

# Answering the right questions: Leveraging multiple methods to answer what you were looking for



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Elise Richter excellence project, sponsored by Austrian Science Fund (FWF):  
Fine-grained culture-aware music recommender systems

International Business Administration (Diploma)  
Business Informatics (MSc)  
Social and Economic Sciences (Business Informatics) (Doctorate)  
Jazz Saxophone

# In 1878 in Birka (Southeastern Sweden), unburied Viking settlement from about 750 to 950

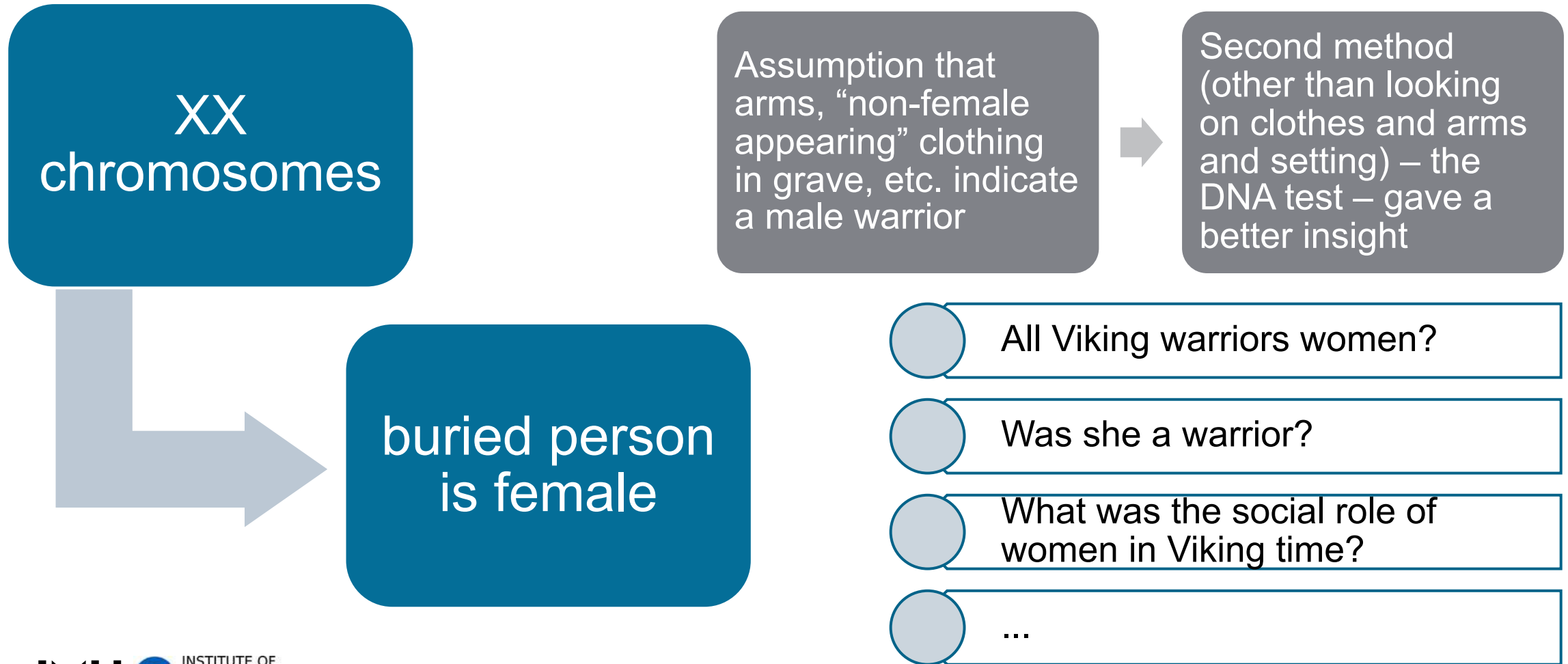


High-status,  
Viking warrior,  
male.

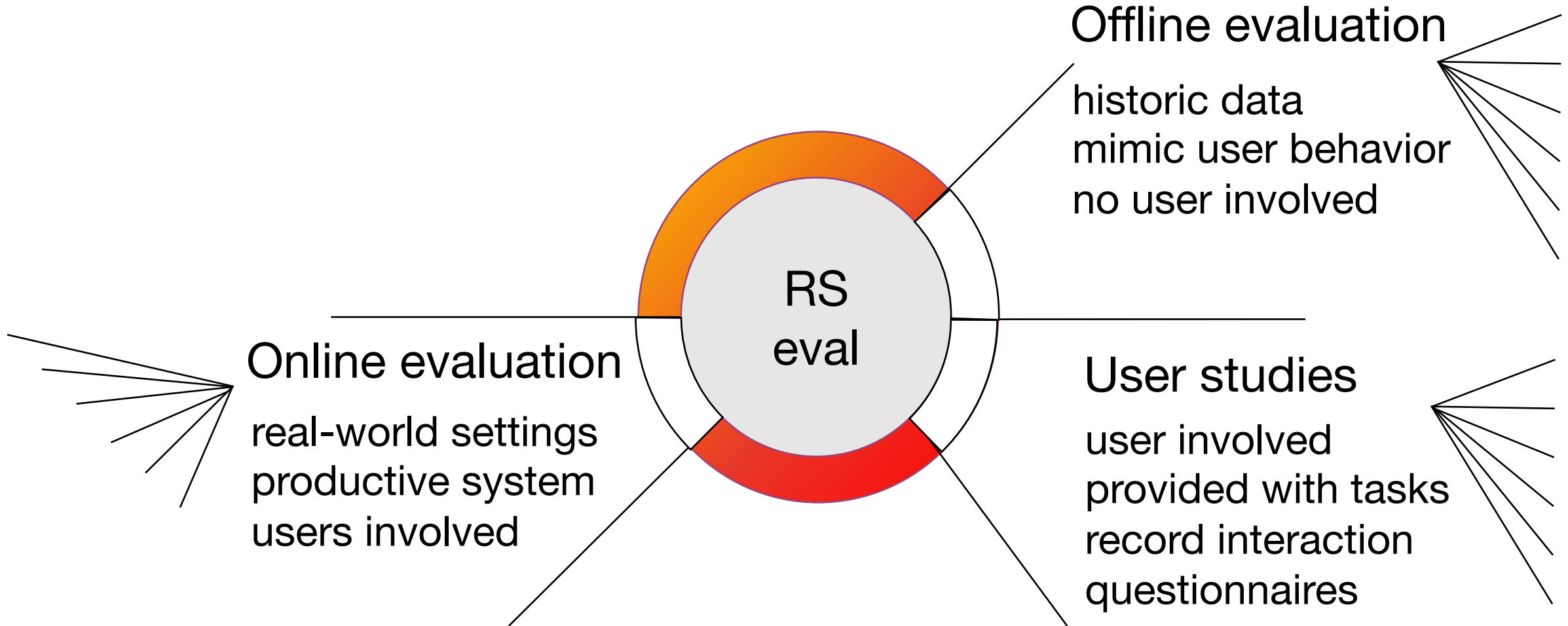
Weapons found in the grave suggest the occupant was a high-status warrior.  
(Image credit: Neil Price, Charlotte Hedenstierna-Jonson, Torun Zachrisso, Anna Kjellström; Copyright : Antiquity Publications Ltd.)

