

# Qualitative data analysis

# Qualitative data recap

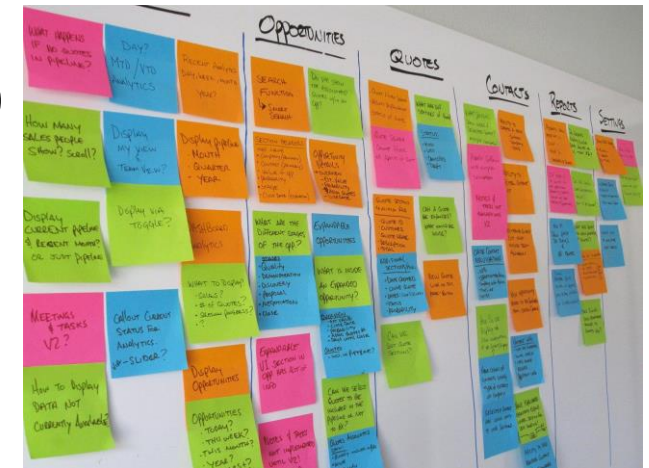
- Videos, audios, transcripts (from interviews, focus groups)
  - Observation notes
  - Images (e.g., photographs of artifacts)
  - Reviews / feedback forms / open ended answers in surveys
  - Documents
  - Diary entries
- 
- Formats → text, images, audio, video
  - Nature: Less structure, high variability (each one uses different words for same concept), lots of detail, subjective experiences & opinions

# Qualitative data analysis

- What kinds of research questions?
  - What, how, why => detailed and rich
  - Mostly, qualitative; can do some quantitative, but not reliable
- We know how to gather qualitative data & their characteristics?
- Purpose of analysis:
  - Do “whatever is needed” with the qualitative data, to answer research questions
- Typically, qualitative data analysis happens via “qualitative coding”, “thematic analysis” or “card sorting”

# Card sorting

- Take qualitative data, each piece of data in a “card”
- Sort them according to topics / under headings (see picture)
- How to choose headings?
  - Predefined headings (from questions, prior research, etc)
  - Put related things together, and add a heading later
- When is it useful?
  - Organize content under topics (website menu design)
  - See what stack is big
    - positive / negative / neutral feedback
    - Complaints (customer service, payments, delivery, etc. )

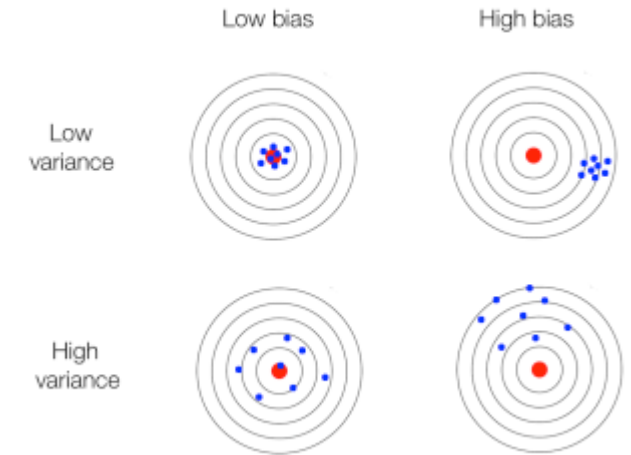


# Card sorting

- Great for one kind of data, that needs to be put in categories
- Great for small number of categories
- Great when one data goes under only one category (mutually exclusive)
- Once we have a pile under category:
  - Which category is biggest (and needs most attention)
  - Sub-categorize selected ones for further insights

# Errors and biases

- Error: random (high variance and deviation),
  - Evens out with a lot of data
  - E.g., “sad people might be critical”, but “happy people should be overly positive” thus balancing out, in a large sample.
- Bias: systematic shift in data (e.g., all say +ve, for social reasons)
  - Doesn't go off with gathering a lot of data
- As we said before, qualitative data has high variance
  - Say the same thing, but in a variety of ways

