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# **SurveyGram Streamlining Survey For Ease**

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### **Abstract**

In today's data-driven world, traditional survey tools often struggle with low engagement and biased results due to limited personalization and adaptability. The proposed system addresses these challenges with a next-generation platform. It integrates direct communication, real-time analysis powered by modern day tools, and a user-friendly interface akin to social media. Verified respondents ensure authentic feedback, empowering researchers and businesses to gather targeted insights for market schemes, product launches, and user reviews. Robust prediction and analysis tools facilitate data-driven decision-making with hassle-free reports and charts. The platform guarantees authenticity through real-time verification and structured participant payouts, ensuring genuine survey results and actionable feedback in organizational contexts.

### **Literature Survey**

Name of the paper	Author(s)	Methodology	Advantages	Disadvantages
The Impact of Incentives on Response Rates and Data Quality in Online Panels	E. Singer, M. P. Couper	Random assignment of cash incentives (\$0.50 to \$3.00) to survey participants	Reduced incidence of trap question failures among qualified respondents	Limited improvement in overall respondent behavior; no clear association with eligibility or break-off rates
Survey Participation: Motivations and Barriers	E. A. Blair, S. Burton	Analysis of factors influencing survey participation	Identifies strong motivators and barriers, providing insights for improving participation strategies	Variability in the effect of monetary incentives depending on survey context and demographic
Effects of Incentives on Web Survey Response Rates and Data Quality	J. M. Bosnjak, M. Tuten	Examination of financial incentives' impact on response rates and data quality	Monetary incentives generally increase response rates	Higher incentives can attract less attentive participants, potentially affecting data quality
The Use of Monetary Incentives in Online Panels	R. A. Peterson	Review of monetary incentives in online panels	Effective in increasing response rates	Mixed impact on data quality; larger incentives can attract reward-focused participants
Improving Survey Participation with Gamification	R. C. Goddard, S. R. Lee	Use of gamification elements (points, badges, leaderboards) in surveys	Makes surveys more engaging, leading to higher response rates and better data quality	Gamification may not appeal to all demographics; potential for novelty effects to wear off over time

# **Existing Systems**

Currently, there are several established survey platforms that aim to provide comprehensive survey solutions. However, these platforms are often constrained by limitations in user reach, user interface capabilities, restrictions on survey types, and methodologies for collecting user data. These constraints can hinder users seeking robust and customizable survey solutions that meet their specific needs. Additionally, concerns related to data privacy and integration capabilities with other systems further underscore the complexities associated with existing survey platforms.

#### Some platforms and their drawbacks

- SurveyMonkey:
  - Customization Constraints
  - Data privacy
- Google Forms:
  - Integration challenges
  - Survey type limitation



## **Proposed System**

**Extensive Customization:** Providing users with a range of customizable templates and design tools to tailor surveys according to their brand identity. **For example,** allowing users to upload custom logos, choose color schemes, and customize survey layouts to match their corporate style.

