Can online behavior predict political attitudes?

Paulina Pankowska¹, Davide Morselli², and Ruben Bach³

17th Conference "Social Monitoring and Reporting in Europe" 9-11 October 2023 Villa Vigoni



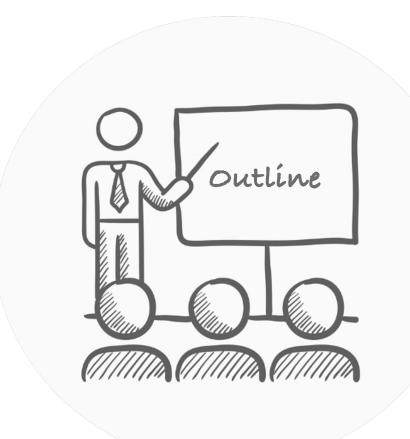




¹Sociology Department, Utrecht University, The Netherlands

² LIVES Centre, University of Lausanne, Switzerland

³ MZES Data and Methods Unit, University of Mannheim, Germany





- Methodological perspective: increased use of digital trace data in social sciences
- Substantive perspective: relationship between online browsing and political orientation

Our research

 Predicting self-reported political orientation using browsing data









Recent increased interest in the social sciences



Considered an attractive alternative to surveys

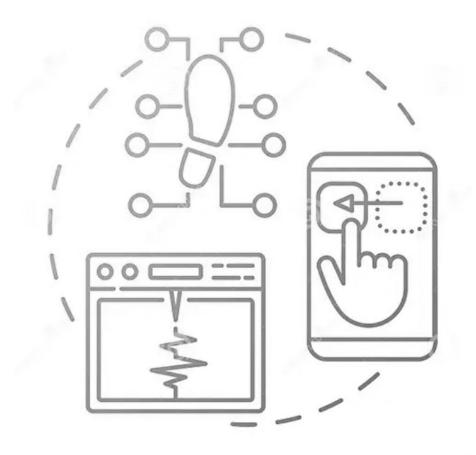
- Superior quality
- Allow to overcome limitations



Have limitations that are often ignored

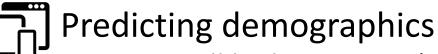
- Representativeness
- Demographics, attitudes, beliefs have to be inferred







 Focus on social media or media consumption



Overall high accuracy (e.g, gender or age)

DIGITAL TRACES

Predicting attitudes, opinions, beliefs...

More mixed picture







Relationship between what people read online and their political orientation

- Confirmation bias
- Echo chambers
- Filter bubbles

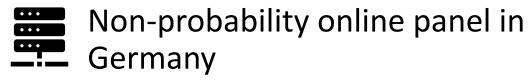




Can we predict political orientation using information on websites visited and apps used?

- Outcome: political orientation from survey
- Predictors: categories of websites browsed, and apps used - from tracking apps
- Machine learning approach





- N=2,100
- Survey with three waves around September 2021
- Tracking app installed on PC and/or mobile device
- > 600 respondents had both PC and mobile tracked



