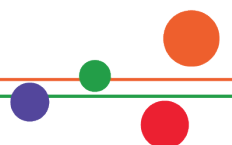


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# AnimApp

a mobile application for pilot studying QoL

**ANIMA hybrid workshop: New Approaches to Mitigate Aviation Noise Impact**  
**22 June, 09:00 - 15:30, Vienna International Airport**

June 22 2021

**Ferenc Márki**

Budapest University of Technology and Economics (BME)  
Hungary

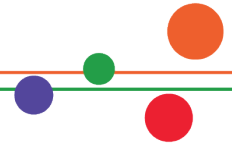
**Contact:** [marki@hit.bme.hu](mailto:marki@hit.bme.hu)



This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No [769627]

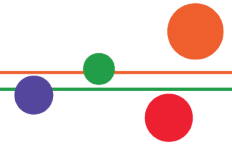


Horizon 2020



- ANIMA EU funded project
  - aim: improving quality of life of people living in airport regions
  - one of the goals: to better understand annoyance
    - pilot studies
  - one of the pilot studies:
    - developing mobile applications ...
    - to study the impact of the sound- and landscape on people's perception of the environment and their quality of life around airports
- approach: inspired by soundscape studies:  
Experience Sampling Method

# Experience sampling method



- Retrospective judgements are often difficult to answer and thus uncertain
- Asking for momentary “impressions” is certain
- Asking repeatedly at random times  
= “snapshots” from life, hopefully representative  
researchers hope to conclude to longterm opinions...
- Pilot study nature:
  - are people willing to contribute this way?
  - can we get relevant data?

# Benefits of mobile phones

- Most people own already a smartphone
- Smartphones can
  - take photos
  - record sounds
  - determine its location
  - send / receive data
  - (can interact with its user)
- Hiring participants less costly



Register Data to Server



Request Data to Server

Return Status (JSON)



iOS THAICREATE.COM

Application On Web Server

# App design considerations

- ✓ Platform selection: market share Android / iPhone
- ✓ Attractivity / user experience !  
(Note: unpaid participants)
- ✓ Simplicity vs. exact instructions
- ✓ Follow strictly test procedure vs.  
allow “less-accurate” usage
- ✓ Multi-lingual

# Good to know before developing

## ➤ Notifications

- must always come, even after app kill
- how to repeat / dismiss if no reaction in time

## ➤ Inter-app issues:

app interruption by a phone call, a notification, user exit, etc.

## ➤ Apple: strict rules for app distribution otherwise rejected

## ➤ Android: huge diversity of devices and op. sys. versions

# App development phases

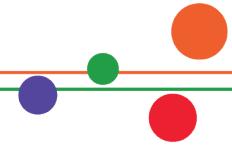
1. Elaboration of **Specifications** for the App
2. App **Development**
3. **Testing** of the pre-release version by a few (10-15) persons for
  - app-errors,
  - UI improvement possibilities,
  - **methodological issues**.
4. **Update** of the **Specifications** for the App  
(based on the feedback of test participants)

**Pre-release version**

5. App **Development**
6. **Testing** of the release version by a few persons for app-errors
7. **Distributing** the App for the ANIMA study.

**Release version**

# Study elements



INTRO

MOMENTARY  
ASSESSMENTS

END-OF-WEEK  
QUESTIONNAIRE

FINAL  
QUEST.