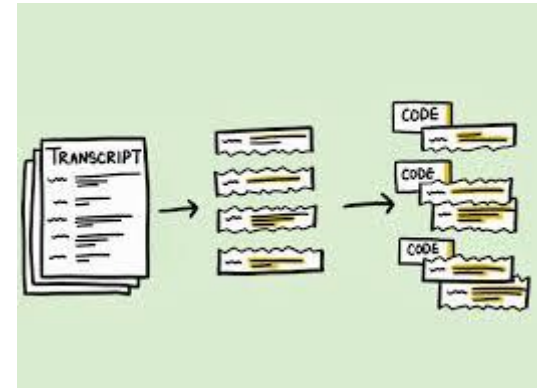


# Errors and bias

- Researchers' go off with large sample, and triangulation
  - e.g., confirm card sorting with a large survey
- Biases:
  - Researchers systematically sort cards in wrong places (e.g., this has too many options – one might think this is a good thing!)
  - How to minimize:
    - Have more than one person card sort
    - Simultaneous multiple sorters: allow debate and consensus => take a card, debate, agree where to put, if not, debate and come to agreement. [Sometimes, debate is useful; helps see thought process, and even put something under two categories]
    - Separate sessions for each sorter, take averages / commonalities. Find other ways to deal with disagreements (e.g., good/bad – look for more data, go back and ask, etc.)
    - Remember, this is called participant / researcher triangulation.

# Qualitative coding

- Assign “labels” to content
- Used when content is not homogenous (e.g., interview transcripts with various answers to various questions)
- Multi-step: Unitization → Coding → Thematic analysis
- First, unitization
  - Break down “unstructured” content into “units” to be coded
  - Interval Segmentation (every 10/20/30s, every minute, etc.)
  - Topic-based (every paragraph, every time participant mentions a new instance or topic, every question, etc.)
    - Subjective & error/bias prone; so, one researcher breaks down, another reviews.
  - Every review, every participant response to open ended survey question, every document, etc.

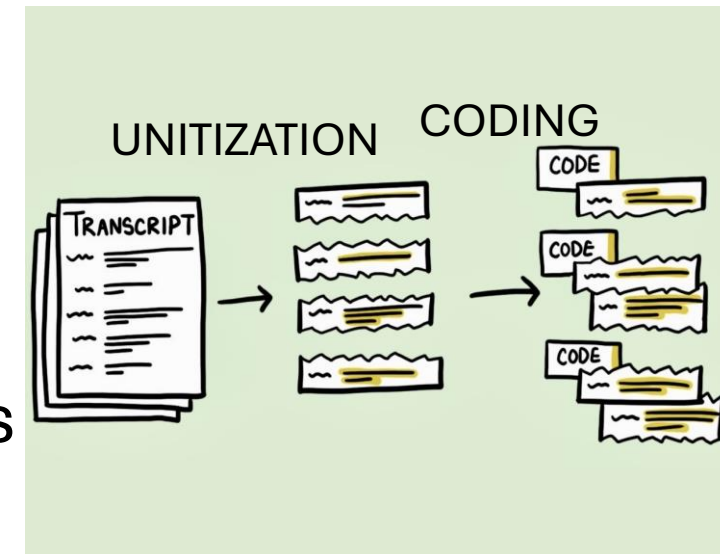




# Coding

- Assign “codes” (labels) to each unit
- How to do it?
  - We need data in units (see unitization on previous slide)
  - We need a codebook (codes, with their definitions)
    - Pre-defined / existing / already available [closed coding]
    - To be created from themes in data [open coding]
  - Then assign the codes in codebook, to the data units
- Higher bias in interpreting data & assigning codes
- How to prevent?
  - More than one coder aka researcher triangulation