Illustration how the burial might have looked just before it was closed in Viking times.  
(Image credit: Drawing by Þórhallur Þráinsson; Copyright Antiquity Publications Ltd.)

# 2017, DNA test



# Tradition of recommender systems evaluation



# Recall the example of choice overload from the Tuesday session



Less attractive  
30% more sales  
Higher purchase  
satisfaction



More attractive  
3% more sales

Is the goal to  
increase sales?  
Is the goal to  
have an  
attractive offer?

From Iyengar and Lepper (2000)

[http://www.ted.com/talks/sheena\\_iyengar\\_choosing\\_what\\_to\\_choose.html](http://www.ted.com/talks/sheena_iyengar_choosing_what_to_choose.html) (at 1:22)

There are blind spots in  
single method evaluation  
with one metric

# Evaluating a music recommender system



*example*

Focus: Music consumer's perspective





# Offline evaluation with focus on the music consumer





It can show that users' historic listening behavior can be simulated (e.g., high accuracy).

- Does the user want to listen to these familiar songs in the future?
- Would the user be satisfied with the same number/proportion of unfamiliar songs?
- Is the user interested in discovering (more) new, unfamiliar songs?
- ...

# Online evaluation with focus on the music consumer



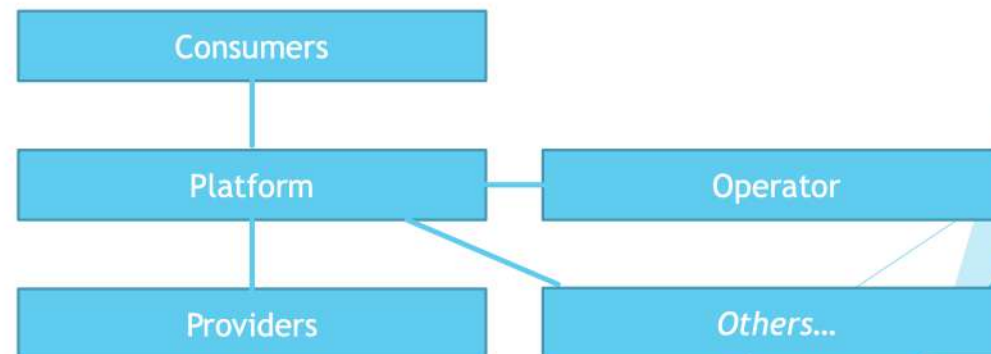
It can show that users click or skip recommended songs; or stay on platform for longer/shorter than usually.

- Does the user want to listen to the recommended songs in the future? 
- Is the user is satisfied with the number/proportion of unfamiliar songs recommended?  
e.g., wants more discovery; skipped songs did not meet preferences; not in the mood for unfamiliar songs 
- ...

# Recall yesterday's sessions on multi-stakeholder recommendations

## Multisided platforms (MSPs)

- ▶ *Especially a system in which such parties lie on different sides of the recommendation interaction.*
- ▶ “Multisided platforms are technologies, products or services that create value primarily by enabling direct interactions between two or more customer or participant groups.” (Hagiu, 2014)



Robin Burke (2019)

# There are various stakeholder involved in a music recommender ecosystem



What does all that mean  
for evaluation?

