DESIGN CHOICES IN WP2.1 CONSUMPTION

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This note presents an overview of design choices for the consumption apps. These topics are to be discussed up to Q1 2021 and methodological advice is asked. A distinction is made between desgin choices that need to be implemented before the field test and optional design choices.

Design choices for field tests:

* User interface/use experience:
  + Product search
  + Shop name/type search
  + Feedback of individual statistics to respondents
  + Type and form of plausibility checks
  + Split between in-app expenditures and online questionnaire
* Implementation of consumption subthemes
  + General consumption (HBS)
  + Food
* Interviewer assistance
  + Interview (recruitment questionnaire)
  + Recruitment
  + Assistance in installing and using the app
  + Motivation during data collection period
* Mixed-devices (smartphone, tablet, laptop, desktop)
* Receipt scan processing and feedback

Optional design choices for coming years (not be randomized or explicitly included in field tests):

* Additional smart features
  + Geo-locations (geo-fencing, tracks-stops)
  + Data donation consent (banktransactions, loyalty card)
  + Barcode (GTIN/EAN) data

The list is not exhaustive and may be supplemented during the ESSnet. A crucial component of the ESSnet Smart Surveys is the distinction between generic and country-specific design features.