

Factorial Survey Designs

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Idea of Factorial Surveys



Lab experiments

- + Control of unobserved influences
- + Precision of measurement
- Artificial situation
- Selectivity of samples

Surveys

- + Sampling based on sampling plan
- + Heterogeneous samples realizable
- Unobserved heterogeneity
- No actual behavior

▶ **Survey-based experiments**

- ▶ Control of unobserved influences
- ▶ Sampling based on a sampling plan

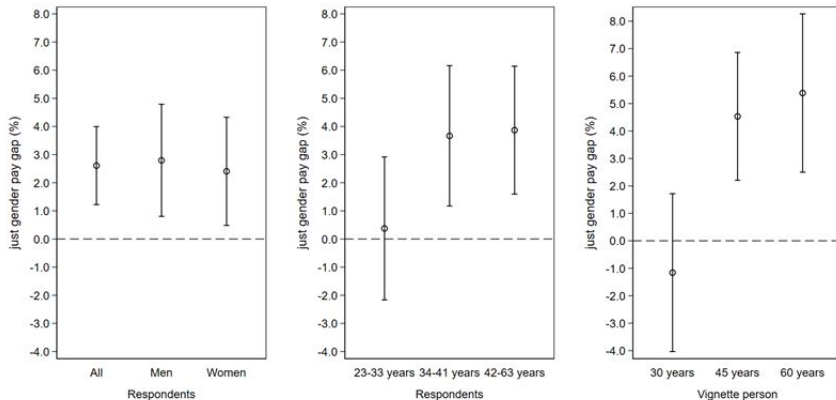
▶ **Factorial survey experiments**

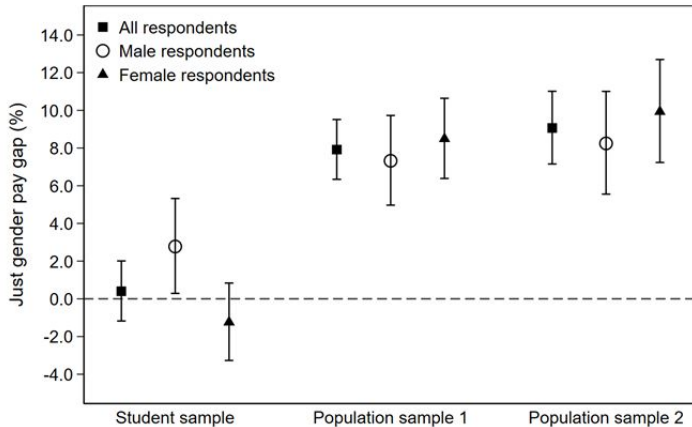
- ▶ Multi-factorial design
- ▶ Simultaneous variation of attributes
- ▶ Multi-causal relationships can be modeled

- A 35-year-old-man with vocational training is working as a programmer.
His gross income amounts € 2.500 per month.
- According to your opinion, is the income of the described person fair or is it unfairly too high or too low?
- ☐ -5 ☐ -4 ☐ -3 ☐ -2 ☐ -1 ☒ 0 ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5
- unfairly too low fair unfairly too high

- ▶ Testing theoretical models with, e.g., additive, multiplicative, etc. relations.
 - ▶ $Y = \beta_0 + \beta_1 \times x_1 + \beta_2 \times x_2 + \beta_3 \times x_3 + \dots$
 - ▶ $Y = \beta_0 + \beta_1 \times x_1 + \beta_2 \times x_2 + \beta_3 \times (x_1 \times x_2) + \dots$
 - ▶ $SEU = \beta_1(q \times B) - \beta_2(p \times C)$
with SEU = subjective expected utility; q and p = probabilities;
B = benefit; C = costs
- ▶ Measuring influence of:
 - ▶ Single dimensions on evaluations (e.g., attitudes, decisions)
 - ▶ Interactions between dimensions
 - ▶ Respondents' characteristics on vignette evaluations
- ▶ Less appropriate for exploratory analyses!

- [illegible]





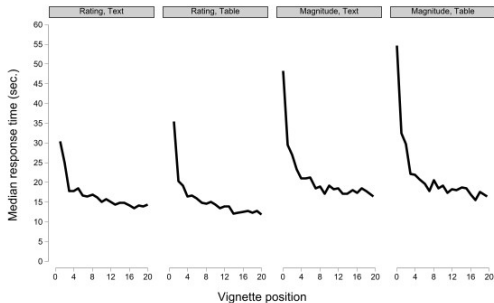
Construction of Factorial Surveys



- ▶ Theoretically driven selection of dimensions and levels
- ▶ Calculation of all possible combinations (vignette universe/full factorial)
 - ▶ Orthogonal crossing of all dimensions → Cartesian product of levels. For example, 4 dimensions with 3, 3, 4, and 4 levels:
$$3 \times 3 \times 4 \times 4 = 3^2 \times 4^2 = 9 \times 16 = 144 \text{ vignettes}$$
- ▶ Trade-offs between methodological decisions, e.g.:
 - + More dimensions and levels → more information on judgment principles
 - Higher cognitive burden for respondents
 - Bigger vignette universe: complex sampling or more respondents?