# Results of the tradition of recommender systems evaluation

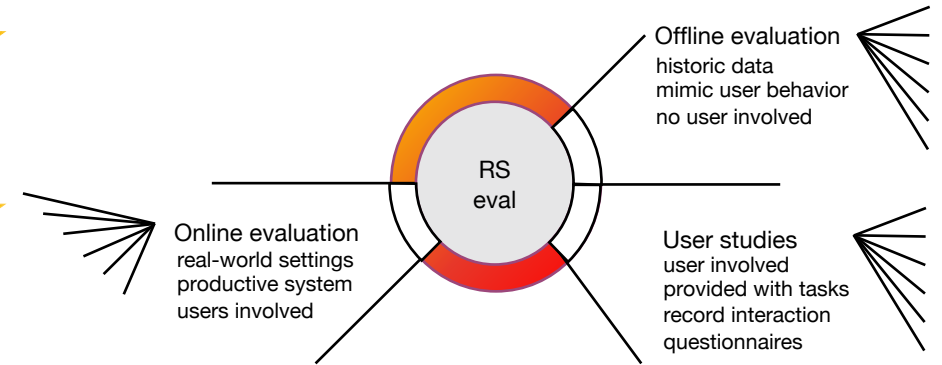
Focus on one single perspective

Incomplete picture: blind spots

Small set of metrics;  
often picked from one perspective only

Evaluation results may differ

e.g., user satisfaction does not always correlate with high recommender accuracy  
offline evaluations of accuracy are not always meaningful for predicting relative performance of different techniques



# Multi-method evaluation

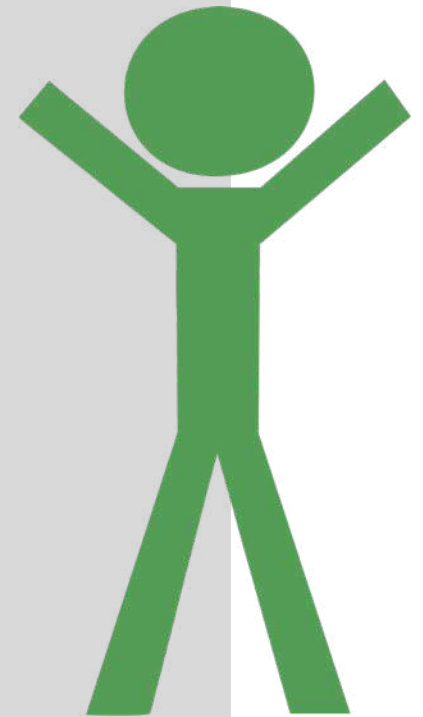
Goal:  
Getting an integrated big picture of recommender system performance

Combine several (quantitative and/or qualitative) evaluation methods

- To capture the same phenomenon from different angles
- To capture diverse, but complementary phenomena
- To resolve conflicting findings
- To get an integrated picture of performance in the context of use
- To triangulate quality

# Benefits

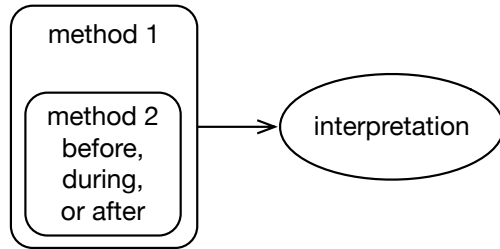
- Explore sophisticated issues more holistically and widely
- Capture diverse, but complementary phenomena
- Apply diverse methods to capture the same phenomenon from possibly different angles
- Resolve conflicting findings
- Neutralize biases inherent to evaluation approaches



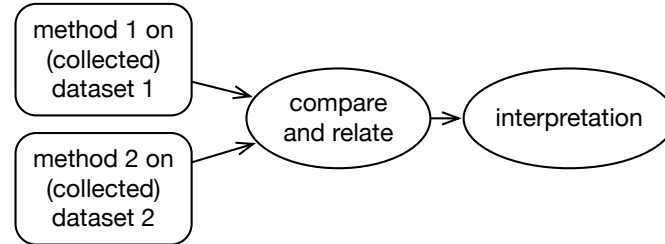


# There are several strategies for multi-method evaluation

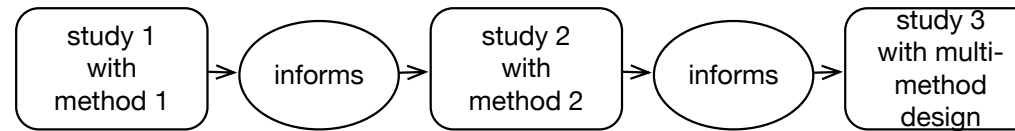
*John W Creswell and Vicki L. Plano Clark. 2011. Designing and conducting mixed methods research. Sage Publications, Los Angeles, CA, USA.*