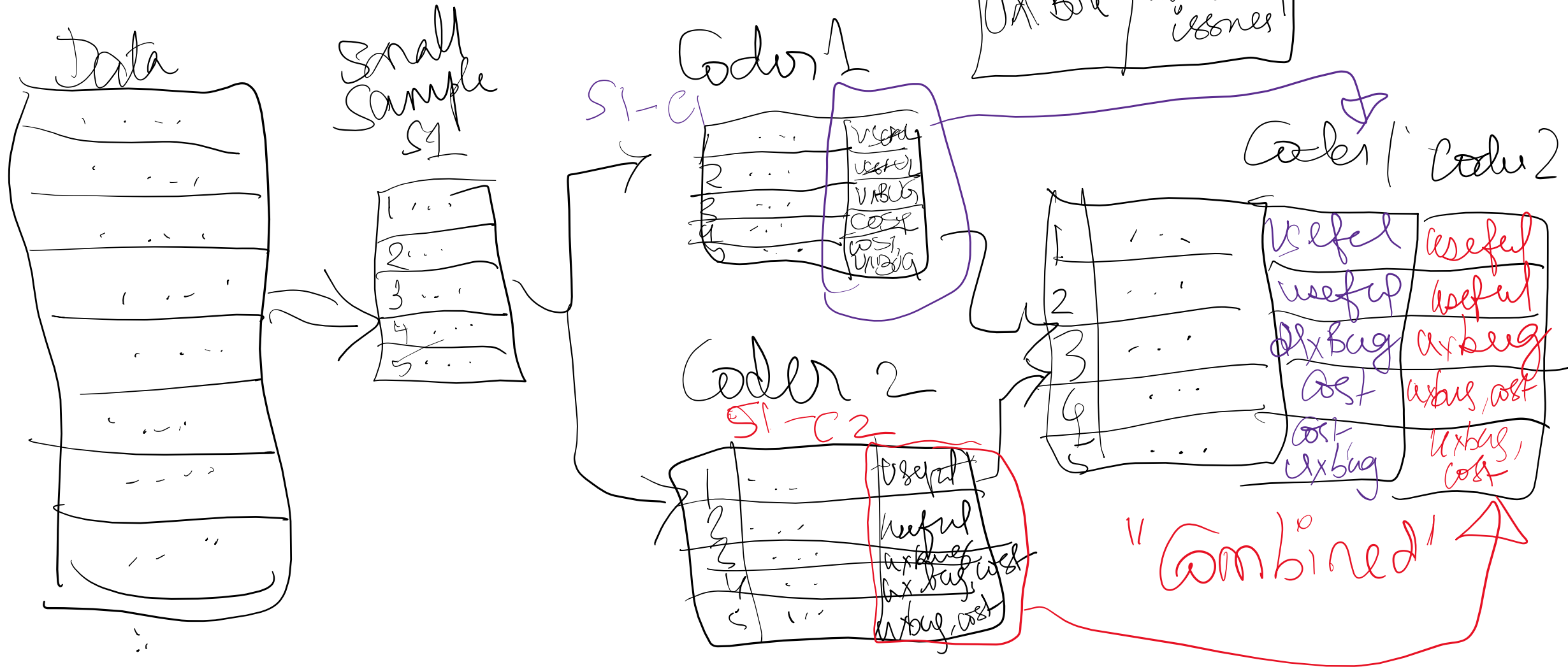
	A	B	C	D
1	What is your favorite thing about this program?			KEY
2	The food			Food
3	Allison			Staff
4	I love the activities we do			Games and Activities
5	Food			Friends
6	That we can see our friends			Learning
7	I like to learn about different things and we do a lot of that here in the program			Animals
8	It's cool to see different animals			Jobs
9	I like learning about animals			Outside
10	Talking to people			Talking
11	I like the food			
12	My favorite thing is the games we play			
13	We do a lot of activities that are cool			
14	I like hearing from the adults about their jobs			
15	GAMES			
16	When we spend time outside			
17	Nothing			
18	IDK			
19	I like hanging out with my friends best			
20				



# Coding in practice

- **Situation-1:** Code book already available (closed coding)
- Start by taking a small sample of unitized data, let's call it S1
  - 1-2% of total “units”, taken from various parts of transcript, participants
- Decide on:
  - How many codes per segment/unit (e.g., major activity / every single activity)
  - What if an event is too small (say, only 2 sec in a 30 sec segment)?
  - What if an event goes across two segments (e.g., 20<sup>th</sup> second in first to 15<sup>th</sup> second in second).
  - Code category-wise (e.g., first code all positives, then all negatives, etc.)
- Two coders C1, C2 code S1 with the codebook, **independently**;
  - C1 codes S1 + codebook → S1-C1
  - C2 codes S1 + codebook → S1-C2
- Combine coded data, to compare the two coders' codes
  - S1-C1 + S2-C2 → S1, C1, C2

# How this looks?



# Inter-rater reliability (IRR)

- Now, see how the two coders agree with each other
  - IRR is a measure of agreement between coders
  - High agreement → less bias (two people independently think the same way) & coding process is repeatable.
  - Low agreement → bias to be ironed out, and/or codes need refinement
- How to computer IRR?
  - First combine coded sample from two coders, to make comparisons easy
    - (Saw this on previous slide)
  - Compute **IRR measure** for each data segment in Sample S1 (each row)
  - Average across all rows in sample S1

