leadership Summit process, organized by the Advertising Research Foundation and ESOMAR, industry leaders discussed ways to strengthen cooperation between clients and providers in the industry. While quite a lot is known about the supply side of the industry, up-to-date insights on the client side are lacking. So they agreed to put especially strong focus on initiatives to strengthen the role of market researchers within client companies.

The need for closer cooperation between clients and providers in the research industry is prompted by significant changes in demand. Companies require different services from market research firms than before. New types of demand arise from developments such as globalization and tougher competition. New technologies and the availability of new data collecting mechanisms, among other things, also multiply the need for change. Researchers working on the client side are in the best position to share insight on the type of business information that companies need.

Awards

The Indiana Information Technology Association (INITA) named Walker Information, an Indianapolis research firm, as a finalist in the Services Provider category of the 2002 CyberStar Awards contest. The awards recognize firms that provide assistance for information technology companies to achieve success. Walker Information shared the finalist honor with Professional Staff Management, while the selection committee selected Grow Indiana Media Ventures as the winner.

New accounts/projects

CCS Online, a Fairfield, Conn., business software development company, has announced an agreement with Nielsen Media Research to license CCS's ResearchExec product for all of the company's Internet research in the future. ResearchExec allows users to manage, produce and analyze a range of Internet-based

research projects and campaigns, including customer satisfaction, employee surveys, business market studies, field research, clinical trials, and packaging testing, among others.

New companies/new locations

Millward Brown Spain and Iberautor have created a new company, CIMEC Millward Brown, offering research and consultancy services to Spanish clients in the entertainment, leisure, and culture businesses. The new company will have a staff of four and be based at Millward Brown Spain's offices at Alcala 474, Madrid.

A new research firm, Inner Bilbao, has opened in Bilbao, Spain. The facility includes qualitative studio facilities with client viewing room, simultaneous translation, and video-conferencing equipment. For more information contact Jesús Cámara at 34-94-435-5025 or at jcamara@inner.es.

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International, USA, has closed its Miami office and moved its New York City office to Stamford, Conn. The Miami office of Research International was the smallest in the domestic network, with five full-time staff members. All clients of this office have been reassigned to other offices. Mark Willard, executive vice president of the NYC office, will retain his leadership position as head of the Stamford office. All NYC office



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Company earnings reports

In the first three months of 2002, Germany-based GfK Group increased its sales by 19.8 percent from EUR 107.6 to 128.9 million. EBIT including income from participations rose by EUR 2.4 million to EUR 5.6 million. The return on sales rose from 3 to around 4.3 percent. The GfK Group is publishing its quarterly figures under the United States Generally Accepted Accounting Principles (U.S. GAAP) for the first time in 2002. The financial statements are therefore only comparable to a limited extent with the figures published for the corresponding period in the previous year, which were prepared in accordance with the provisions of the German Commercial Code (HGB).

The Consumer Tracking division maintained its sales compared with the same quarter in the previous year and reduced its loss. In the Non-Food Tracking division sales rose by almost 9 percent. Around 50 percent of this is accounted for by companies that were not included in the scope of consolidation in 2001. There was an overproportional rise in operating income to EUR 3.1 million compared with sales. The conversion to U.S. GAAP only had a minor impact.

In the Media division both sales and operating income had double-digit growth. The increase is based on two factors: on the sales and income contributions of GfK subsidiary Intomart Benelux, Netherlands, in the first quarter of 2001, which was not consolidated under U.S. GAAP and the companies Telecontrol Group, Switzerland, and Metris, Portugal, which were consolidated for the first time on July 1, 2001.

Sales by the Ad Hoc Research division exceeded expectations and operating income was more or less on target. The sharp increase in sales to EUR 55.6 million and operating income to EUR 1.4 million is essentially due to the newly consolidated companies GfK Macon, Germany, and Martin Hamblin GfK, United Kingdom.

Milpitas, Calif.-based **NetRatings**, Inc. announced a reduction in its previously announced first quarter loss due to acquisition-related subsequent events. A discussion of these subsequent events, as well as the company's complete financial results for the quarter, are presented in the company's Form 10Q.

On October 25th, 2001, the company had proposed acquisitions of eRatings and Jupiter Media Metrix. These transactions were subsequently terminated during the first quarter. On May 7th, 2002, NetRatings completed and announced acquisitions of eRatings and the European audience measurement contracts of Jupiter Media Metrix subsequent to the reporting of financial results for the first quarter. Consequently, \$2.2 million of the acquisition costs, previously disclosed in the company's financial tables as expenses, have now been capitalized because of the relationship between the recent acquisitions and the terminated transac-

Additionally, in connection with the eRatings acquisition, NetRatings will now be utilizing a portion of the leased space previously included as restructuring expenses. The co-location of eRatings with NetRatings will enable the company to service its clients under a common brand, with a unified team and shared infrastructure. The restructuring expense is now reduced by \$876,000 to \$7.0 million.

The combined effect of the capitalization of acquisition-related expenses and the reduced restructuring expenses resulted in a GAAP net loss of \$14.6 million, or a net loss per share of (\$0.45), which is an improvement from the GAAP net loss of \$17.7 million, or a net loss per share of (\$0.54) previously reported on April 30th.

Consumers Brake For In-Store Studies

In the retail environment, shoppers aren't just recalling "why." Rather, they are driven by the "why" of that very moment. The shelf and shopping experience are the final purchase catalyst.

By William J. Hruby

Editor's note: William Hruby is a market research and advertising consultant with nearly two decades of packaged goods marketing experience.

he challenge for packaged goods marketers: the consumer in the aisle, at the shelf or register is at the intersection where packaged goods and consumer motivations converge full speed. 100% of all final buying decisions are made in-store. Yet research is most commonly conducted on-line, in malls, mail panels and other locations, far removed from the point-of-sale.

Go where the shoppers decide to buy. Consumers must be intercepted in the store where product A is selected over product B, where motivations are bright signals in the consumer's mind. Meet that same consumer at another location two weeks later, and it is unlikely they are able to remember their purchase decisions, awareness of brand options, motivations for purchase, etc. And certainly not with the same degree of accuracy as an interview conducted at the point-of-purchase. Further, they may not speak with you at all.

Participation is seriously slowing for traditional research methods. In Marketing Research (Spring, 1998), authors Bearden, Madden and Uscategui reported that the pool of qualified respondents is drying up. The, "Lack of representativeness resulting from refusals to participate . . . jeopardizes the accuracy of survey results."

Evidence suggests that the decline in participation rates is already occurring and may accelerate." This is part of what is driving the possibly unhealthy move of the research industry to the use professional respondents: "A tiny 4% to 5% of adults account for more than half the survey responses." (Bickart Schmittlein, Journal of Marketing Research, May, 1999.) In addition, wave-off rates (shoppers who refuse to even be approached) hover around 90%. By contrast, in-store wave-offs typically run 30-50%. Research clearly

seems more relevant and palatable to consumers at that point-of-purchase.