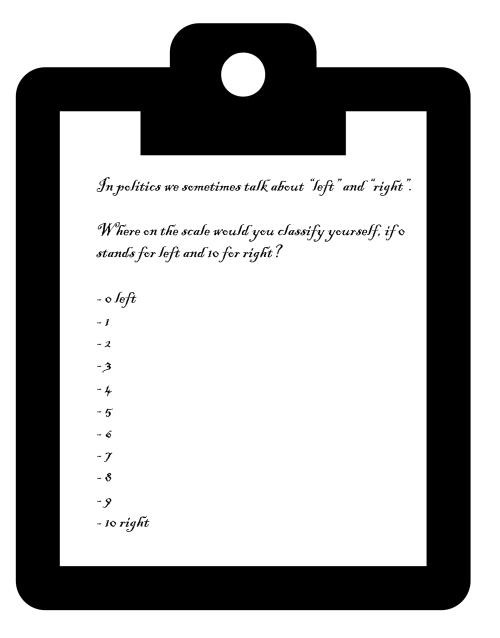


Survey

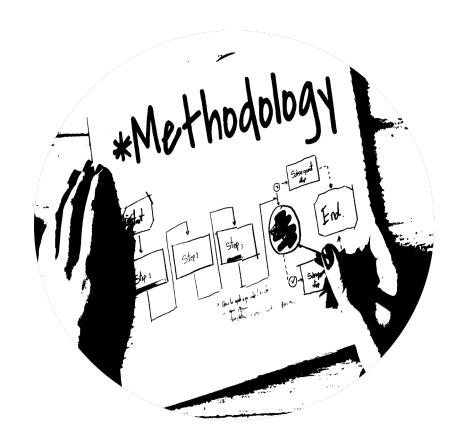
11-point Likert scale asking about political orientation



- Mobile, PC, or both
- Total period up to 6 months (Jul Dec '21)
- Information used on domains browsed on PC/mobile and apps used on mobile

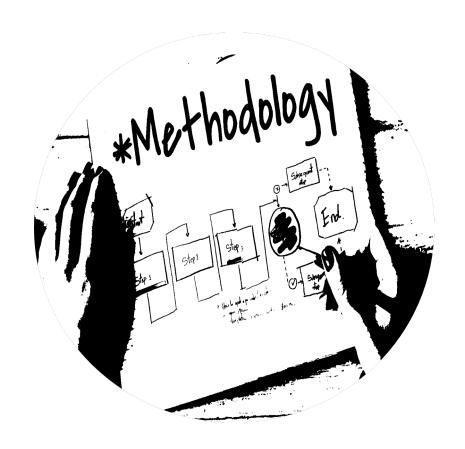






- Classification of web domains and apps using ChatGPT
- Looking at usage from PC & mobile separately
- Two operalizations of usage: count and duration





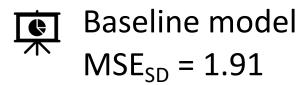
Machine learning approach

- Random forest
- 70% of sample used to train model
- 30% of sample use to validate predictions

Baseline model (age, gender, immigration status, edu) vs. tracking | baseline & tracking







Count/duration per day (mobile & PC)