# Inter-rater reliability (IRR)

- IRR measures → there are several
  - Simplest is Jaccard co-efficient.
- Suppose there is a segment  $s_1$  in the sample  $S_1$ , and coders  $C_1$  and  $C_2$  assign a set of codes  $c_1$  and  $c_2$ , respectively.
- Assuming multiple codes per segment,  $c_1$  and  $c_2$  are sets.
- Then,
  - Jaccard co-efficient =  $N(c_1 \cap c_2) / N(c_1 \cup c_2)$

# IRR computation

# IRR computation

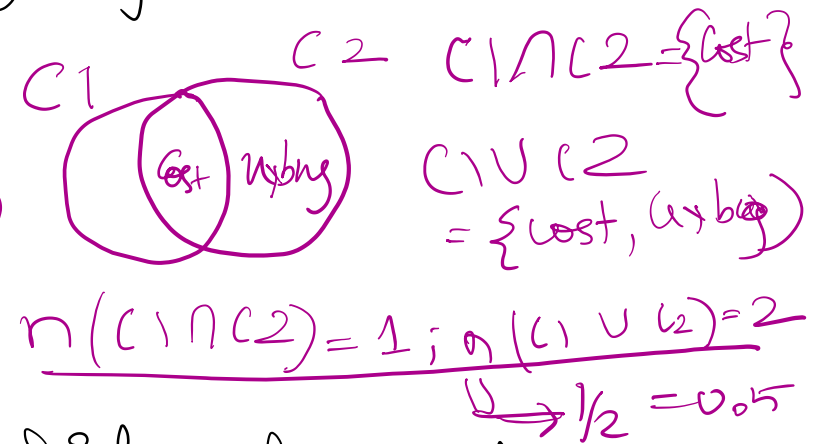
		Order-1	Order-2	IRR
1	useful	useful	1.0	
2	useful	useful	1.0	
3	no bug	no bug	1.0	
4	Cost	no bug, cost	0.5	
5	no bug, cost	cost, no bug	1.0	
Average =				0.95

15% agreement

95% agreement is great

← (IRR)

agree on everything so 1.0 or 100%



Order changed, but still agree, so OK.

Note: Sometimes order matters, but not here.

# Inter-rater reliability (IRR)

- IRR should be high (80% or above)
- If IRR is low, then two coders discuss why they coded what they coded, revisit rules, code definitions, etc.
- With new rules, redo independent coding with new codebook and test if you agree on new sample S2.
- If so, revisit disagreements, but try a slightly bigger, new sample S3 (say 5% of data, then 10% of data and so on)
- When confident, take a fresh sample “S” making up 20% of data
- Agreement on this, with independent coding should be above 80%
- If not, go back and re-do!

# Coding rest of data

- Once you 80% agreement on 20% data → save this!
- The remaining 80% of the data can be coded by only one of the two people
  - Code even if it has been used in previous samples for practice
    - (remember, this is the reals, and not trials!)
  - One coder could code all 80%, or could split up and code (each one codes 40% of the remaining data, or 50-30 % of the data, etc).
- What about agreement for this?
  - None, because there's only one rater, and we now know the two raters code more or less similarly (meaning, if the other one coded, it would be the same 80% of the time).