Three questions you should ask: According to Dr. Herb Sorensen of Sorensen Associates, market researchers must ask themselves three questions prior to going to field.

- 1) What information is needed?
- 2) Who has that information?
- 3) Where are they; and when are they most capable of providing the information?

For packaged goods researchers involved in concept, prototype and

related phases of product development who rely on Product Guidance Research, the answers often point to in-store research. Sorensen Associates has over 40,000 retail locations available in the U.S., along with the technology to execute fieldwork in a few days. This infrastructure is at the foundation of the firm's reputation for conducting demographically structured studies at the neighborhood level.

Researchers now have new and better options for collecting consumer information - at the point of purchase.



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Software Review

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Throw in the whole lot, and Ascribe will automatically discard any duplicates, and only add in what has changed — though you can fool it if you are inconsistent with your interview numbers from one batch to the next.

Tame your open-ends

Once your data are ready for coding, you can use seemingly dozens of different ways to tame your openends. All start with the same assumption that the best coding tool is the human mind. This is no auto-coding system: The tools exist to support and empower the coder to take better coding decisions.

This flexibility means you can replicate traditional coding methods or explore new ways to work by giving the coder more discretion and allow him or her to evolve the list of coded answers during the coding process. For example, you can text-search then group items together using drag-and-drop, nominating one answer to give the group its identity and its text. You can then create more groups or use drag-and-drop to assign more individual answers to this group, and so on, until all of the answers are classified. It is as simple as that.

Although you are using no more than a Web browser, it is remarkable the extent to which drag-and-drop and right mouse clicks have been made to work, thanks to the Java application behind it all. The contextsensitive right-click menus are especially handy while learning Ascribe, when you reach one of those "What do I do now?" moments. The user interface is particularly well designed to be highly productive in use: There is almost no typing involved and the mouse button menus mean that most operations are achieved in one, two, or three mouse clicks. All of these precious seconds saved add up over the life of each project to massive

time savings. The few places in the interface where the process or the terms used are counterintuitive are therefore more noticeable. But they are likely to be short-lived, as Language Logic has a reputation among its users for fixing things quickly.

The service is offered on an ASP (application service provider) basis, so once you have opened an account with Language Logic, you can start coding from your Web browser. Pricing is calculated on the volume of work you do, not on any software license or monthly rental costs.

Any location

Web deployment also means that you can work from any location. Ascribe was originally devised as a means to allow for coders to work from home, recognizing that the Internet can be a liberator for the many workers that must juggle work and home responsibilities daily. Equally, location-independent coding means that projects can be monitored and supervised from afar — and the unreformed workaholics, by visiting an Internet café, can even check on their projects while supposedly vacationing.

The system recognizes these different types of user. The administrator password allows you to set up usernames and passwords for other workers on your account and grant different privileges to coders, supervisors, research directors, and even clients. Allowing clients to observe or even participate in the coding process may be controversial for some agencies, but is likely to be very appealing for clients.

Making the information available, so that coding decisions can be monitored, improved and even reversed, is a strong point of Ascribe. It even provides a tutoring mode, so that a new coder can code the same data as someone more experienced; the system will then highlight the differences as an aid to learning.

Entire spectrum

Ascribe seems to work equally well

. More is more

We have eleven mall offices (including our newest at Capitol Mall in Olympia, Washington) which means you have a wide range of choices for data collection. You can choose from the midwest in Chicago to the west coast in Seattle, Portland, or San Jose with mountain state offices Boise, Salt Lake City, and Spokane in between.

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across the entire spectrum of survey research, from large agencies like ACNielsen BASES, which is using Ascribe to code 1.5 million verbatims a year, to in-house research units with just a handful of projects to administer.

Mark Thatcher, vice president at ACNielsen BASES, considers Ascribe's greatest benefit to be the low level of technical expertise required to work with the data. "Coding is a non-technical, manual process," he observes. "In the past, before we could realize any efficiencies we had to increase the skill set of the end user. This need for training usually brought with it some initial costs and downtime that we would just as soon have avoided. Ascribe enables anyone with a basic familiarity with an Internet browser to use this tool and have power over the data."

Used at ACNielsen BASES to code Web survey responses, the tool is increasingly being utilized in a collaborative way to develop code lists for international studies. Ascribe is truly multi-lingual and, with double-byte support, supports all the non-Roman alphabets like Arabic, Hindi, and Japanese.

The move to using Ascribe has, in Thatcher's opinion, added status and value to the role of the coder within the organization. "The coders feel more empowered and more respected by both internal and external clients. And the coders love it. In some cases, they have claimed productivity increases of up to 200 percent."

Such large-scale use puts any system to the test, and Thatcher has encountered some problems relating pre-coded and verbatim responses on the same question. It has proven a nasty problem to solve, and the solution offered is, in Thatcher's opinion, only "satisfactory."

Another problem users report is in communication between users when several people are working on the same project. It is not easy to see what codes other people have defined or applied; some functionality to highlight these, or allow users to communicate would help.

Amy Hatton uses Ascribe virtually single-handed in her role as marketing research manager at information services provider and publishing firm LexisNexis in Dayton, Ohio. Among other information sources, LexisNexis provides online legal research services to legal firms and registered law school students.

Colleagues often had to give up on coding the open-ended responses from surveys and other internal and external projects, due to pressures of time. Rather than ignore this valuable information. Hatton selected Ascribe to help her complete the task in less time. "It is a great tool, because it is more efficient than the alternative, which is to do it by hand," she says. "In research, coding has got to be one of the most unfulfilling and tedious jobs, and this tool actually makes it interesting, or as interesting as it can be! You can go back to change or recode things, so it is very flexible."

Typically, Hatton can take care of a project with around 5,000 openended responses in a day, compared to around a week to do the task manually.

Ascribe also contains a versatile tab tool which allows you to crosstab any of the closed data you have imported as well as any coded questions. For each cell, it will give you a count of the verbatim responses from where you can drill down and see the original responses. It is another powerful facility, and something few tab packages can offer.

Hatton has found that, by importing all of her pre-coded questions and demographics into Ascribe, this crosstab tool is adequate for all her analysis on simple studies. When more is required, she exports the coded data to SPSS. Her only grumble is with the data importation process, which can be time-consuming, taking up to two hours on some projects. For more typical uses, imports do not take anywhere near that long, as they do not import all of the data, only the rel-

evant fields.

Better results, less time

Ascribe is a shining example of technology and the Internet working at their best to get better results in less time and at less cost, while freeing us from the old constraints of location. In the office, at home or even in the office at home, it is all the same. And unlike a dishwasher, you can actually see exactly what is going on inside.