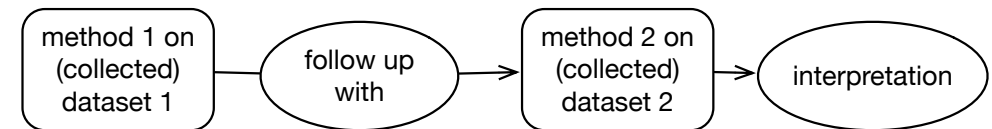
(c) The embedded design



(a) The convergent parallel design

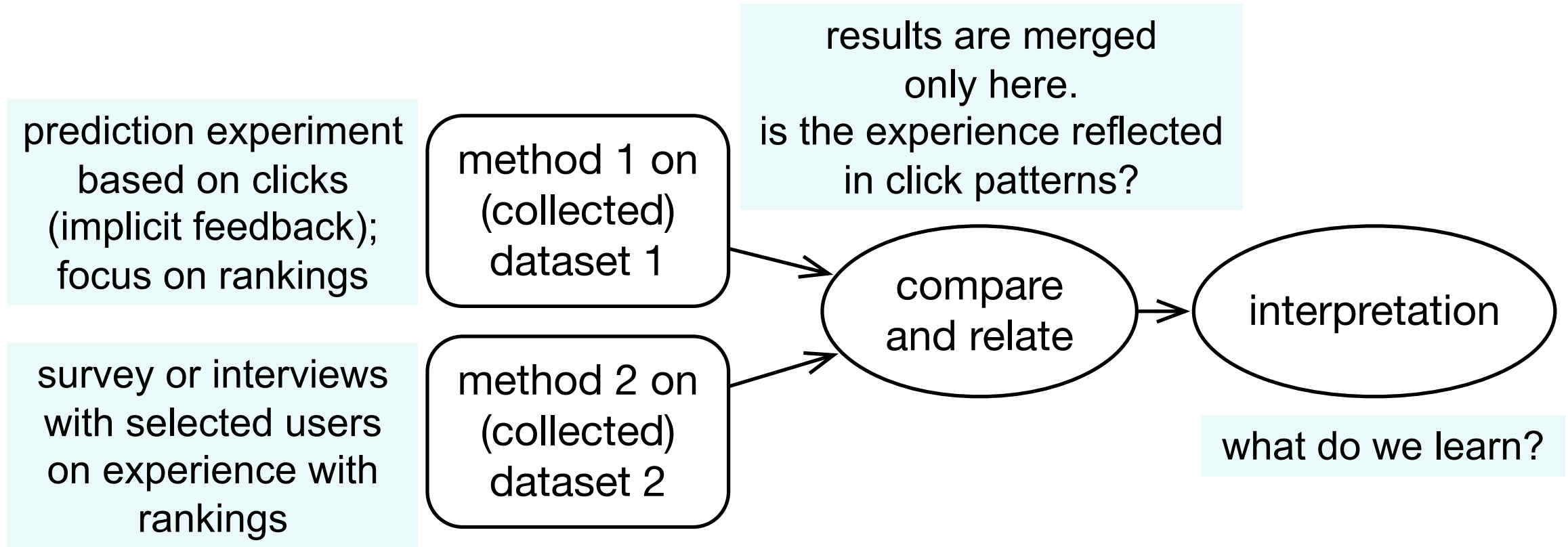


(d) The multi-phase design



(b) The sequential design

# (a) The convergent parallel design



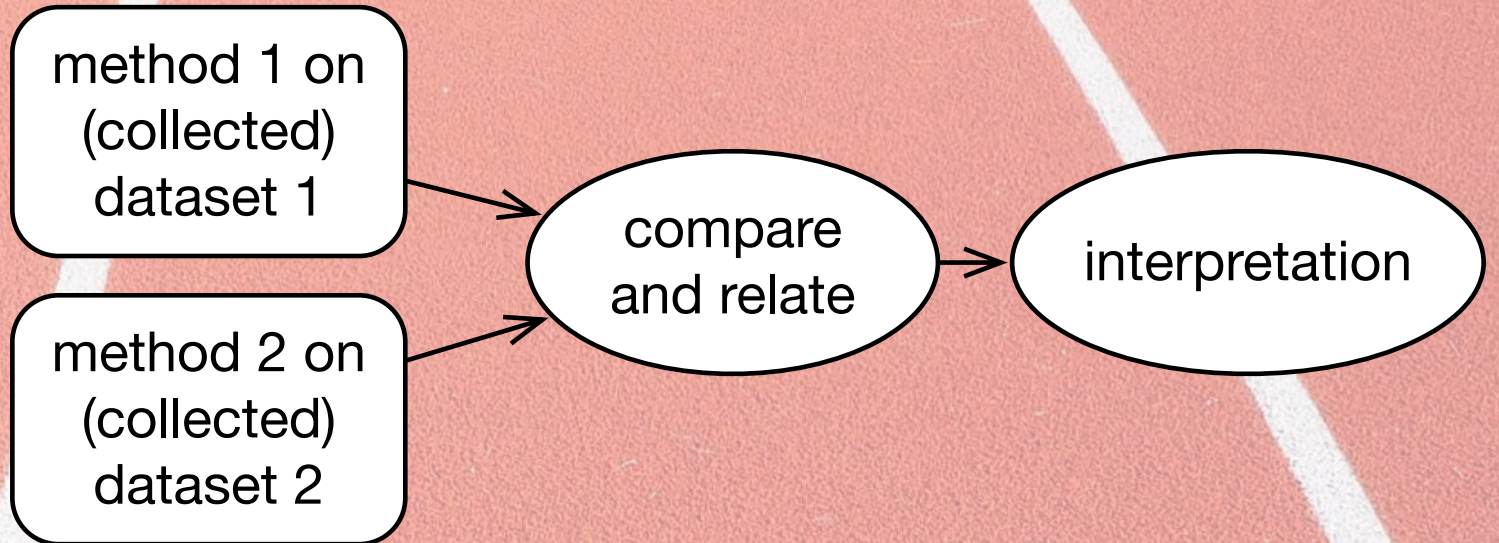
# Your turn!

Find a sparring partner in the room

Take your research goal and question

How can you address it in a convergent parallel design?

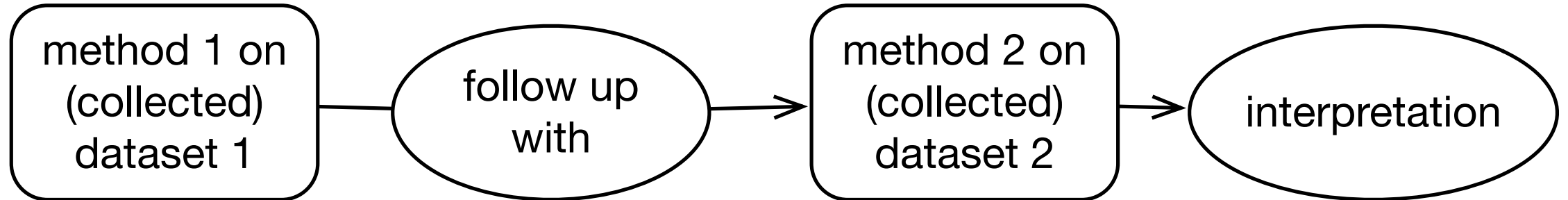
Discuss!