- ▶ Number of dimensions: about 5-9 dimensions
 - ▶ Even more complex vignettes get evaluated (e.g.: 30 vignettes with 12 dimensions: very few missing values)
 - ▶ However, high complexity (> 10 vignettes, ≥ 8 dimensions) \rightarrow lower consistency of responses of older or less-well educated respondents
 - ▶ Evidence for unwanted method effects such as simplifying heuristics and order effects (Sauer et al. 2011)
 - ▶ Information that is not varying across the vignettes: should be specified in the introductory part of FS modules / general instructions for respondents
- ▶ Number of levels
 - ▶ similar numbers of levels across dimensions to avoid “number-of-levels-effects”.
 - ▶ High numbers of levels only if it is necessary for theoretical or methodological reasons
 - ▶ If possible, avoid the occurrence of many illogical and implausible combinations

- ▶ Text vs. table
 - ▶ First comparisons only find little differences in response quality (e.g., Shamon and Dülmer 2019, Sauer et al. 2020)
 - ▶ Tabular presentations might help overcoming effects of dimension order (Auspurg and Jäckle 2017)
- ▶ Random-order vs. extreme cases first
- ▶ Answering scales: ratings, nominal categories, amounts, probabilities, open (magnitude) scales



- ▶ The Value of Good Experimental Designs
 - ▶ "Researchers should recognize that the designs chosen [...] are at least as, if not more important than, the models that one uses to analyze the resulting data" (Louviere 2006: 177).
 - ▶ The design determines the parameter identification, model flexibility, and the statistical efficiency of resulting estimates.
 - ▶ There are no ways to improve an experimental design once you conducted your survey!
- ▶ Example
 - ▶ Imagine a factorial survey with 4 dimensions 2, 3, 4, 6 levels per dimension
 - ▶ Full factorial: $2 \times 3 \times 4 \times 6 = 144$ possible combinations
 - ▶ Sample $n = 20$

	x1	x2	x3	x4
x1	1.0000			
x2	0.0000	1.0000		
x3	0.0000	0.0000	1.0000	
x4	0.0000	0.0000	0.0000	1.0000

Correlations, full factorial

x1		Freq.	Percent	Valid	Cum.
Valid	1	72	50.00	50.00	50.00
	2	72	50.00	50.00	100.00
	Total	144	100.00	100.00	

Frequencies of x1, full factorial

	x1	x2	x3	x4
x1	1.0000			
x2	0.1455	1.0000		
x3	0.0306	-0.1919	1.0000	
x4	0.1619	0.2297	-0.0693	1.0000

Correlations, sample

x1		Freq.	Percent	Valid	Cum.
Valid	1	6	30.00	30.00	30.00
	2	14	70.00	70.00	100.00
	Total	20	100.00	100.00	

Frequencies of x1, sample

- D1, D2 and D3, each having two levels, coded +1 resp. -1 (“orthogonal polynomial” or “effect coding”)

#	Main Effects			Two-Way Interactions			Three-Way Interaction
	D ₁	D ₂	D ₃	D ₁ • D ₂	D ₁ • D ₃	D ₂ • D ₃	D ₁ • D ₂ • D ₃
1	- 1	- 1	+1	+1	- 1	- 1	+1
2	- 1	+1	- 1	- 1	+1	- 1	+1
3	+1	- 1	- 1	- 1	- 1	+1	+1
4	+1	+1	+1	+1	+1	+1	+1
5	- 1	- 1	- 1	+1	+1	+1	- 1
6	- 1	+1	+1	- 1	- 1	+1	- 1
7	+1	- 1	+1	- 1	+1	- 1	- 1
8	+1	+1	- 1	+1	- 1	- 1	- 1

- With the first half-fraction, you cannot empirically distinguish these two models (see, e.g., Auspurg and Hinz 2015):

$$Y = \beta_0 + \beta_1 \times D_1 + \beta_2 \times D_2 + \beta_3 \times D_3$$

$$Y = \beta_0 + \beta_1 \times D_2 \times D_3 + \beta_2 \times D_1 \times D_3 + \beta_3 \times D_1 \times D_2$$

- ▶ By means of sampling techniques one should try to preserve the desirable characteristics of the vignette universe:
 - ▶ First: All meaningful parameters are identifiable (not confounded)
 - ▶ Only parameters that can be expected to show negligible effects (effect sizes close to zero) might be confounded (e.g. higher-order interactions)
 - ▶ In social sciences: 2-level interactions often have impact. Take care that they get not confounded!
- ▶ Second (and less important): Minimal correlations (“orthogonality”) and maximal variance or “level balance” of all dimensions, therewith maximum statistical power (“efficiency”)
- ▶ In particular when working with small fractions of the vignette universe one should take care of adequate sampling techniques