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Survey Monitor

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Wal-Mart Supercenter sales growth came from new shoppers and 21 percent came from existing shoppers who increased their Wal-Mart Supercenter spending, the majority — 72 percent — came from a direct shift of dollars that had previously gone to other channels. As the chart shows, almost one-third of that

last fall. Those online from any location are up from 64 percent to 66 percent; those online from home are up from 52 percent to 55 percent; those online at work are up from 28 percent to 30 percent, and those online at another location are unchanged at 19 percent.

These are the results of a nationwide Harris Interactive survey conducted by telephone with a sample of 2,038 adults in February and March.

Source of 2001	Percentage of 2001
Wal-Mart Supercenter	Wal-Mart Supercenter
"Channel-Shift" Revenue Growth	"Channel-Shift" Revenue Growth
All Other Channels	33
Grocery Stores	32
Wal-Mart Division 1 Stores	22
Other Mass Merchandisers	13

"channel-shift" revenue growth came from the grocery channel.

Hale says it is important to note that the degree to which Wal-Mart is gaining at the expense of the grocery channel is actually somewhat less than would be expected. "When you exclude the supercenter channel, grocery stores generated 40 percent of all-outlet revenue in 2001. Therefore, of the channel-shift revenue growth experienced by supercenters, we would expect 40 percent to come from the grocery channel. The fact that it was 32 percent means grocers are having at least some measure of success defending their turf."

Internet penetration increases

According to data from Harris Interactive, Rochester, N.Y., fully two-thirds (66 percent) of all adults are now online. This includes more than half (55 percent) of all adults who access the Internet from home, almost a third (30 percent) who access it from work, and almost one in five adults who go online from a school, library, cyber cafe or other location. Of course, some people are online from two or more places.

These numbers show a modest increase in Internet penetration since

The 66 percent of adults now online comprise 137 million, up from 127 million last fall.

This new growth in the Internet population comes after a six-month period, from spring 2001 until fall 2001, when there was no growth. Presumably this pause in online growth was the result of a slowing economy and the loss of some of the magic of the Internet following the collapse of the dot-com investment bubble.

The profile of Internet users still has a bias towards the more affluent, better-educated consumers, but the profile by age is looking more like a cross-section of all adults — up to, but not including, those over 65, who comprise 16 percent of all adults but only 5 percent of those online.

One other interesting finding in this research is that there has been little change in the amount of time Internet users spend online. On every occasion Harris has measured it, respondents have been spending seven or eight hours online each week. A reasonable assumption however is that as technology and Internet skills have improved, people can get more done now in the seven or eight hours they spend online than they could have a few years ago.

The Harris Poll was conducted by telephone within the United States between February 13 and 19, 2002 among a nationwide cross-section of 1,021 adults and a similar survey of 1,017 adults interviewed between March 13 and 19, 2002. Figures for age, sex, race, education, number of adults, and number of voice/telephone lines in the household were weighted where necessary to align them with their actual proportions in the population. For access to the data tables for this survey visit www.harrisinteractive.com/harris_poll/index.a sp?PID=295.

Seven in 10 mothers use PCs

Just over 70 percent of the nation's mothers age 21 and over use computers in 2002, up significantly from 57 percent in 2000 and 35 percent in 1994, according to preliminary results from the 2002 Technology User Profile report released by MetaFacts, an Encinitas, Calif., research firm.

Access to the Internet is one reason for the big increase in computer use by mothers, as nearly eight in 10 American mothers with PCs access the Internet. "Gaining access to the Internet and e-mail has played a major role in convincing mothers to buy and use home PCs," says Dan Ness, MetaFacts principal analyst. "Although many different types of Internet appliances have been available for years, these haven't been as widely adopted as personal computers."

The personal computer is a focal point for other technology products in the household. Nearly one-third (31 percent) of PC-using moms have a digital camera and 18 percent have a PDA. "The age of children in the household was not a factor in whether moms were more or less likely to have a PC," says Ness. "Households with toddlers have the same PC penetration rate as those with pre-teens and teens."

Cellular phones are another technology product favored by moms. More than eight in 10 (82 percent) of moms with PCs have a cellular phone, compared with only half of moms without PCs.

Of the mothers who do not own a computer at home, the main stated roadblocks to purchasing one were a lack of experience in buying consumer electronics, perceived high risk in buying electronic products, not feeling they can keep up with current events, and financial concerns. "Waiting for prices to come down and concerns about Internet security and privacy received similar importance ratings from PC-using moms and moms that don't use PCs," says Ness.

Socioeconomic factors are some of the most distinguishing characteristics separating PC-using moms from those that don't use PCs. Moms with PCs are educated (at least some college), work outside the home, and work in a professional, managerial, technical or administrative occupation. Also, their spouses have a similar educational and occupational profile. Household incomes are also a defining factor, with incomes \$35,000 and over being above average in their PC use by moms.

Other findings from the report include:

- A greater percentage of moms in suburban areas use PCs than in central cities.
- The three states with the highest percentage of moms using PCs are Vermont (94 percent), South Dakota (89 percent), and New Hampshire (85 percent).

The data mentioned above are from preliminary results from the 2002 Annual Edition, as well as the published 2000 Annual and 1995 Annual editions of the Technology User Profile. The 2002 Annual Edition preliminary results are based on responses from 28,357 households drawn to be representative of all American households, of which 8,647 had a mother age 21 or older with children 18 and under in the home. Statistics from sample surveys are subject to sampling and nonsampling error. For more information contact Dan Ness at 760-635-4306 or visit www.metafacts.com.

Sales of digital cameras, camcorders heat up

With graduations, weddings and the summer holiday approaching, digital cameras and digital camcorders experienced a boost in sales in the first three months of 2002, according to NPDTechworld. In the channels that NPDTechworld tracks, combined unit sales of both categories experienced a 24.5 percent increase during the first three months of 2002 when compared with the first three months of 2001.

For the first three months of 2002, 1.229 million digital cameras were sold, compared with 958,000 during the same period in 2001 and 578,000 in 2000. For the same period, digital camcorders sold 215,000 units in 2002, 202,000 units in 2001 and 129,000 units in 2000.

"Digital cameras and digital camcorders are selling because they represent high quality in an easy-to-use product," says Tom Edwards, senior analyst, NPDTechworld. "Sales are up because the price points have come down considerably and many consumers are finding the technology too hard to pass up. Ten million digital cameras and camcorders will be sold this year, a 20 percent increase over the prior year."

The average selling price for digital camcorders decreased from \$803 in March 2001 to \$710 in March of 2002. The average selling price for digital cameras decreased from \$425 in March 2001 to \$385 in March of 2002.

In addition to sales price, another factor causing a boost in sales is the ease in which these digital products tie in with other products in the home including televisions and PCs.