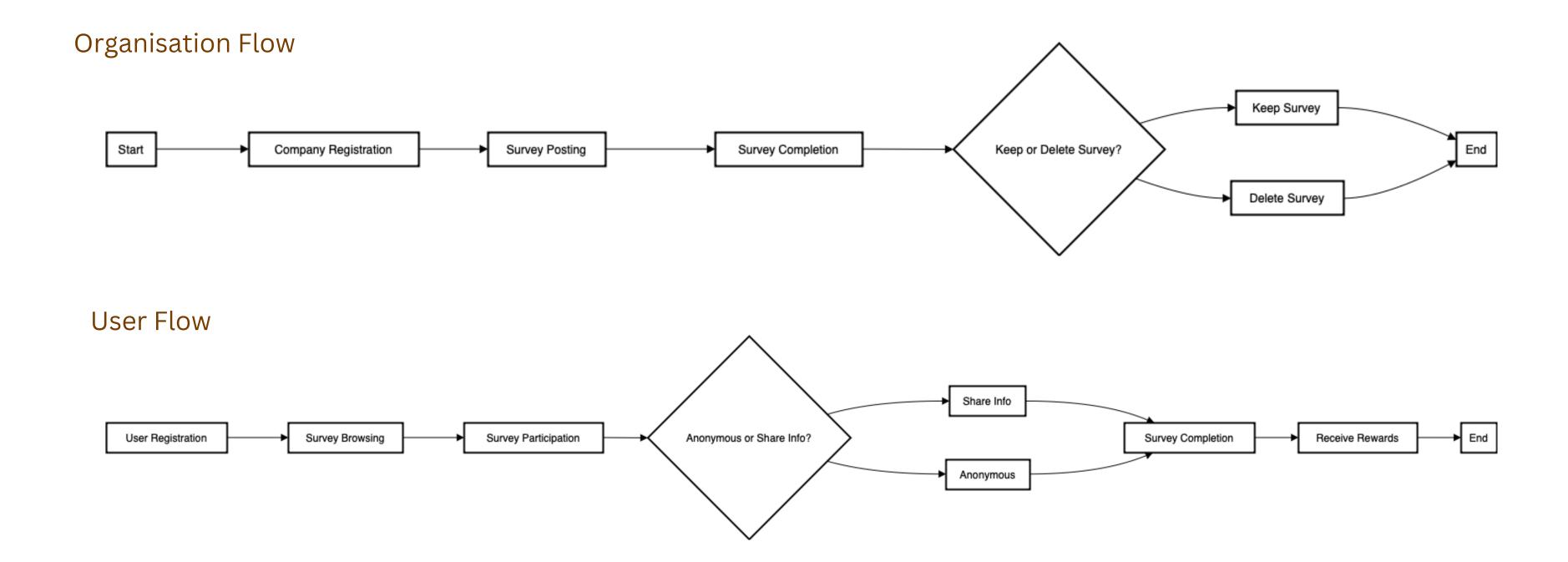
<u>Stringent Data Privacy:</u> Implementing industry-leading encryption protocols and compliance with GDPR and other data protection regulations. **For instance,** providing users with options to anonymize responses, restrict access to survey results, and offering clear data retention policies.

<u>Detailed Reporting:</u> Offering comprehensive reports at the end of each survey, including visual analytics and insights. **For example,** providing users with detailed charts, graphs, and downloadable data exports to analyze survey responses effectively.

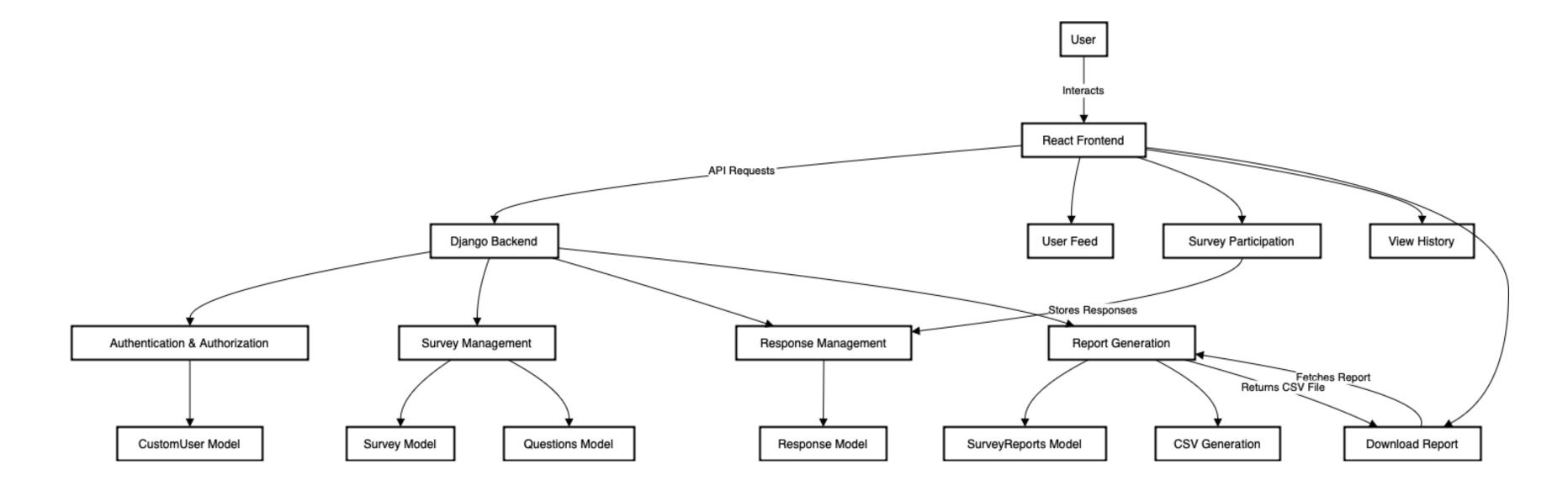
<u>Versatile Integrations:</u> Supporting integration with leading analytics platforms such as Google Analytics and reporting tools like Tableau. For example, enabling users to seamlessly export survey data for deeper analysis and integration with their existing data analytics infrastructure.