# Sounds horrible?: negotiated agreement

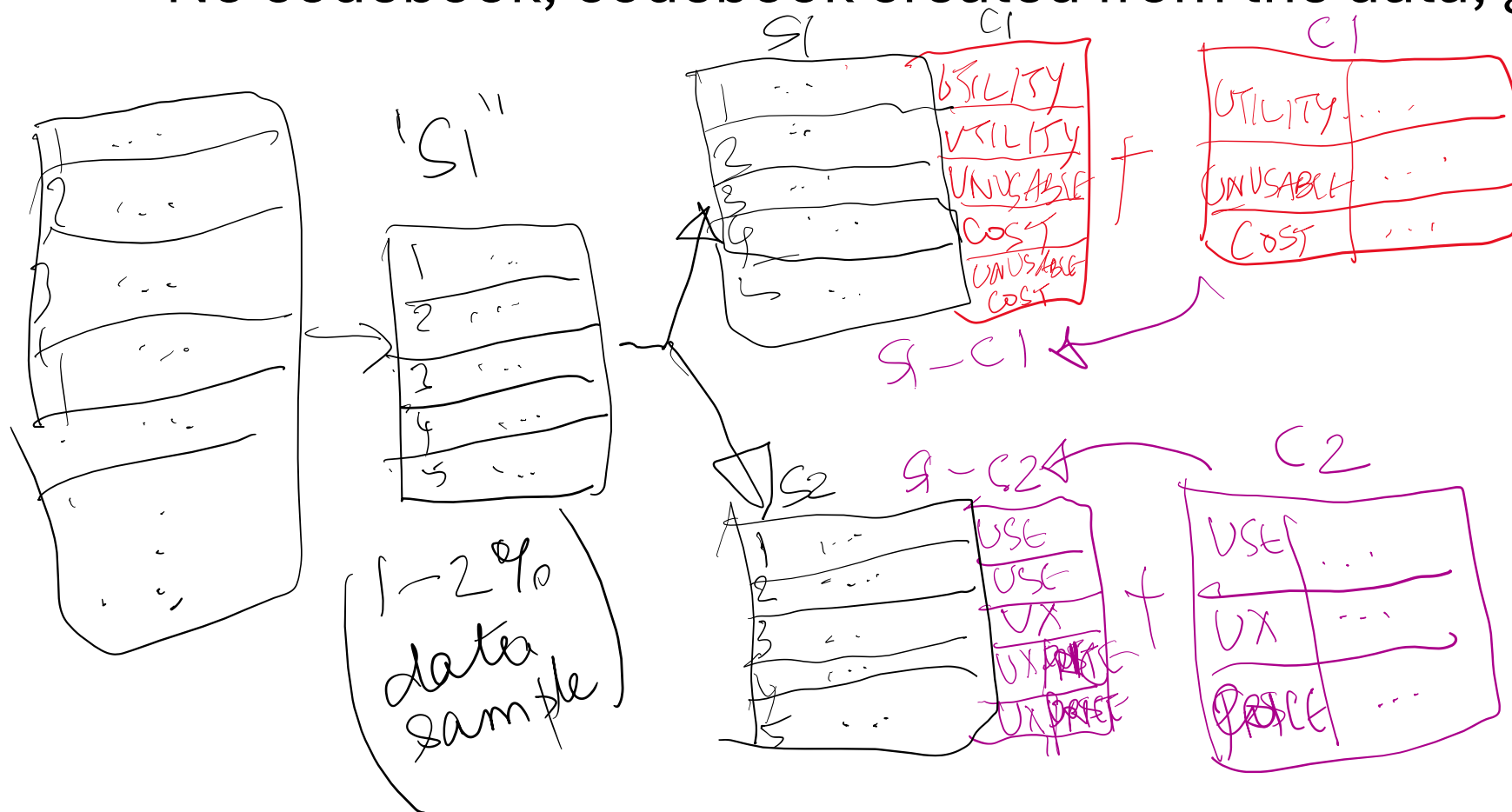
- Sometimes, IRR with independent coding can be hard!
- Too many codes, something or the other is always missing, too much variation in data
- We use negotiated agreement
  - Two coders code 100% of data
  - Report agreement (often poor!)
  - The two coders look through each disagreement, and argue / negotiate out, and decide on how to code (both / one person wins!)
- Low reliability! (these two people had to argue, others would not agree either!).

# Common issues

- Too many codes
  - Break it down to categories, code category wise
- There's data, but not code (but you think code is important, or there's a category with 4 items and you see a 5<sup>th</sup> one).
  - Add code to codebook, discuss as part of negotiation
- Every time codebook changes, use the newer codebook version (for both coders!)
- What if there is no prior codebook?
  - Open coding