Sales of digital media that allow consumers to tie their picture-taking together with their other electronic devices are also skyrocketing. In the first quarter of 2002 NPDTechworld tracked the sales of almost 1.5 million memory cards, an increase of more than 150 percent over the first quarter in 2001. For more information visit www.npdtechworld.com.

Simultaneous TV/Net use on the rise

New findings from MultiMedia Mentor, a media planning service from Knowledge Networks/SRI, suggest that television/Internet convergence is gaining acceptance among average Web users. During early weekday evenings, for example, simultaneous TV/Internet use among consumers age 35 to 49 has nearly doubled over the past six months.

As part of MultiMedia Mentor, Knowledge Networks/SRI conducts year-round studies of consumers' use of five major media — TV, radio, the Internet, magazines, and newspapers. The latest KN/SRI research shows that, compared to six months earlier, convergent TV/Internet use between 6 p.m. and 9 p.m. on weekdays nearly doubled among adults 35 to 49, with 11 percent reporting simultaneous use yesterday — a figure that had held at 6 percent for the previous two surveys.

Similarly, among men 18 to 34, simultaneous TV/Web use during the same hours rose 3 percentage points, to 13 percent, after remaining at 10 percent for the past two studies. For women of the same age group, the figure is 8 percent — unchanged for the past year.

Among teens (ages 12 to 17), TV/Internet convergence also grew, but more slowly than in the past; 13 percent reported simultaneous use from 6 p.m. and 9 p.m. during the work week, versus 11 percent six months earlier and 6 percent one year earlier.

MultiMedia Mentor data are based on in-depth interviews with about 5,000 consumers annually, with interviewing conducted 48 weeks per year. For more information contact Ericka Witnauer at 908-654-4000, ext. 155, or visit www.knowledgenetworks.com.

Fidelity

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approach. It should be emphasized that the survey population - people who had accessed the NetBenefits site in the previous 90 days — was a group that had demonstrated a preference for managing information online. There was some concern that those willing to provide information over the telephone would not be representative of the total population. Offering a choice to survey contacts seemed to be the best way to expand the response base by capturing those with both phone and online response preferences.

In the field

Working with Burke Customer Satisfaction Associates to implement the survey, Fidelity fielded the benchmark study of more than 1,700 customers in April and May 2001. Potential respondents were told that the survey would take about 15 minutes, then — in the first 30 seconds of the interview — they were given the choice of completing the questionnaire by phone or on the Web. (People also were given the option of scheduling a phone survey at some other time.)

About 88 percent indicated they would take the study online. There are likely many reasons people voiced a preference for the online option. Some of these were no doubt polite refusals — customers who had no intention of completing the study at all.

Others, however, surely recognized that responding to the survey online would put them in control. The fact is that an evening phone call for survey participation is disruptive. Precious "home time" is often fully allocated to personal and family needs. Should a crying baby need attention during a telephone interview, respondents are not be able to put the phone call aside, then resume it later. With online participation, respondents can begin at times that are convenient for them

and handle such interruptions.

Following through

We were, in fact, surprised by how many of those who indicated they would take the survey online actually followed through. These people were first asked to provide an e-mail address. Only 6 percent refused to do so. (Those who refused to provide an e-mail address were still given the option of participating in the study: They were given a survey Web site address, as well as a personal password. This effort elicited little response, however, as only seven completed surveys were obtained over the Web from respondents who did not provide e-mail addresses.)

People who chose the Web option and did provide an e-mail address were also given the option of writing down the survey URL and password during the phone call. They were also sent an e-mail invitation containing the same Web address and password. Slightly more than 10 percent of e-mail addresses provided turned out to be bad or recorded incorrectly. On the other hand, 54 percent of respondents who provided a good e-mail address did go to the site and complete the survey.

Although Fidelity was compelled to make initial calls because of a lack of e-mail addresses, it is unlikely that such a completion rate could have been achieved with e-mail invitations alone. We are fairly certain that the initial call introducing the study and its purpose and offering a sponsor contact number helped substantially. Absent the set-up call, online response would likely have been much lower.

A time lag

The fact that there was a time lag between the initial promise to complete the survey online and ultimate disposition of the sample record did introduce an annoying uncertainty into the process. While the fielding was taking place, it was unknown how many promises would ultimately translate into completes. This situation made it unclear if enough respondents were being recruited to meet the

desired quotas. Although we turned out to have a higher than expected promise-to-completion ratio, this might not have been the case.

Because those who choose to participate do so on their own schedule, the results can trickle in. Less than 40 percent of people completing the survey on the Web did so by the end of the day after they were called. We attempted to impart a sense of urgency and sent a reminder e-mail to those who had not responded within five days. As it turned out, only 8 percent of Web responses were received more than seven days following the initial calls. (For the second wave of the study, a program was set up so that e-mail invitations were sent out immediately upon conclusion of the recruiting phone calls, leading to a somewhat faster response.)

Disarming skepticism

When respondents were given a choice of methods, the total number of completions coming via the Web turned out to be more than three times as many as the completions coming via the phone. Because a secondary objective of the benchmark study had been to determine how phone and Web responses compared to each other, Fidelity actually had to do phone interviews without giving people a choice of methods simply to meet the initial phone quota expectation. (In the second wave of the study conducted this year, all potential respondents have been given a choice of survey methods.)

While data about survey completions tell part of the story, it is harder to convey the impressions created by monitoring the actual survey calls. Several calls seemed doomed to result in refusals, terminations - or worse, complaints to Fidelity. After interviewers introduced themselves, the customers on the phone were curt, distracted, and non-responsive. It was stunning to hear how their skepticism was disarmed once they were told they would have an option of channels for response. Informing respondents of their choice as early as possible in the interview was clearly a

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Multi-mode research dos and don'ts

By Allen Hogg

Editor's note: Allen Hogg is director of marketing for Burke Interactive, the Internet research support group at Burke, Inc., Cincinnati. He can be reached at allen.hogg@burke.com.

ulti-mode research is appropriate not only when companies like Fidelity want to give customers a choice of how to respond to surveys. It can also be a method for reducing survey coverage and non-response error in many other situations. (Coverage error occurs when individuals invited to participate in a survey are not representative of the target population. Non-response error occurs when individuals responding to a survey invitation differ from the entirety of those sampled.)

What is here being called multimode research should not to be confused with, for example, a more traditional phone-mail-phone approach, in which respondents are recruited by telephone, sent some materials to examine, then called back to get their responses to questions. Instead, multimode research here refers to using two or more data collection methods for the same study wave. Appropriate multi-mode applications include the following:

- When e-mail addresses are available for only part of the target population (a company's customer base being the most obvious example), e-mail invitations can be used to invite that segment to take an online survey, while more traditional recruitment and data collection methods are used for other segments of the population.
- When e-mail addresses are available for an entire population group, telephone "backfill" interviewing can be used to try to get responses from those who did not react to the initial e-mail invitation.

