New Tools

Rep2SI

January 18, 2025

New Tools for Fieldwork

One side of the Rep²SI project that has been particularly rewarding, if also at times confounding, has been developing new tools for the team to use for data collection.

DieTryin

A key inspiration for the project and a main jumping off point has been DieTryin[1], developed by Cody Ross, inspired by Matt Gervais's "RICH" games [2]. These are economic games that use "recipient identity-conditioned heuristics" (hence "RICH"): meaning, participants make decisions about a range of partners, presented to them via photos. Cody has put together some great resources for gathering RICH data across a number of possible mediums. We've run with the Android app that he originally developed, customizing it extensively for our own purposes.

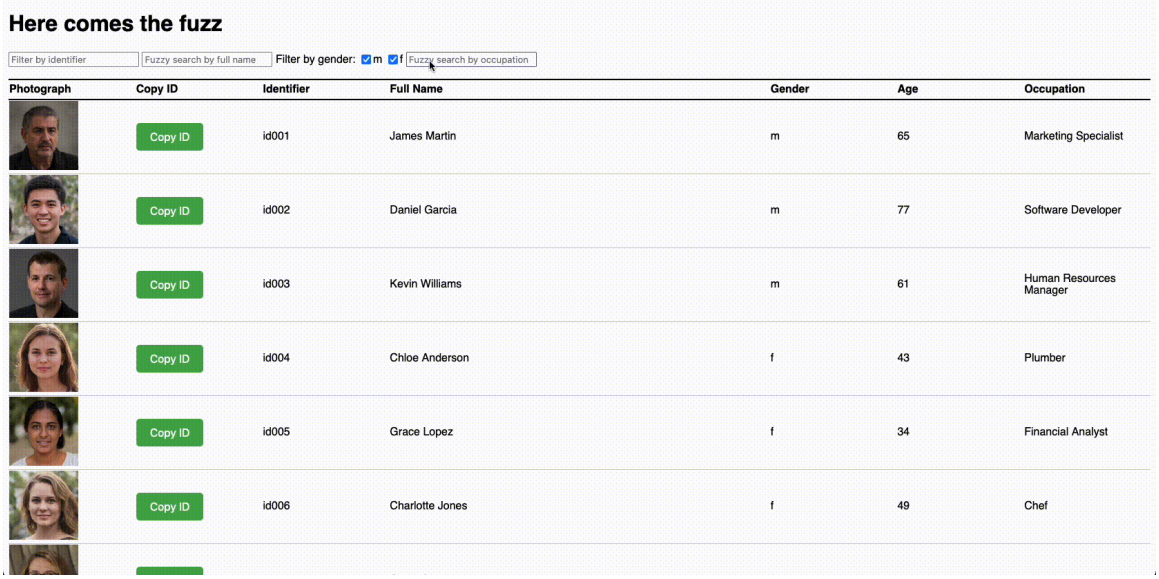
Tools for Social Network Data Collection

Another element of our work has been gathering social network data (as part of the larger ENDOW Project).

Here Comes The Fuzz

A crucial but difficult task when gathering social network data is correctly identifying the people who a respondent names. To help with that, we developed *Here Comes The Fuzz*, a customisable tool for creating a searchable database, with fuzzy search.

Here's a demo of how it works:



Which you can try out for yourself here.

GenNGen

We've been doing this using Kobo, which is a great tool, if sometimes unwieldly! In a way akin to XLSFormulator[3], we've developed *GenNGen*.

Bibliography

[1] C. T. Ross and D. Redhead, "DieTryin: An R Package for Data Collection, Automated Data Entry, and Post-Processing of Network-Structured Economic Games, Social Networks, and Other Roster-Based Dyadic Data," *Behavior Research Methods*, vol. 54, pp. 611–631, 2022, doi: 10.3758/s13428-021-01606-5.

[2] M. M. Gervais, "RICH Economic Games for Networked Relationships and Communities: Development and Preliminary Validation in Yasawa, Fiji," *Field Methods*, vol. 29, no. 2, pp. 113–129, 2017, doi: 10.1177/1525822X16643709.

[3] A. D. Ragione *et al.*, "An XLSForm Method for Fast Offline Collection of Full-Community Social Network Data." OSF, Jul. 2024. doi: 10.31235/osf.io/gna3d.