- ▶ Random sampling: simple random sampling, stratified random sampling, ...
→ one leaves confounding patterns to chance
- ▶ D-efficient sampling: Maximizes orthogonality and level balance by means of computer algorithms → control over which effects become confounded (Dülmer 2007)
- ▶ D-efficiency: measurement that jointly captures both criteria (orthogonality and level balance):

$$D_{eff} = 100 \times \frac{1}{n_s |X'X|^{-1} |^{\frac{1}{p}}} = 100 \times \left(\frac{1}{n_s} |X'X|^{\frac{1}{p}} \right)$$

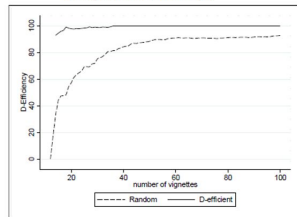
n_s : Sample size of the design

$|X'X|$: Determinant of the Fisher information matrix of the vignette dimensions

p : Number of b-coefficients that have to be estimated

- ▶ Realization of D-Efficient Designs: Specification of relevant parameters that should not be confounded, then looking for a D-efficient design that allows identifying all parameters (e.g., with SAS, see Kuhfeld et al. 1994).
- ▶ All dimensions should have similar numbers of levels or should be multiples of each other (e.g.: better 2,4,8 than 2,3,8 levels)
- ▶ Exclusions of illogical cases reduce D-efficiency. Consider such restrictions in advance.
- ▶ Often it makes sense to orthogonalize at least all two-way interactions (“Resolution V-Design”).

Figure 3-2: D-efficiencies of D-efficient and Random Samples by Size of Vignette Fraction (Orthogonal Main Effect $3^{1/2}4$ Designs)



Note: For each size of the vignette fraction, one random and one D-efficient sample was generated. For the D-efficient sample, a Stata programming code was kindly provided by Carsten Sauer.

Data Collection within Surveys



- ▶ Vignettes are in most cases too complex to be understood by respondents when the interviewer only reads them. At least the vignette module should be self-administered even in CAPIs
- ▶ For that reason telephone interviews are not advisable
- ▶ CAPIs and web surveys allow easily to implement different questionnaire versions for different respondents
- ▶ For all modes it is crucial to ensure that:
 - ▶ Vignettes are randomly allocated to respondents
 - ▶ There is a unique identification of the vignettes rated by the different respondents that is included into the response data

- ▶ With or Without Interviewer?
 - ▶ Interviewers can be helpful, but FS-modules are not standard
→ interviewers should get special training.
 - ▶ Even with interviewers, the FS-module should be self-administrated
 - ▶ Interviewer can give an introduction and assistance if problems occur
 - ▶ Respondents seem to have no problems to answer vignettes self administrated in online surveys or PAPIs, but difficulties of handling depends on the research design

- ▶ Random allocation of vignettes to respondents
- ▶ Ensure a random order of vignettes for each respondent Response time: 10 vignettes with 8 dimensions, simple rating scale (as shown in our example) takes respondents about 4 minutes (median)

Table A1: Median response times by experimental split

Number of vignettes	Number of dimensions		
	5	8	12
10	2.85	3.52	3.85
20	4.97	5.72	6.33
30	6.87	8.37	9.55

Source: Project "Factorial Survey Design", general population sample

Analysis of Factorial Surveys



- ▶ Data preparation: reshaping and merging
- ▶ Data quality checks: realized design, outcome measure, plausibility (hints for merging problems), missing values
- ▶ Regression analysis
 - ▶ Between-subjects design: OLS, logit, etc.
 - ▶ Within-subjects design: clustered observations (there might be an intra-rater correlation) → cluster-robust regressions, multi-level regressions (fixed or random effects regressions), etc.
- ▶ Group differences (cross-level interactions): Statistical significance of group differences can be assessed by interaction terms between vignette dimensions and binary (0-1) coded group-variables that are separately (t-test) or jointly tested (F-test, “Chow”-test)

- ▶ Trade-Offs, part-worth, cross-elasticity

- ▶ Mean vignette evaluation:

$$Y = \beta_0 + \beta_A \times \textit{Dimension}_A + \beta_M \times \textit{Dimension}_M + \beta_k \times X_{ki}$$

Dimension_M: monetary dimension

Dimension_A: binary coded dimension

- ▶ The „part-worth“ (PW) or willingness to pay for dimension A calculates as:
 $\beta_A \times \textit{Dimension}_A + \beta_M \times \textit{Dimension}_M = 0$ cross-elasticity of a 1-unit-change:
 $PW = -(\beta_A/\beta_M)$.
- ▶ All estimations rely on correct specifications of the regression model!
- ▶ Formulas for logged variables can be found in Auspurg and Hinz (2015)
- ▶ In Stata, you may use the ado wtp (willingness to pay)

Concluding remarks



- ▶ Construction of vignettes and cognitive limitations to process information
- ▶ Vignette sampling, efficiency and confounding
- ▶ Random allocation to respondents and random order of vignettes
- ▶ Prevention of implausible combinations
- ▶ Considering hierarchical data structure

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