Providing a Web survey option as well as a telephone option can be particularly appealing when conducting customer satisfaction studies in business-to-business situations. Frequently, a telephone-only approach

to business-to-business customer satisfaction will require calling potential respondents so many times that the survey process itself has the potential to make the customer dissatisfied. It also has the potential to over-emphasize the views of customers who prefer a "high-touch" approach — and want lots of contact from sales representatives, for example — over more "high-tech" customers who would appreciate a more hands-off business relationship.

Multi-mode approaches can also prove beneficial for global research projects. In these situations, different data collection methods might be used as the "lead mode" in different countries. This has long been done with telephone and in-person interviewing — and now online options can be considered as well. Burke experience with multi-mode international projects has shown that, even when e-mail addresses are available for a global business-to-business customer base, the percentage of respondents using

key to the success of the project.

Data differences

Although potential differences in response patterns for both scaled and open-ended questions had been an initial concern, Burke's experience led us to believe that telephone and Web responses would be, for the most part, comparable, and that the differences that did result were more likely to be attributed to differences among the populations choosing to respond to the two different methods and not purely method effects.

The surveys included three openended questions. The online response to these questions was excellent quite comparable to that achieved via the telephone with interviewer prompts and follow-ups. For one general improvement question that everyone was asked to answer at the end of surveys during the study's second wave, Web respondents typed in, on average, 168 characters and 29.4 words, while interviewers transcribed, on average, 160 characters and 29.7 words per telephone respondent.

Of course, online comments were captured as offered without an interviewer filter and the potential bias that represents. Although there is less opportunity for probing online, there is also no chance for responses to be affected by such factors as interviewers' training or style differences, typing speed, fatigue, speech patterns, or accents.

On many key demographic measures, the phone and Web respondent findings were also quite similar. The mean age was identical, and differences in mean household income, gender, and the percentage with

another Fidelity account were insignificant. Web respondents did not turn out to be longer users of the NetBenefits site, nor did they tend to have accessed it more recently.

On some "technographic" issues, however, Web respondents and phone respondents did differ significantly. Web respondents were significantly more likely to access the NetBenefits site from work as well as from home, and they were more experienced with the Internet, more involved with financial portals, and more experienced with online financial transactions, such as making bill payments and brokerage trades or mutual fund transactions.

Without providing a Web survey option, it is likely that the population of more sophisticated online financial consumers would have been under-represented in the sample, posthe Web will tend to be far greater in the United States and Canada than in any other area of the world.

Multi-mode projects can certainly demand more administration time than projects utilizing just one data collection mode. Companies may need to put together a Web survey program as well as a CATI script or paper survey instrument. There is also a need to be vigilant about sample management to avoid, for instance, calling respondents after they have completed Web surveys.

Questionnaires should also be designed with the aim of avoiding measurement error that might arise from differences in response patterns due to survey method. This is particularly a concern when a self-administered method, such as Web surveying, is combined with an intervieweradministered approach, such as telephone surveying. The goal of researchers should be to create questionnaires from which findings can be combined without any need for recalibrating results from one data collection method to make them comparable to the other. (There may still be differences in numbers, but they should be due to actual differences in the populations responding via various survey modes, not due to the survey instru-

sibly impacting actions taken as a result of the study. For example, in this year's second wave of the study, Web respondents were significantly less likely than phone respondents to have called a Fidelity representative in the three months prior to the survey. Without getting responses via the Web, Fidelity might have overestimated use of this information channel.

Scale items

Several attribute ratings included in the study employed a five-point anchored scale used for surveys at Fidelity Investments, where the top box represents "strongly agree," the second box "somewhat agree," the midpoint "neither agree nor disagree," the next box "somewhat disagree," and the bottom box "strongments themselves.)

The Fidelity experience reinforces Burke's finding that telephone interviewing will result in more use of scale end points when semantic rating scales are employed. When there is not a historical data record to consider, using numerical scales with anchored end points leads to much more comparable findings from phone and Web surveys.

Inclusion of "don't know" or "no response" options is also a key consideration. When such an option is included in a Web survey, the percentage of people using it will tend to be higher than it is for telephone surveys, particularly on sensitive issues. This makes sense when one considers that in telephone research, "don't know" responses are typically accepted by interviewers, but not volunteered as a possible option. On the other hand, omitting "don't know" or "no response" options has not been shown to increase Web survey dropout rates. "Forcing" people to respond does not seem to cause them to exit the survey.

Researchers do not, however, want to force people to respond when they might have no legitimate basis for an opinion. Burke's default approach has therefore been to leave out "don't

ly disagree." Top two box on several key attributes did not significantly differ.

Web and phone response patterns were not, however, by any means the same. Phone respondents were more likely than Web respondents to use the top "strongly agree" response (as well as the bottom box "strongly disagree" response). Web respondents, on the other hand, were more likely to migrate away from the scale endpoints, tending toward more use of the "somewhat agree" and "neither agree nor disagree" options.

If these responses were converted to a five-point scale, it would show that the response pattern exhibited by Web respondents more closely matched a normal distribution than that of phone respondents (Figure 1). A normal distribution has both a skew

know" and "no response" options from Web surveys on items that will be key to the analysis of the study (with the exception of very sensitive items, such as household income), but to include them with, for example, attribute ratings, when the question might address some aspect of a product or service with which the respondent has no experience.

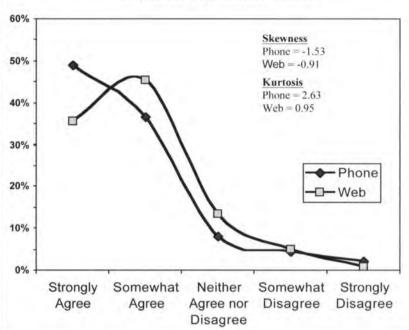
"Check all that apply" items are another area of concern. Typically, for telephone surveys, such items are structured as a series of "yes" and "no" responses. If not set up the same way for Web surveys, respondents will have a tendency to check only a few items, then move on without considering all the possibilities on the list.

Finally, it is also a good idea to avoid most of the whiz-bang capabilities of online surveying. Although the Web allows survey designers to use things like sliders and visual scale images instead of more traditional rating scales, such devices make it less likely that findings from online and other survey modes will be comparable. Simpler, familiar Web interfaces will serve companies better as they try to use multi-mode research to reduce non-response and coverage error without introducing measurement error into the process.

(a measure of symmetry) and a kurtosis (a measure of the "thickness" of its tails) of 0. For the phone respondents, the response pattern had a skew of -1.53 and a kurtosis of 2.63. For the Web respondents, the response pattern had a skew of -0.91 and a kurtosis of 0.95.