started by  
the user

initiated by local notifications, to respond by the user

at first start

- **weekdays:**

each hour once: 7-23

- **weekend days:**

each 2<sup>nd</sup> hour: 10-22

- @ random times  
around full hours

- **for weekdays:**

@ 19:00 on  
each Friday

- **for weekend days:**

after last weekend  
assessment

on next day

@ 19:00

after

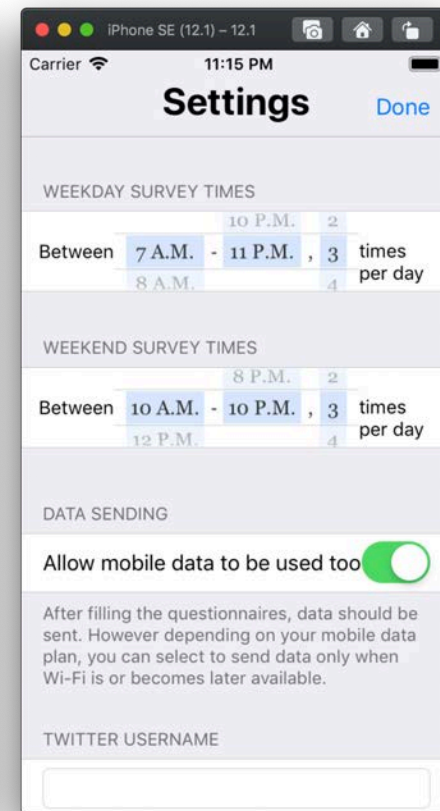
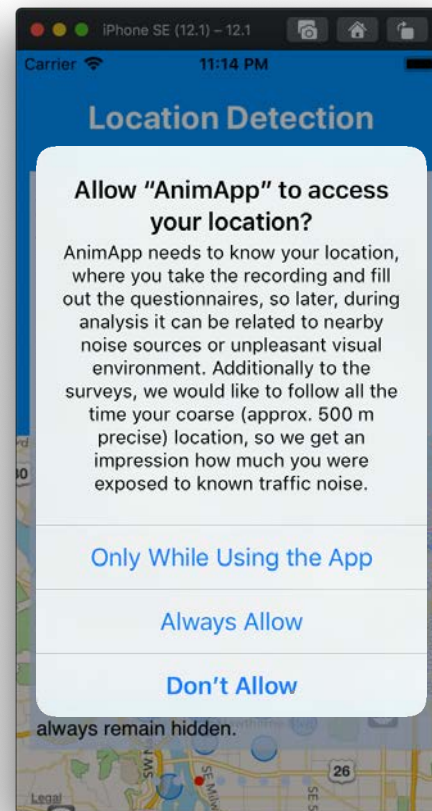
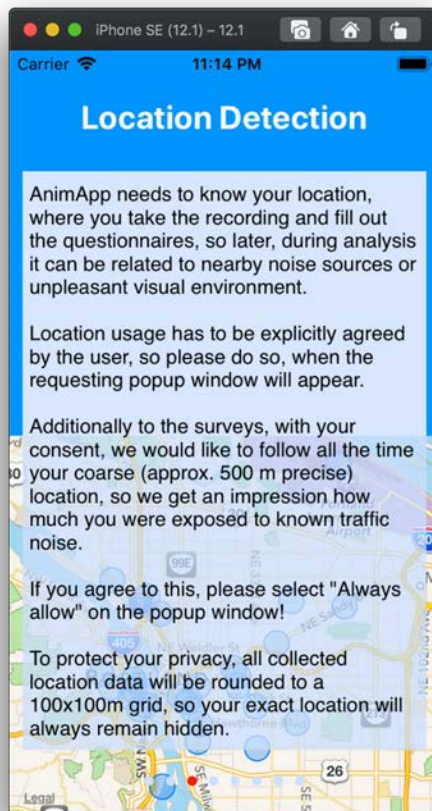
completion