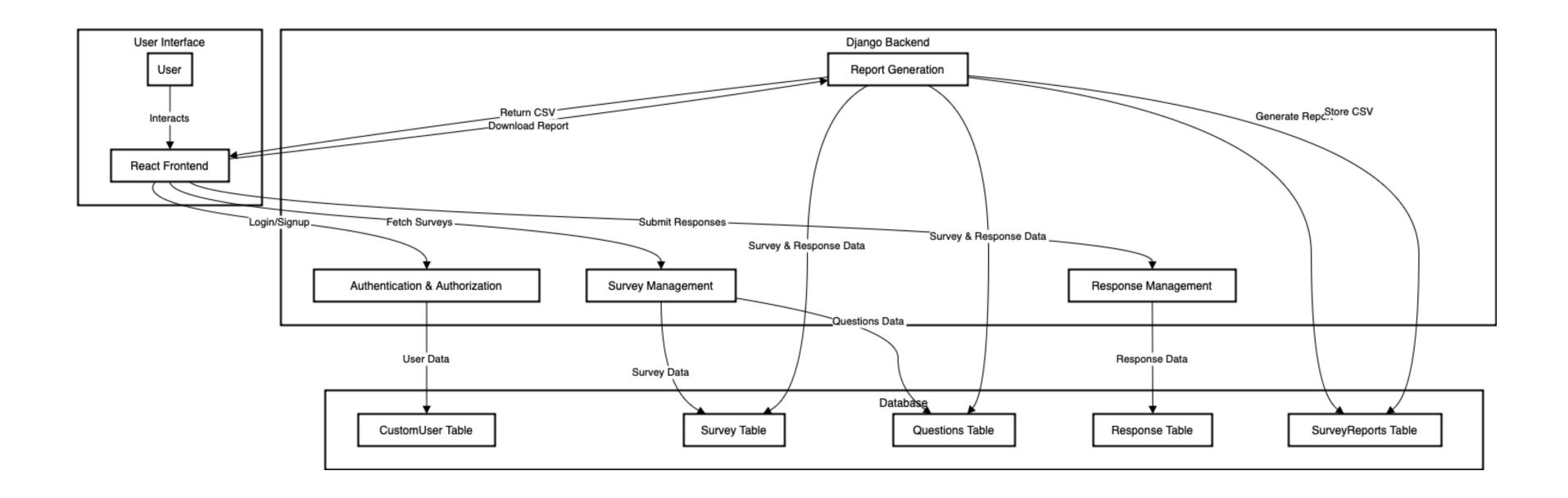
# **Proposed System**



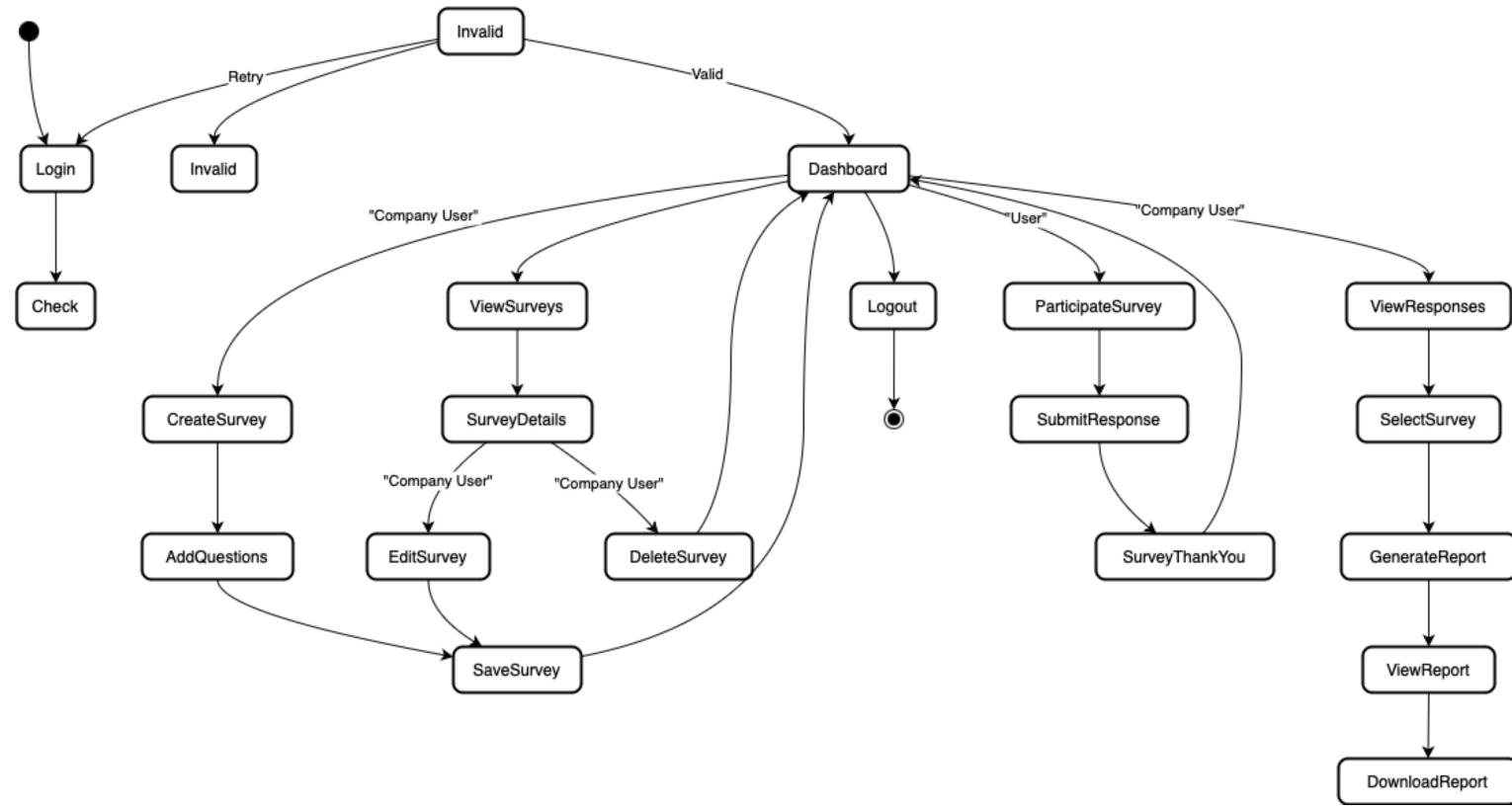
### **System Architechture**



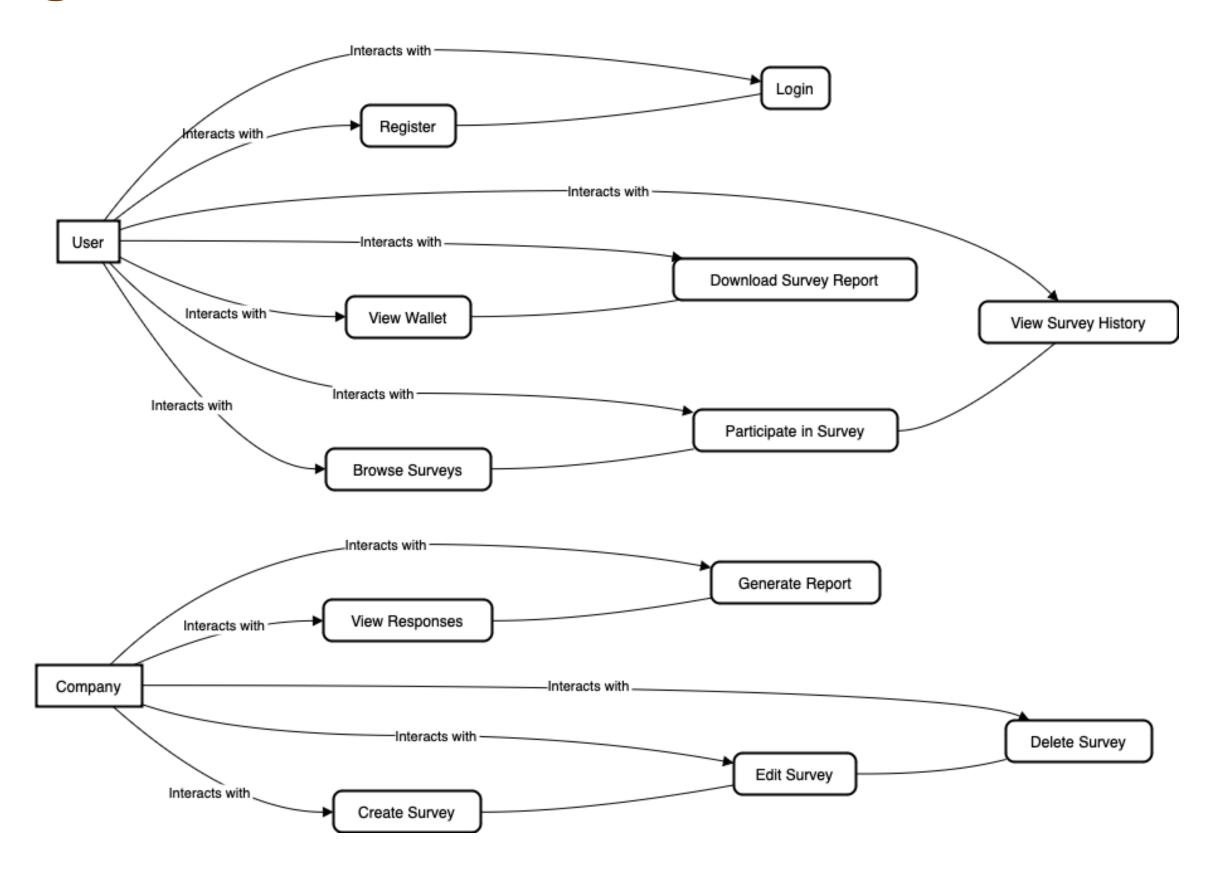
### Data Flow Diagram



### **Activity Diagram**



### **Use-Case Diagram**



### <u>Algorithm Used</u>

#### • Exploratory Data Analysis (EDA):

• Utilized for initial data exploration, understanding patterns, and summarizing the main characteristics of the survey data.

#### • K-Nearest Neighbors (KNN):

• Employed for clustering survey responses to identify similar patterns and groupings.

#### • Linear Regression:

 Applied for predicting user satisfaction based on survey responses and other related metrics.

### <u>Implementation</u>

### Refer these Git Repositories:

**Front-End** 

### Back-End

• Survey response analyses, visualization & prediction



## System Requirements

### Software requirement

- Operating System: Windows, MacOS or Linux
- Integrated Development Environment: Microsoft's Visual Studio Code
- Programming Languages and Frameworks:
  - Front-End: Basic wed development tools\*
  - Back-End: Python with Django or Flask
- Version Control: Git for aligning code versions
- API Development: API testing tool such as Postman\*

### Software requirement

- Processor: Intel i5 or Apple's silicon chip
- RAM: 6GB or higher
- Storage: SSD for faster read and write
- **Graphics:** Processor integrated graphics

\*The project will be developed in two versions. Depending on the version, different tools and applications will be used



### **Modules Identified**

The proposed system is structured into three primary segments:

#### 1. Client:

- Organizations or entities intending to conduct surveys via the platform.

#### 2. Users:

- Categorized into the following roles:
  - a. Standard Users
  - b. Certified Technical Users
  - c. Experienced Users (Pending Verification)



# Thank

You