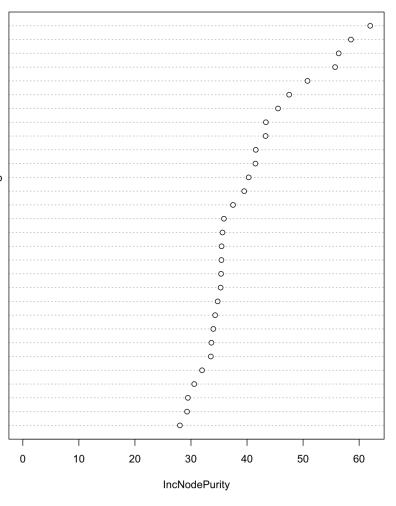
MSE_{SD} = 1.89

Baseline & duration/count (mobile & PC)
MSE_{SD}= 1.91

Differences statistically insignificant

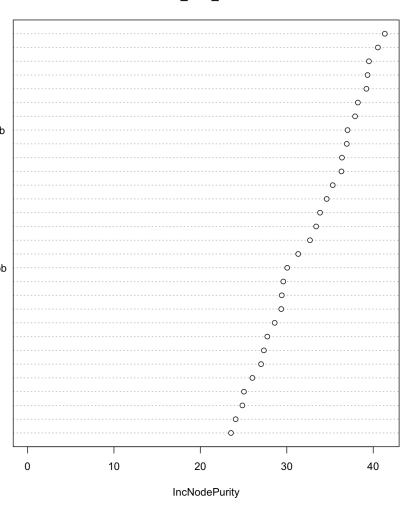
model_first_iteration

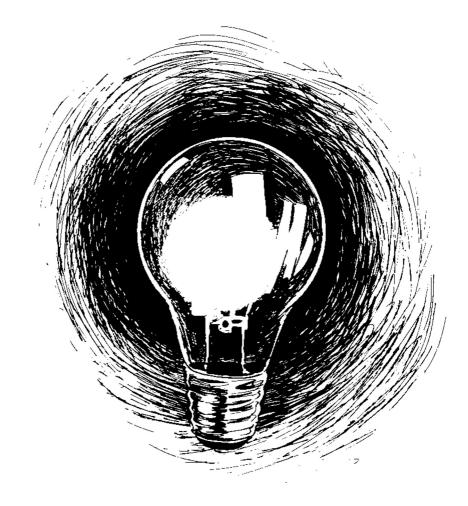
Health.and.Wellness.count.per.day mob Technology.and.Electronics.count.per.day_mob Business.and.Industry.count.per.day_mob Education.and.Learning.count.per.day Uncategorized.count.per.day News.and.Media.count.per.day_mob Arts.and.Entertainment.count.per.day_mob Travel.and.Tourism.count.per.day_mob Arts.and.Entertainment.count.per.day Business.and.Industry.count.per.day E.commerce...Online.Shopping.count.per.day E.commerce...Online.Shopping.count.per.day_mob News.and.Media.count.per.day Sports.and.Fitness.count.per.day Social.Media.count.per.day mob Social.Media.count.per.day Sports.and.Fitness.count.per.day_mob Finance.and.Banking.count.per.day_mob Finance.and.Banking.count.per.day Productivity.count.per.day mob Health.and.Wellness.count.per.day Technology.and.Electronics.count.per.day Travel.and.Tourism.count.per.day Education.and.Learning.count.per.day mob Environment.and.Nature.count.per.day_mob Food.and.Nutrition.count.per.day_mob Utilities.count.per.day mob Hobbies.and.Interests.count.per.day mob Hobbies.and.Interests.count.per.day Home.and.Garden.count.per.day



model_first_iteration

Education.and.Learning.dur.per.day Arts.and.Entertainment.dur.per.day_mob News.and.Media.dur.per.day_mob Productivity.dur.per.day mob Adult.Content.dur.per.day Travel.and.Tourism.dur.per.day_mob Finance.and.Banking.dur.per.day_mob Automotive.and.Transportation.dur.per.day mob Technology.and.Electronics.dur.per.day_mob Business.and.Industry.dur.per.day mob E.commerce...Online.Shopping.dur.per.day Sports.and.Fitness.dur.per.day Health.and.Wellness.dur.per.day mob Business.and.Industry.dur.per.day Gambling.dur.per.day_mob Hobbies.and.Interests.dur.per.day News.and.Media.dur.per.day E.commerce...Online.Shopping.dur.per.day mob Arts.and.Entertainment.dur.per.day Social.Media.dur.per.day_mob Finance.and.Banking.dur.per.day Hobbies.and.Interests.dur.per.day mob Education.and.Learning.dur.per.day mob Technology.and.Electronics.dur.per.day Health.and.Wellness.dur.per.day Government.and.Legal.dur.per.day Social.Media.dur.per.day Travel.and.Tourism.dur.per.day Gambling.dur.per.day Fashion.and.Beauty.dur.per.day





Conclusions

Adding tracking data does not improve political orientation prediction

Prediction accuracy using tracking data only similar to basic demographics only

Better classification of domains and apps and more diversity in outcome might improve prediction accuracy





Funding for this study come from the *Baden-Württemberg Foundation* through the grant "Filter Bubbles, Alternative News and Political Polarization" (PI: R. Bach) and the *German Science Foundation (DFG)* through the grant "Evaluating Data Sources for Research into Political Reforms: (Non)probability Online Surveys and Big Data" (PIs: A. Blom, F. Keusch, & F. Kreuter).





We thank Ella Häcker and Leonard Bek for research assistance





Illustrations taken from freepik.com and 123rf.com





Dr Paulina Pankowska | Assistant Professor | Utrecht University | Sociology p.k.pankowska@uu.nl | https://www.uu.nl/medewerkers/PKPankowska