These findings confirmed previous research that Burke had performed (see sidebar), suggesting that contacts respond differently to scales they can see versus ones that are read to them — especially in use of end points. In particular, there are primacy and recency effects in phone surveys when completely anchored scales are used. That is, phone respondents have a greater tendency than Web respondents to remember and repeat the first and last scale point read by the interviewer. Web respondents, on the other hand, have a visual scale to look at for

Figure 1 Average Ratings for Characteristic Attributes Using Repeated Agreement Scales



each attribute, perhaps drawing them toward the center of the scale.

The more predominant "top box" use among phone respondents suggest that studies employing a telephone-only design might be overstating the individuals' degree of satisfaction. Listening to interviews, it became clear that in many cases we were forcing contacts to use a scaled response, when in fact they were making dichotomous

yes/no judgments — either they were satisfied or were not. In such cases, a "strongly agree" response seems to become a proxy for a generally positive view and not necessarily an accurate representation of respondents' true feelings.

By using the common reporting standard of combining the "top two" positive and "bottom two" negative response options, we minimized the phone and Web differential and presented numbers that were truer to the essentially dichotomous contact response. Other options are also being explored for future mixed-mode surveying. Because Web and phone responses have been shown to more closely match each other when numerical scales with anchored end points are used instead of completely anchored scales, making a change to this sort of scale has been proposed within Fidelity.

Caveats

While online-only survey formats will likely cost less than traditional telephone research, it should be noted that this isn't necessarily the case with mixed phone/Web approaches. In this case, there was a cost to set up both online and CATI survey programs, as well as expenses incurred in merging and testing independent data sets.

Also, all of the studies we've done with phone/online response options have been with contacts possessing substantial Web experience and a known comfort level in working with online material. The effectiveness of adding an online response option for less Websavvy populations is suspect.

All trends, however, point to increasing use of multi-mode survey approaches. As CATI and Web survey systems become better integrated, any incremental costs produced by a multi-mode design should be reduced. Growing familiarity with managing information online should make adding a Web option viable for more and more target populations. And, of course, with traditional telephone research facing diminishing response rates, leading to rising costs and less credible results, trying new approaches simply becomes increasingly necessary. Adding an online response option has proved to be advantageous for our marketing research efforts and will likely be beneficial for many other research professionals. [8]

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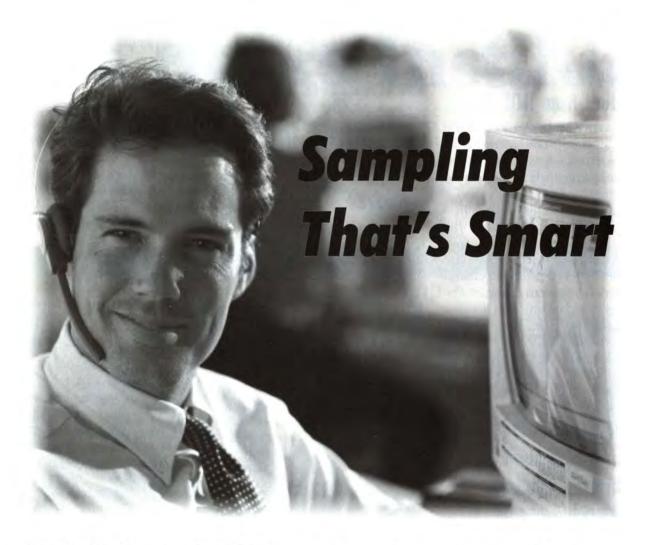
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For a look at how Web surveys compare to mail surveys, visit www.quirks.com and enter Article QuickLink number 702 ("A comparison of Internet and mail survey methodologies").



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Product & Service Update

continued from p. 12 visit www.second-to-none.com.

New online survey product from RDD

Research Data Design, Inc. (RDD), Portland, Ore., is now offering RDD Online, an online survey product. RDD has access to multiple sample sources, including Greenfield Online's panel of 1.2 million households and Greenfield Online's sampling relationship with the Microsoft Network. Each panel member participates voluntarily and completes more than 70 fields of demographic information. MSN visitors are invited to participate in online surveys via integrated links across all MSN channels, and are screened at the time of survey execution. For more information visit www.researchdatadesign.com.

Common Knowledge adopts Web survey monitoring system

Dallas-based Common Knowledge Research Services has adopted Surveyguardian, an online interviewing service developed by Western Wats Center, Inc. Common Knowledge is the first online interviewing service bureau to offer this service to customers conducting Web surveys. The service is available for customer-supplied lists as well as those using Common Knowledge's Your2cents.com online opinion panel. Surveyguardian enables live interviewers to administer and monitor Web surveys being completed by respondents in real-time. Powered by a chat engine process integrated with the

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measurement metrics of the Common Knowledge survey engine, Surveyguardian allows live interviewers to verify respondent identity, probe and clarify open-ended responses, and offer in-survey respondent support. For more information visit www.commonknowledge.com.

New auto-dialer for SmartQuest IVR software

Seattle-based research software firm TeleSage, Inc. has released DialQuest, a new auto-dialer add-on feature for its SmartQuest IVR survey software. DialQuest can supplement SmartQuest survey software with outbound dialing on each survey port. Users can import a list of phone numbers and choose which phone lines SmartQuest uses to conduct the outbound calling. Other features allow users to include data specific to each phone number, such as due dates, account numbers or balances, outstanding quantities or items, zip codes or other location information. SmartQuest can use this information to customize the survey presentation for each person. The new DialQuest includes the following features: customizable auto-retry for busy numbers and numbers that are not answered; answering machine detection; daily dialing schedule; quotas (stops dialing when customized completion criteria are met); and call transfer capabilities. For more information 800-636-8524 or www.telesage.com.

Salu adds online research panel

Granite Bay, Calif.-based medical information firm Salu, Inc. has created an online market research panel to help pharmaceutical partners measure and tailor their education programs for physician-specialists enrolled in Salu's services. Salu began development of the market research panel with a sampling of its Dermdex (serving dermatologists and plastic surgeons) and NeuroHub (serving neurologists)

members. One hundred physicians were randomly selected to complete the eight-week survey, with an overall response rate of 75 percent.

Salu plans to expand its market research panel to include more physicians and to integrate the panel with Salu's other offerings to pharmaceutical partners. The research panel will be used to determine physician satisfaction of pharmaceutical programs, alongside Salu's proprietary CRM system, which tracks the results of both online and offline sales and marketing initiatives. For more information visit www.salu.com.

