DESIGN CHOICES IN WP2.2 TIME USE

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This note presents an overview of design choices for the time use apps. These topics are to be discussed up to Q1 2021 and methodological advice is asked. A distinctioin 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:
  + Open-ended versus closed-ended entry of activities
  + Feedback of individual statistics to respondents
  + Type and form of plausibility checks
* Implementation of time use subthemes
  + General time use (HETUS)
  + Mobility
  + Working hours
  + Media use
* Mixed-devices (smartphone, tablet, laptop, desktop)
* Geo-locations:
  + As reminder to day schedule
  + Imputation into diary

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

* Experience sampling (ecological momentary assessment):
  + Simple/uniform
  + Tailored to respondent profile
  + Tailored to respondent profile and location or activity
* Interviewer assistance
  + Interview (recruitment questionnaire)
  + Recruitment
  + Assistance in installing and using the app
  + Motivation during data collection period
* Additional smart features
  + Other mobile device sensors (motion, camera)
  + Mobile device use (apps, contacts, social media)
  + Wearables
  + Beacons

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.