## (b) The sequential design

prediction experiment  
based on clicks  
(implicit feedback);  
focus on rankings

laboratory experiment  
to test different  
interface designs;  
click patterns



what do we learn  
from the two studies  
altogether?

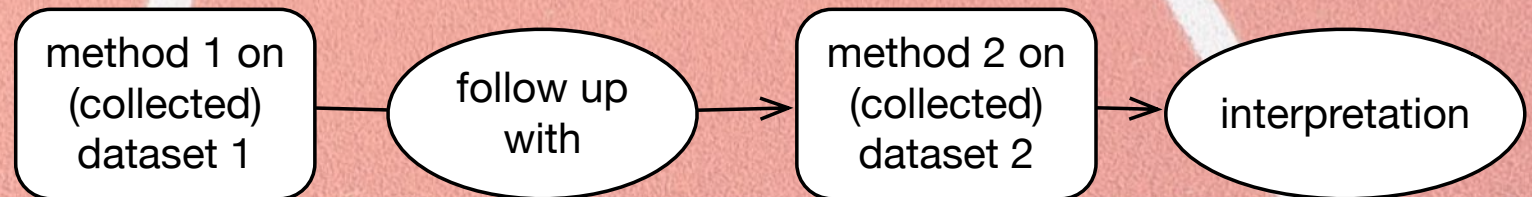
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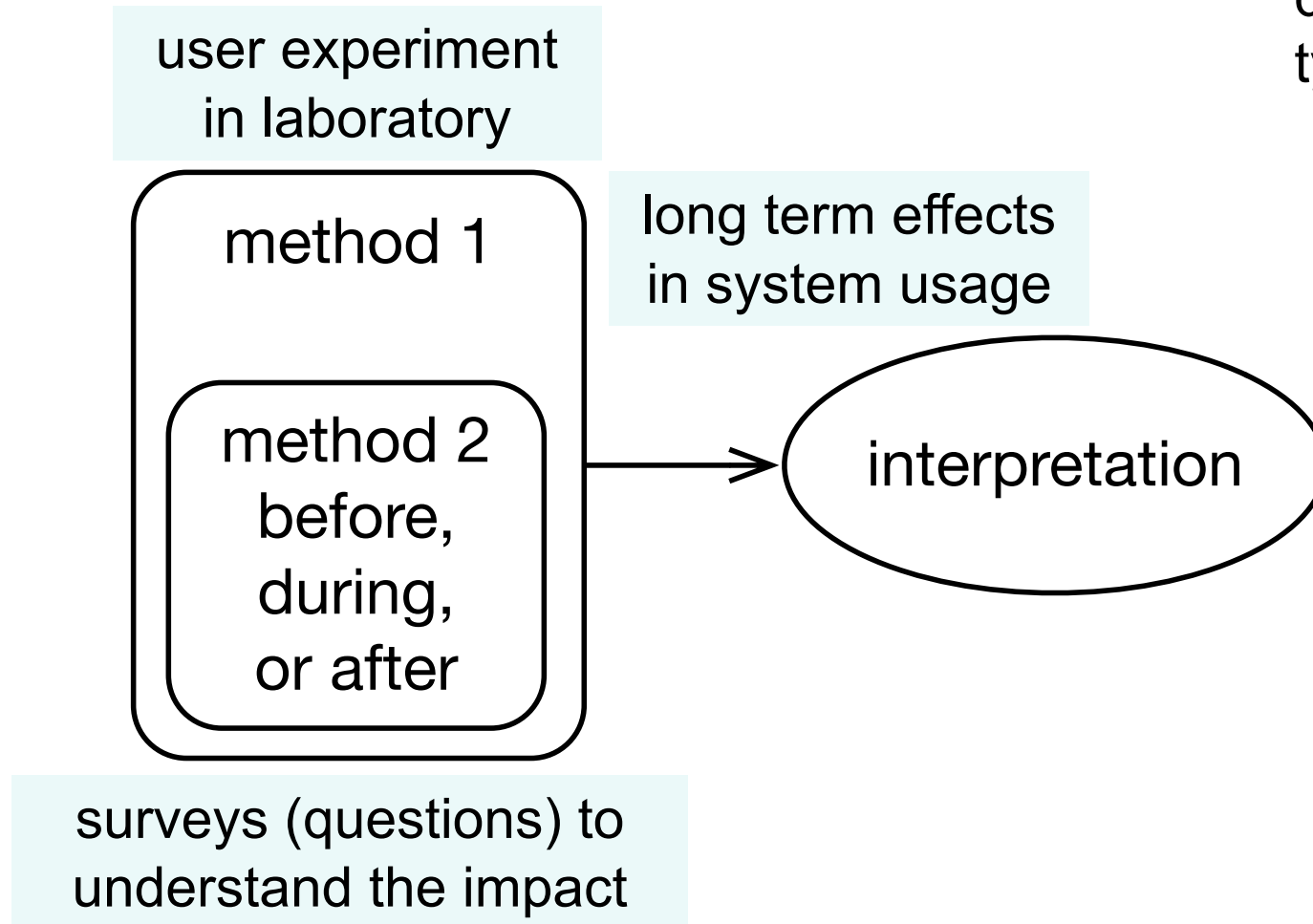
How can you address it in a sequential design?

Discuss!



## (c) The embedded design

Purpose is to answer different questions that require different types of data.