SmartViewer Web Server 3.3 now shipping

Chicago-based SPSS Inc. has released SmartViewer Web Server 3.3, which enables organizations to deliver interactive SPSS analytical reports to audiences through a Web browser. The new personalization features in SmartViewer Web Server 3.3 give report viewers direct access to information without having to navigate to another page. Viewers can create their own version of a report home page by adding personalized content and links and reorganizing the position of objects on the page. Report viewers can also customize the look and feel of the home page by modifying default styles and colors. Personalization features geared to site administrators enable them to customize the Web template, style sheets and related configuration files, and control the level of personalization available to end users. In addition to SPSS Base, SmartViewer Web Server can also deliver reports generated from Microsoft Excel, Microsoft Word and other report software. Enhanced security is another benefit of SmartViewer Web Server 3.3. Document and category settings can now be applied to individual users as well as groups. The administrator can grant a group or user publishing rights to a category without granting rights to the parent category. The new security features of SmartViewer Web Server 3.3 also enable individual users to create new categories for their pub-

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Bosto	on	Dec 2-4
104.	Designing Ef	fective
	Questionnair	es:
	A Step by St	tep Workshop
Atlar	nta	April 2-4
Denv	/er	June 4-6
Chic	ago	Aug 20-22
Cinc	innati	Nov 5-1
106.	Fundamenta	ls of Internet
	Marketing R	
	Methods and	d Applications
New	York	May 6-7
Atlar	nta	Aug 6-7
Chica	ago	Oct 31-Nov
201.	Getting the I	Most Out of
	Traditional 8	Online
	Qualitative R	lesearch
Denv	/er	April 25-26
		Aug 15-16

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Moderator Training	ChicagoAug 5-6
incinnati May 7-10	CilicagoAug 3-0
incinnatiJune 18-21	504. Advertising Research
incinnatiAug 27-30	ChicagoAug 7-8
incinnatiOct 15-18	
incinnatiDec 10-13	505. Market Segmentation Research
3. Specialized Moderator	ChicagoJune 4-5
Skills for Qualitative	Los AngelesSept 30-Oct 1
Research Applications	
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ncinnatiNov 12-15	Research
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5. Qualitative Research	
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o1. Managing Marketing	509. Pricing Research
Research to Enhance	ChicagoJune 7
Accountability and ROI	Los AngelesOct 3
os AngelesJuly 15-16	
	601. Data Analysis for
o. Applications of	Marketing Research:
Marketing Research	The Fundamentals
os AngelesJuly 11-12	ChicagoApr 15-16
tlantaSept 26-27	Los AngelesJuly 15-16

602.	Tools and Techniques of Data Analysis
Deny	/erMay 7-10
	ntaJuly 23-26
	agoSept 24-27
	VegasNov 12-15
603.	Practical Multivariate
	Analysis
Denv	verMay 13-16
Atlar	ntaJuly 29-Aug 1
	agoSept 30-Oct 3
Las \	VegasDec 3-6
	Translating Data Into
	Actionable Information:
	A Hands-on PC
	Based Workshop
Cinc	innatiOct 8-10
605.	Practical Conjoint
	Analysis and Discrete
	Choice Modeling
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Chic	ago Oct 15-16
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lished documents (in previous releases only the administrator could create public categories). For more information visit www.spss.com or call 800-543-2185.

Book features researchbased ad principles for non-profits

New York research firm RoperASW has launched a new book to help public interest advertisers create more effective ads. Written by Andy Goodman, Why Bad Ads Happen to Good Causes contains seven "print ad principles" based on a recently completed study of public interest advertising conducted by RoperASW, as well as eight decades of advertising research by the firm.

The book comprises 10 years of data (1990-2000) from RoperASW's print-ad database and evaluates the ability of ads from nonprofit organizations to capture and hold the attention of magazine and newspaper readers.

Why Bad Ads Happen to Good Causes reports that many non-profit organizations are spending a great deal of money on print advertisements that are not attracting reader attention. The book's principles are designed to help these organizations create more effective print advertising.

These seven principles are:

- capture the reader's attention like a stop sign and direct it like a road map;
- make an emotional connection before attempting to convey information:
- write headlines that offer a reason to read more;

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- use pictures to attract and convince;
- if you want people to read your text, make it readable;
 - · test before, measure afterward; and
- when everyone zigs, it's time to zag.

In addition to explaining the principles, the book features 20 ads along with their scores, based on RoperASW's measure: "Noted," the percentage of readers who remember seeing the ad; "Associated," the percentage of readers who recalled the name of the advertiser or campaign; and "Read Most," the percentage of readers who read half or more of the written material in the ad. For more information visit www.agoodmanon-line.com.

Results of Canadian media and consumer study available

BBM Canada (BBM), a non-profit tripartite industry organization providing ratings information for both radio and television to broadcasters, advertisers, and their agencies, has released results from RTS Canada, a study of the media and consumer preferences of Canadians.

RTS Canada data is based on a sample of more than 52,000 respondents. The study provides consumer purchase behavior data for a variety of goods and services categories integrated with media usage and lifestyle information. The study also includes detail at the regional and local levels in Victoria, Vancouver, Edmonton, Calgary, London, Kitchener, Toronto, Montreal, Quebec City, and Halifax.

Marketers and strategic business planners can mine the RTS Canada data for consumer statistics and preferences that are meaningful to their industry. Industries covered include: automotive, high-tech, financial, travel, telecom, retail, restaurants, home improvement, and sports and leisure. For more information call 416-445-9800.

Briefly...

Executive Solutions, a Syosset,

N.Y. research firm, is offering a free 12-week e-mail course about how to create an effective and enjoyable back room experience for focus groups and individual interviews. The course is delivered in segments, one per week. To sign up, enter your e-mail address at www.executive-solutions.com/tri/free/.

U.K. research software firm Syclick Ltd. has launched a support Web site for SySurvey, its Web-based research tool. At www.sysurvey.com, users can find a regularly-updated library of research tips and white papers, written by practitioners, academics, and students.

Research Triangle Park, N.C., research firm Johnston, Zabor, McManus, Inc. (JZM) has identified an initial set of discrete tactics that directly influence a pharmaceutical brand Web site's key value delivery drivers. The tactics are comprised of physical Web site design, navigation, and presentation elements that positively and negatively impact the 21 Value Dimension Drivers used to derive a pharmaceutical Web site's Visitor Value Index (VVI) - JZM's indicator of the value a Web site delivers to all visitors. For more information contact Brad Martin at 800-735-5448 or visit www.jzm.com.

ACNielsen U.S. has launched Homescan RX/OTC Consumer Panel, a new research service that measures consumer purchases and use of prescription and overthe-counter medicines. The service uses ACNielsen's nationally representative Homescan consumer panel to track the types of ailments people suffer, the remedies they purchase, and the remedies they actually use. The service also measures patient adherence to prescribed regimens and analyzes why consumers choose various treatment options. For more information visit www.aenielsen.com.

Qualitatively Speaking

continued from p. 16

which, as described at the outset of this article, is properly defined as the entire universe of people who already do or plausibly could use the product or service at issue. Failure to engage this larger population — on its own terms — is to turn one's back on a readymade opportunity for business growth.