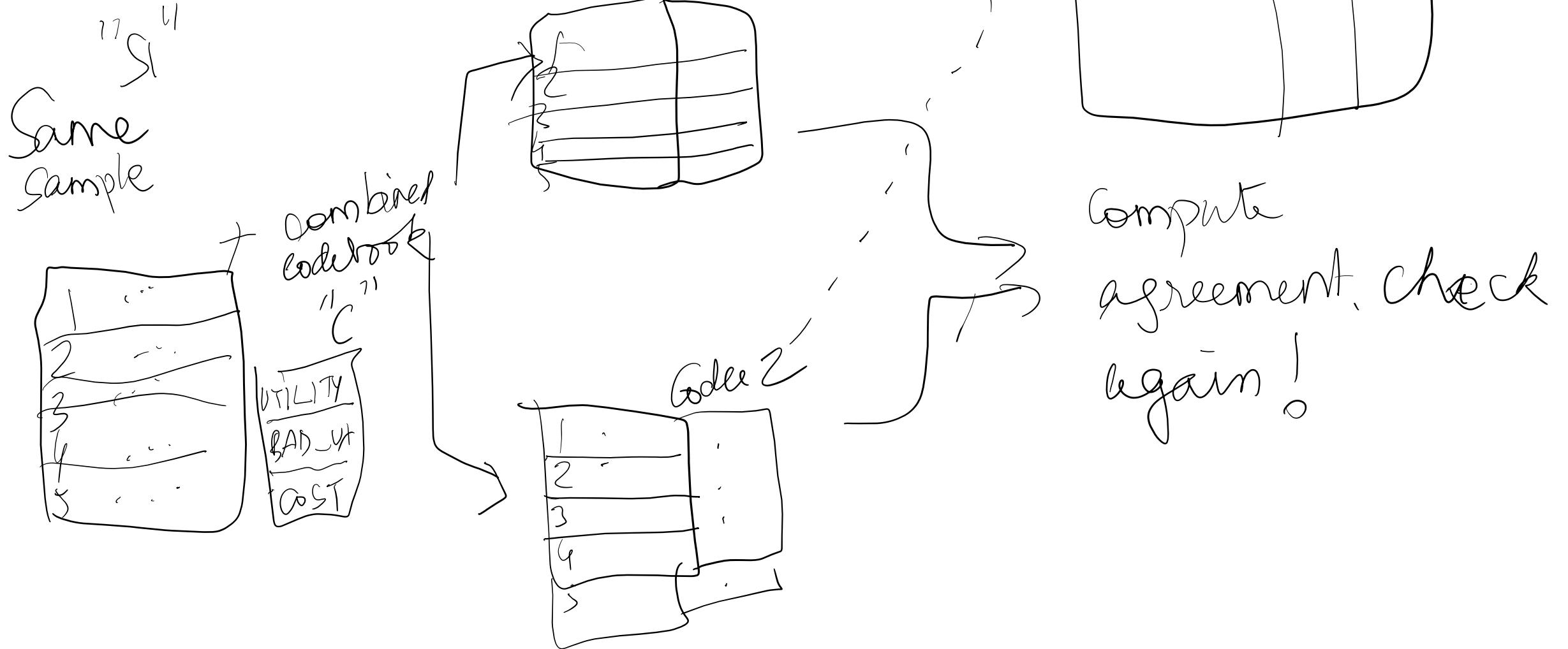
# Open coding

- No codebook; codebook created from the data, ground up!



1. Same code, different names → give one name
2. Code in one, not in other → discuss and decide on one
3. Combine codes when needed, split codes when needed (one could use the same code, other could create a different code for the same thing!)

# Open coding-contd



# Why recode same segment?

- To see if, independently (without influencing each other), you still agree on codes.
  - Yes – at least these codes work!
  - No – fix again!
- 
- Note: IRR computed when same codebook is used, not otherwise!

# Code next segment, revise codebook

C
UTILITY
PRICE
BAD_UX

New Sample  
S2

6	...
7	...
8	...
9	...
10	...

C1

6	...	UTILITY
7	...	PRICE
8	...	BAD_UX
9	...	<u>SERVICE</u>
10	...	

+

UTILITY
PRICE
BAD_UX
<u>SERVICE</u>

C1

6	...	UTILITY
7	...	PRICE
8	...	BAD_UX
9	...	<u>Parts</u>
10	...	<u>Parts</u>

+

UTILITY
PRICE
BAD_UX
<u>PARTS</u>

Combine codebooks "new" C

utility
price
bad-ux
Repair

# Rinse and repeat

- Code S2 with “new C”
- If “new C” changed an old code, then even code S1 and S2 with new code
  - So you still agree on old data
  - Measure IRR and go on.
- When to stop?
  - No new codes are added, and IRR seems OK
- Pick new 20%, code independently with latest codebook and compare IRR; code the rest by one person.
- Alternatively, consider negotiated agreement