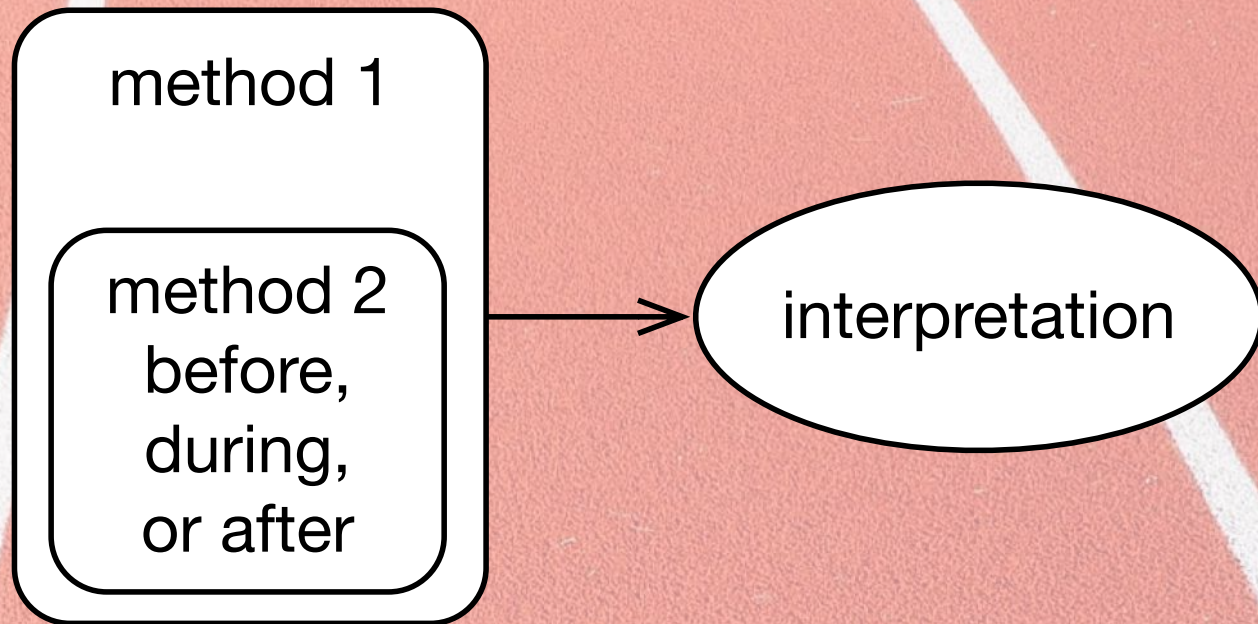
# Your turn!

Find a sparring partner in the room

Take your research goal and question

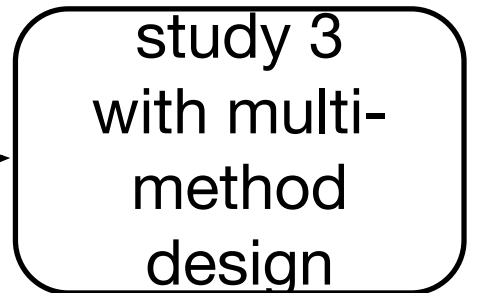
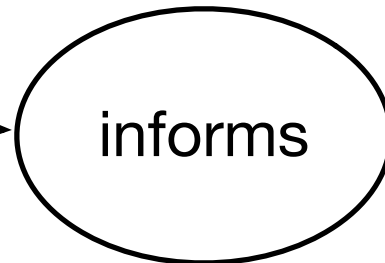
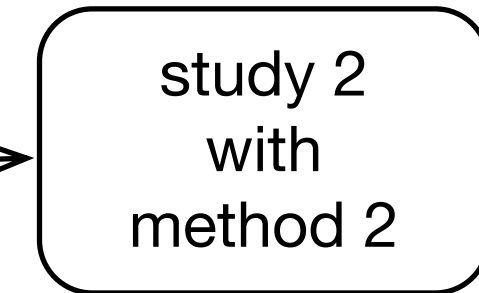
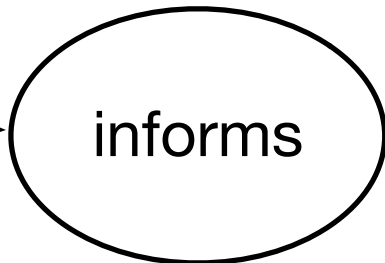
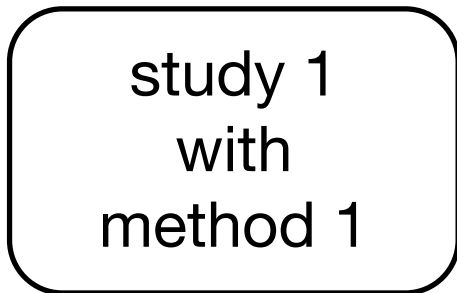
How can you address it in an embedded design?

Discuss!



## (d) The multi-phase design

online study focusing on click patterns of users using a recsys



think-aloud study with selected users with goal to find out why they click on which item or quit

experiment to test influencing factors on different clicking behavior with additional survey

we find out that users click mostly on the first three items, then they quit the platform

what do we learn from this altogether?



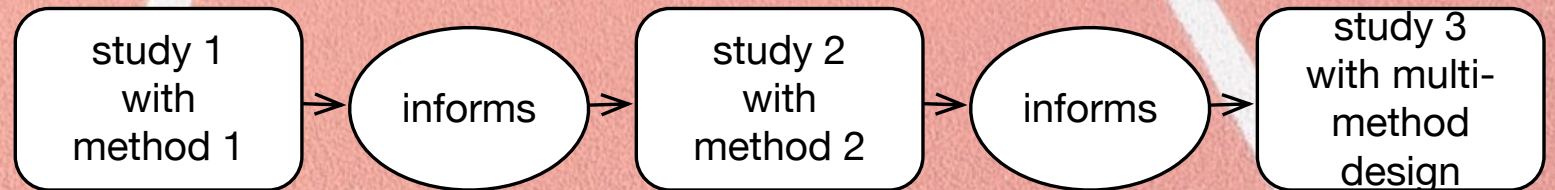
# Your turn!