A second case in point

In this connection, a recent study dealt with a particular electronic instrument commonly found on the benches or nearby equipment racks of R&D and manufacturing test engineers. Focus groups were conducted to obtain this population's reactions to, and development directions for, a rather advanced new version of the instrument, intended as a replacement for the existing flagship model.

Client observers grew increasingly restive as the great majority of participants evidenced indifference, confusion, or even anxiety regarding the offering. Again the refrain: "That's not our customer!" The client had anticipated that the market consisted mainly of "power users" who would easily relate to and appreciate the new features and elegant engineering of the new instrument. But it turned out that by far the bulk of the market consists of people whose infrequent use and comparative unfamiliarity with the product led them to favor older, simpler models that require less relearning each time.

"That's not our customer"? Excuse me.

Now, there may well be a niche opportunity for the advanced instrument among the small minority of sophisticated users; but that's a separate and different issue from the one addressed by the research. Remember, the new offering was conceived as a replacement for the company's main entry in the product class, intended to appeal to the broadest user population. In that context, wouldn't the client have been well advised to focus on the unanticipated finding that the main-

stream market's level of familiarity, comfort, and confidence regarding this tool was very low? Indeed, users suspected — quite rightly — that even their current models had greater capability/more features than they knew what to do with.

No great conceptual leap was required to see the business planning implications here: Quite apart from more modest technological guidelines for new product development, there was unmistakable potential for increasing sales of the company's current offerings - through information- and education-oriented marketing communications aimed at countering the uncertainty and timidity surrounding use of the product. The icing on the cake of this opportunity was that, because of the market's sporadic use and comparative unfamiliarity with this product, price, per se, was not nearly as important a purchase criterion as it was for many other instruments.

"That's not our customer"? Please. Hold the tail still while I wag the damn dog.

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the projects they sell, and because some enjoy the research more than the sales, successful research companies need sales leadership. This usually comes from an owner or top person who champions business development and is out frequently with clients. Often this person is more sales-oriented: believing in growth and enjoying the sales process.

Even if this person does not directly supervise all of the salespeople (who may be his or her partners), he or she moves marketing initiatives forward and keeps people from forgetting about new business due to the press of existing project work. By setting well-defined, individualized goals for each person and continuously monitoring performance against those goals, the sales leader helps everyone to stay focused on business development.

This person can lead by example and serve as a role model to mid-level staff members. Especially in the development of new accounts, someone who leads by example can show people that calling on new prospects is not as scary as it looks, and that persistence and tact are key to getting that first RFP.

Some managers try to lead from the back of the battalion, by exhorting others to attend conferences and make sales calls without doing so themselves. Just as in raising kids, this "do as I say, not as I do" approach is usually not effective.

Matching the people to the task

No one would give a complex multi-country, multivariate study to a project manager whose background is mainly qualitative. At the same time, some companies will ask everyone on their sales staff to sell in the same way. Given the different talents and personalities of the staff involved, that rarely makes sense.

People who enjoy the thrill of the chase will be best in client offices, opening up new relationships or closing important sales. Others will do better writing articles in client industry publications, speaking at conferences where clients are present, or building personal relationships with clients that can increase "share of wallet." Most account execs will benefit from goals for specific activities and regular monthly reporting on actions taken toward those goals, but the each salesperson's goals should be take advantage of his or her strengths and motivations.

Celebrate sales

Particularly among custom research companies that do high-end work, it is often a point of pride that the senior people who sell a project remain closely involved with it through completion. Some companies will say, "we have no sales people" — meaning that the same people

sell and deliver. The same thing is true in other professions such as accounting, law, and architecture, and it's something that many clients like to hear. However, this positioning can send an unintended internal message: that selling is an unworthy skill, a necessary evil that lets us carry out our craft. If you want your company to grow and prosper, this is not a message to send.

Successful research companies celebrate sales as the lifeblood of their business. They track sales by account exec, publicly recognize sales achievement, and compensate salespeople for their performance. Regular sales meetings allow account execs to share ideas and reinforce the importance of the sales process. While not diminishing the importance of design, project management, and analysis, successful companies communicate by word and deed that selling is where their business begins.

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Managing the full-service sales force

By Michael Mitrano

Editor's note: Michael Mitrano is a principal at Transition Strategies Corporation, a management consulting and mergers and acquisitions advisory firm serving the research industry. He can be reached at mmitrano@transitionstrategies.com.

n some days, managing a group of full-service research account executives can be like herding cats. Once in a while, it can resemble a catfight. If you are a group head or company owner, how can you more effectively manage the people who bring in your business? To manage people, you need to appreciate and work with their motivations — so let's start there.

Why do researchers go into sales in the first place?

Most market researchers are dataoriented people, which is not a personality that we associate with sales. At the same time, because custom market research is a professional service, clients expect that the people selling research to them will be researchers who understand their needs and will remain involved in fulfilling them. To a large extent, the custom research account executive is selling herself or himself. For these reasons, research sales people are different than many other B2B account executives.

Some researchers gravitate toward sales because they do enjoy the challenge of the selling process — they like to convince, win, and build successful business relationships. Many are motivated toward sales because they see it as a path to work advancement and increased personal income. Quite a few, however, are drawn to sales because it means greater independence. By developing their own clients, they get to work on their own projects rather than those handed to them by a group head or partner. As their base of business increases, their oversight comes more from clients than from their bosses. They have greater control over the kind of work they do, how it's done, and when things are due than if they worked under someone else. Selling lets them do research the way they want to do it, within the constraint of client requirements. It also gives them job security.

Given this, it's not surprising that some researchers will build their

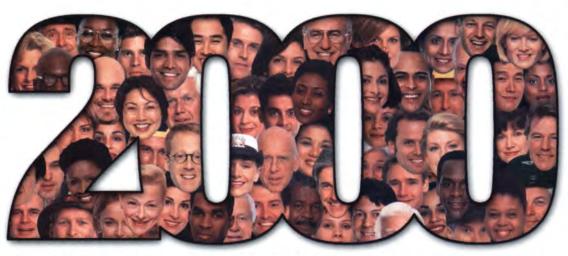
business up to the point when they (and perhaps a small junior staff) are fully booked, and then stop. These researchers will take on new business development only after their established business falls off. They may do quality work at excellent profit margins, but they will limit their own sales growth because too large a book of business will take them away from the work they love to do. Handing off ad hoc work to others is more difficult than when the research follows a standardized "product" approach. Clients also may insist that they remain closely involved with the research's execution. Notwithstanding these researchers' good qualities, they are not the people who you want developing your future sales talent.

Understanding — and discussing — the motivations of each sales staff member as well as those coming up the ranks will help you develop people and make the right fit between tasks and abilities.

Leading by example

Because many research account execs are involved in carrying out

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