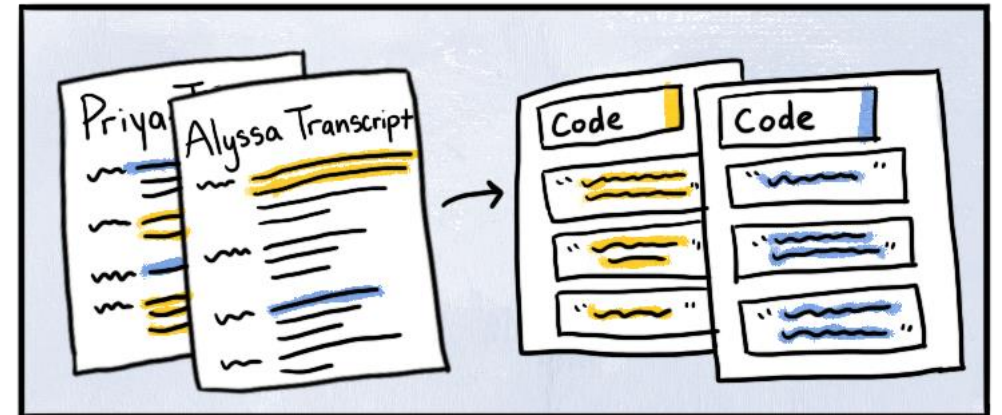
# Analysis of “coded” data

- Measure frequency of codes (no. of times a code happened!)
  - Problem P and Q are the top issues, and account for 60% of all user complaints!
  - 60%, 18%, 12% , 10% of segments had activities A1, A2, A3 and A4 respectively --→ approximately indicate the time spent on each activity.
- Code co-occurrences (two codes come together in same segment)
  - E.g., Half the time (56%), code “ActivityA” occurred with code “ProblemP”  
→ about half the time, users face problem P, when doing activity A.
- Patterns → A always occurs preceded by B.
- State transitions → processes (A → B → C or D)



# Thematic analysis

- Rigorous coding is hard, especially without codebook
- We use thematic coding!
  - Organize data into themes roughly
  - Identify “codebook” / themes by first reading through transcripts
  - Assign themes / codes to sections of data
  - Do as pair of researchers, or one does and other reviews
- Analyse each theme / relations between themes



# Practice-1

# What problems about the Reddit android app do users report on the Google play store?

Code what the review says (in-vivo coding)

# What do people write in a review?

Code the kind of content in each review (structural coding)

- Interviewer-1 → Dataset-1 → Codebook 1
- Interviewer-2 → Dataset-1 → Codebook 2
- Discuss, combine to CodebookNew
- Interviewer-1 + CodebookNew + Dataset-1 → Coded Data-1
- Interviewer-2 + CodebookNew + Dataset-1 → Coded Data-2
- Compute agreement between Coded Data-1 and Coded Data-2
- Interviewer-1 + CodebookNew + Dataset-2 → Coded Data-21
- Interviewer-2 + CodebookNew + Dataset-2 → Coded Data-22

# Practice-2: Coding your own interviews (homework-2)

# Planning-1

- Re-read your RQs, code your data in ways to answer those questions.
  - Take a couple of minutes to independently skim through your interview notes to refresh memory
  - Think about what data answers what questions, and how you can code it.
  - Make notes for what you will code in the data, and under what categories

# Planning-2

- Discuss with your partner, exchange notes
- Together, get a codebook started, and make notes for what categories go into that data.



# Multiple interviewer notes

- There are two sets of transcripts for every participant.
- Please compare transcript notes for each participant
  - Are there any differences, in content?
  - A has something, B doesn't have?
  - A and B mention two different things for the same phenomena?
- How can you go about coding such multiple notes?

# Combining interview notes

- Option-1: Fresh copy combining both interviewers' notes; code the combined notes. Original notes remain as is!
- Option-2: Edit one interviewer's notes, to add other's notes; code the combined notes. Original notes change!
- Option-3: Each interviewer codes their own notes independently, and then compare codes, and look for disagreements and then negotiate. (Not great, but OK, sometimes!).

Do either Option-1 or Option-2 for homework!

# Coding & analysis

- Qualitative coding, with less rigor in codebook creation!
- No independent codebook creation;
  - Take small samples, sit together to create codebook
  - Code independently, measure IRR, fix codebook together, repeat for new sample.
  - When codebook stable and IRR good, try on 20% data.
- Report IRR numbers, on independent coding of 20% data (should be at least 80%)
- Code the rest of the data by one coder
- Analyze coded data, to answer your research questions

# Readings

- Read Preece chapter-8 (until 8.4)