Find a sparring partner in the room

Take your research goal and question

How can you address it in a multi-phase design?

Discuss!



# Your turn!

Find a sparring partner in the room

Take your research goal and question

Do all four versions equally make sense for your research goal?  
Why? Why not?

Discuss!

# Things to remember



Look at phenomena from different angles



If your research is related to users,  
involve them!



When focusing, have the overall picture in  
mind



When having the overall picture in mind,  
keep your focus

Sounds easy 😊

However,  
what about the details?

Where  
should  
we start?

Every research  
endeavor starts  
with a  
**research goal**  
and a  
**research**  
**question.**

# What is a research question?

The researcher asks a very specific question and tests a specific hypothesis.

Broad questions are usually broken into smaller, testable hypotheses or questions.

Often called an objective or aim, though calling it a question tends to help with focusing and thinking about how to find an answer.

# What makes a poor research question?



a question that matters to nobody, not even you

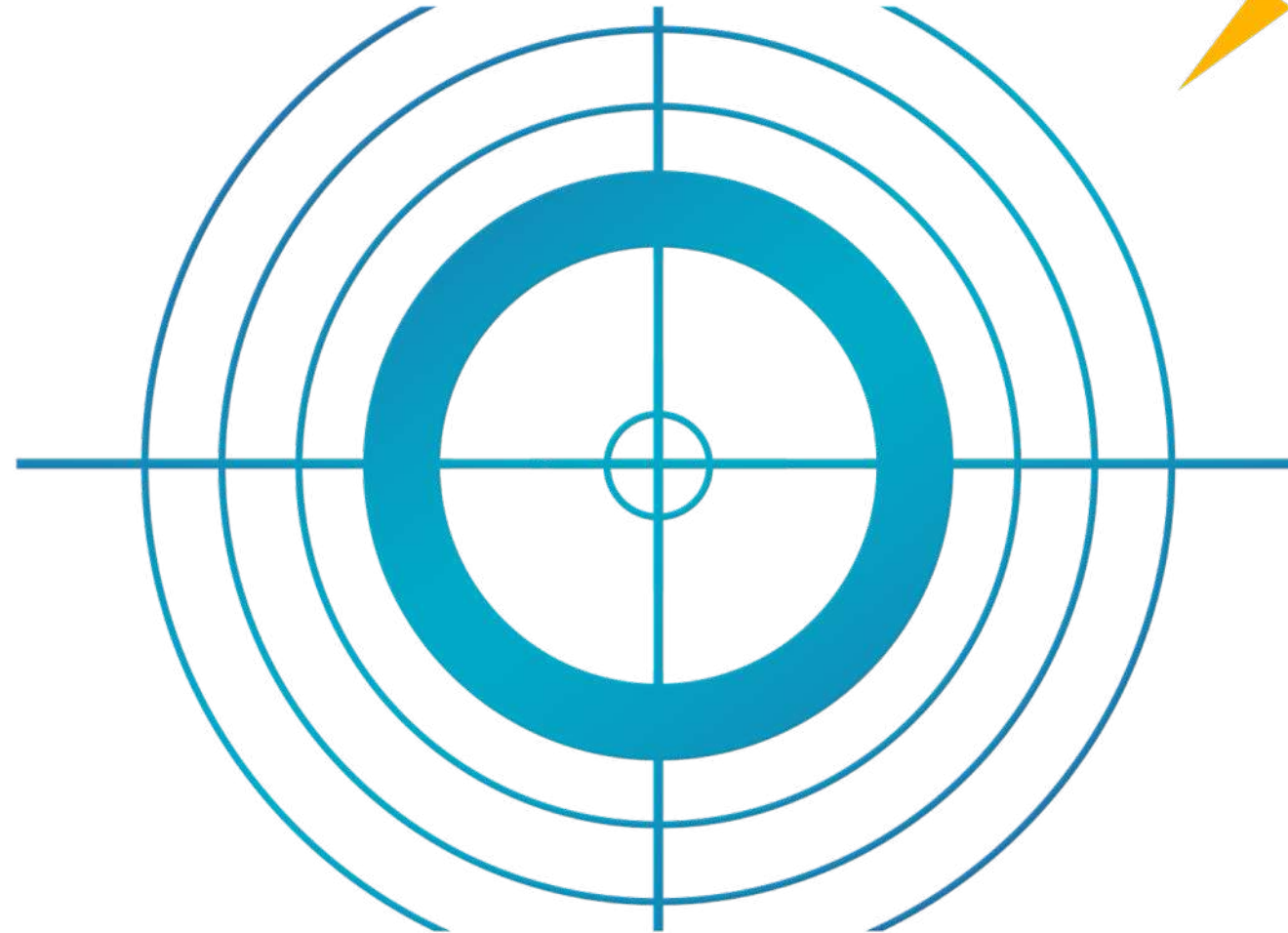
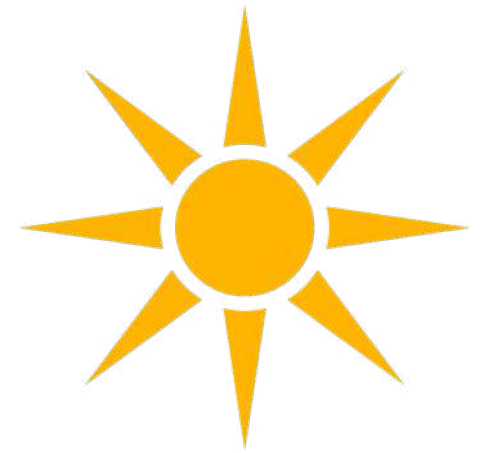
hoping one emerges from routine records/data available

- the records will be biased and confounded
- they will lack information you need to answer your question reliably, because they were collected for another reason

fishing expedition/data dredging – gathering new data and hoping a question will emerge



# What makes a good question?



# PICO

## Problem or Population

- Who is the population (target subjects) or what's the problem?