of all

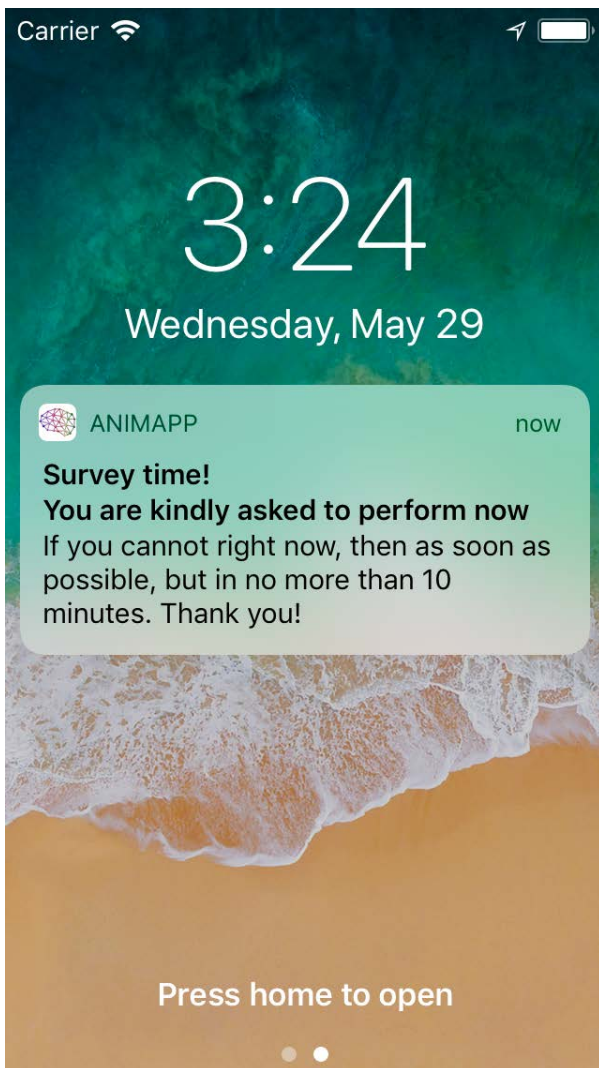
assessments



# Introduction

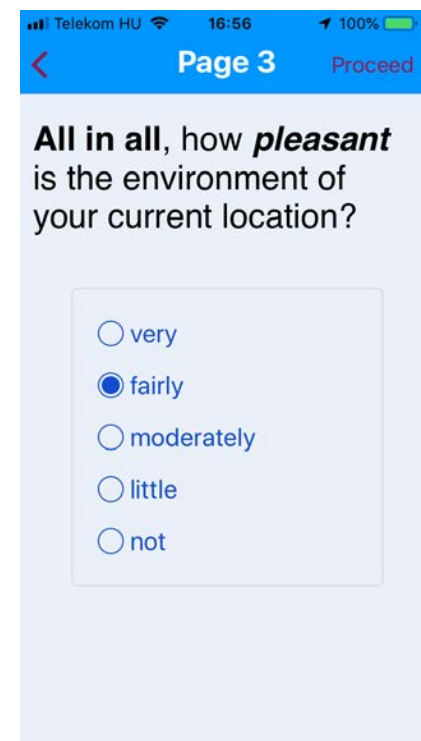


# Momentary Assessments



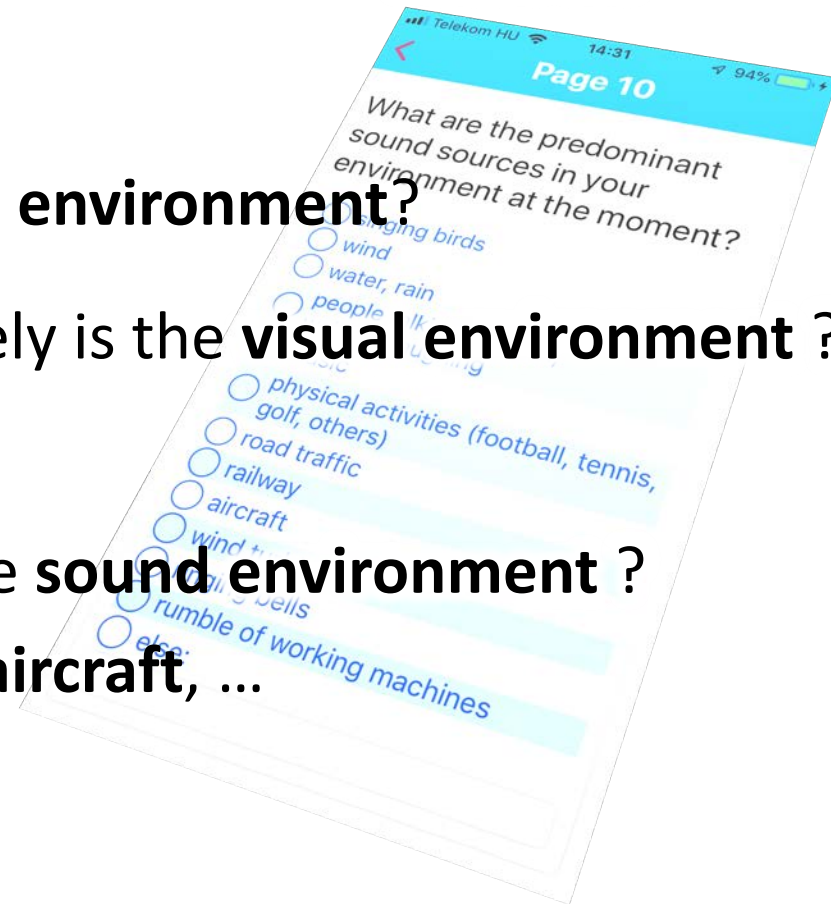
Record sound for 1  
minute

FILL  
QUESTIONNAIRE



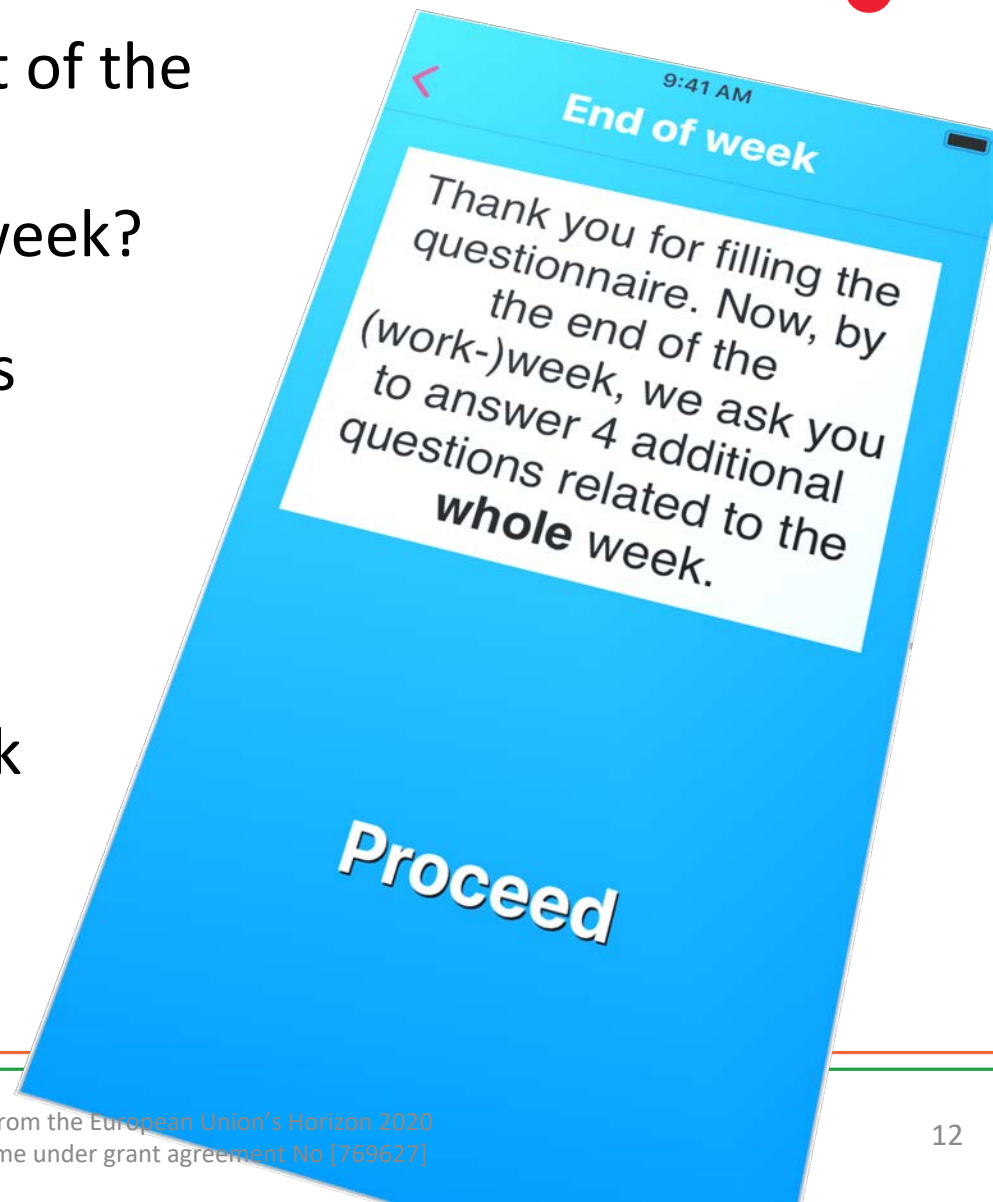
# Momentary assessment's questionnaire

- Where are you: home/not at home – indoors / outdoors
- What have you just done?
- How pleasant, how familiar is the **environment**?
- How pleasant, how animated/lively is the **visual environment** ?
- Most prominent sight elements
- How pleasant, how eventful is the **sound environment** ?
- Predominant sound sources? ..., **aircraft**, ...
- Mood



# End-of-week(end) Questionnaire

- Overall, what was the impact of the **SOUND ENVIRONMENT** on your wellbeing over the week?
- Over the last week, what was the impact of the **LANDSCAPE** on your wellbeing?
- To what extent was the week **representative** for your life?





# Final Questionnaire

☐ Noise sensitivity

☐ **PWI (Personal Wellbeing Index):** ☐

*How satisfied are you with:*

[Standard of Living],  
[Personal Health],  
[Achieving in Life],  
[Personal Safety],  
[Personal Relationships],  
[Community-Connectedness],  
[Future Security]

☐ **WHO-5 questions:**

*Over the past weeks: I have felt*  
[cheerful and in good spirits],  
[calm and relaxed],  
[active and vigorous],  
[woke up feeling fresh and rested],  
[... my daily life has been filled  
with things that interest me]

☐ Gender / Age-class

- ✓ user identification necessary but ID can be given by the server – we don't know who is filling the questionnaire
- ✓ sound recording → transformation into 3<sup>rd</sup> spectra at 1 sec intervals
- ✓ questionnaires: no personal data, just opinions  
final questionnaire: some personal attributes, but we don't know who
- ✓ location detection – user agrees + discretization to 100x100m grid

# Experience

- tests are running well !
- speed-up + lowering frustration of missed notifications
  - more notifications/day
  - 20 mins to act to a notification + reminders at each 5 min.
  - finish test after 3 weeks, even if hours left
- 1 min. sound recording is not a problem
- taking photo removed – instead: what they see outside when inside

# Acknowledgements

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contributing to this work!



Thanks to the European Union for the funding of ANIMA







Horizon 2020

ANIMA

Aviation Noise Impact Management  
through Novel Approaches



# Thank you for your attention !



DEPARTMENT OF  
NETWORKED SYSTEMS  
AND SERVICES



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