## Intervention

- What is the intervention or exposure?

## Comparison

- What is the comparison group/algorithm/setting/...?

## Outcome

- What is the outcome or endpoint of the study?

# How to focus your question?



Some ideas...

(brief) literature search for previous evidence

discuss with colleagues  
(e.g., peers, experts, non-experts,...)

narrow down the question  
(e.g., time, place, group)

what answer do you expect to find?

# Your turn!

Form groups of ~3-4

Take your research goal and question and go through PICO

Discuss with your peers

## Problem or Population

- Who is the population (target subjects) or what's the problem?

## Intervention

- What is the intervention or exposure?

## Comparison

- What is the comparison group/algorithm/setting/...?

## Outcome

- What is the outcome or endpoint of the study?

# Now what?

From a  
research  
question  
to a  
**study design**

# Importance of study design

It will determine how you collect, analyze and interpret your data.

It helps you decide what resources you need.

It has an impact on the reliability of your study results.

# Types of study designs

## Descriptive

- Provides an overview of what is happening within a particular population or group
- Includes – but is not restricted to – qualitative

## Analytical

- Quantify the relationship between two factors
  - Experimental designs
  - Observational designs

# Guiding questions

What is the research question?

Who am I collecting information from?

What kinds of information do I need?

How much information will I need?

- sample size – ask a statistician for help
- information points per subject in sample

How will I use the information?

How will I minimize chance/bias/confounding?

What is ethically appropriate?

- How will I collect the information ethically?

What is feasible?



# Your turn!

Form groups of ~3-4

Take your research goal and question and go through these questions

Discuss with your peers

What is the research question?

Who am I collecting information from?

What kinds of information do I need?

How much information will I need?

How will I use the information?

How will I minimize chance/bias/confounding?

What is ethically appropriate?

What is feasible?

# Factors to consider when choosing one method over another?

Balance between strengths and weaknesses associated with each method

## Time for data collection and analysis

- observation or interview method helps to collect richer information, but it takes time
- survey helps you collect more data quickly, yet it may lack details

## Feasibility of data acquisition / access to data

- dataset available that really fits the research goal (e.g., MovieLens again? Yes/no? Why/why not?)
- access to target group (access to specific user groups may be challenging; e.g., children, experts in a field)
- privacy and ethical concerns (institutional review board (IRB))

## Access to skills for the method

- being non-skilled is not an excuse!!
- learning takes time
- identifying and getting involved skilled co-contributors takes time

...

# What is feasible? Pilot studies

Small scale preliminary study of your larger trial

Helps to establish...

Feasibility

Procedures  
and  
materials

Cost

Barriers and  
enablers

Track record  
and team  
cohesion

# How will you reduce bias?

Strategies to reduce error within your data.

How to avoid confounding.

Reduce threats to the validity of your study.

# Things to remember



Select a design that allows you to answer your research question



Select a design that provides the highest level of evidence possible – but is also feasible



Conduct a pilot



Pay attention to the finer details

# Checklist for the research project (1/3)

## Before you believe that you are done, check again!

### 1. Theoretical feasibility

- You can't do it all by yourself...
- Check the literature (overview and “ground breaking” articles are particularly helpful)
- Speak to advisors, peers, and other researchers in the field

### 2. Inventory of approaches and methods

- There exist constraints. You can't study everything in any way, but you do have choice
- Finding a good research design always is an iterative process (so don't worry if your first version looks bad)

### 3. Identify your main approach

- Look at similar research
- Remember, if you want to “prove things” and make causality claims, you need comparison!
- e.g., qualitative approaches to explore and to understand, quantitative approaches to confirm, generalize, prove,...

# Checklist for the research project (1/3)

## Before you believe that you are done, check again!

### 4. Methodological feasibility

- Make a list of all the concepts that appear in your research questions (and hypothesis if you have)
- Take each concept apart for its dimensions
- Operationalize each empirical dimension (make it is measurable)

5. Does your theory part really relate to your empirical / practical part?

# Checklist for the research project (1/3)

## Before you believe that your are done, check again!

6. Make sure that you can produce needed data and then analyze them

- Do you know how to gather data (make observations, design questionnaires, make interviews,...)

7. Check your skills and resources

- Can you handle these data?
- Can someone assist?

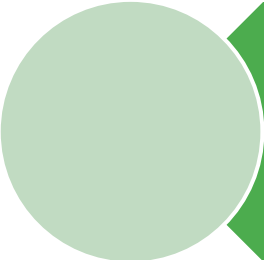
8. Do some planning



# Take home message



Research design is a function of the research question; *not* choice!

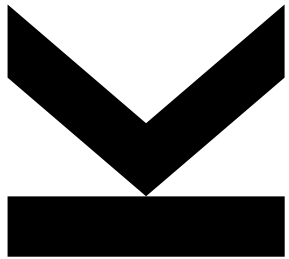


Match the research design to research question



Focus, focus, focus!

# Answering the right questions: Leveraging multiple methods to answer what you were looking for



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