# A/B Testing

Human in the Loop

# Agenda

- Objective
  - O What is it?
- Explanation
  - Case Study 1
     Provided by default
  - Case Study 2
  - Other Case Studies
  - Personal Case Study
- Benefits
- Drawbacks

# Objective

# A/B Testing

What is it?

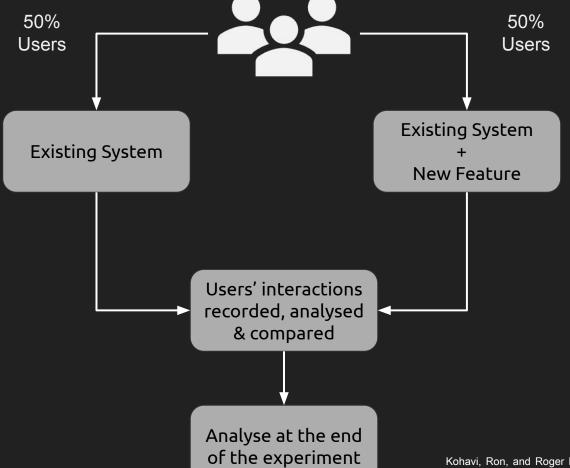
# A/B Testing: What is it?

Same experiment, different variants

Separate experiment!

A B





Kohavi, Ron, and Roger Longbotham. "Online Controlled Experiments and A/B Testing." Encyclopedia of machine learning and data mining 7.8 (2017): 922-929.

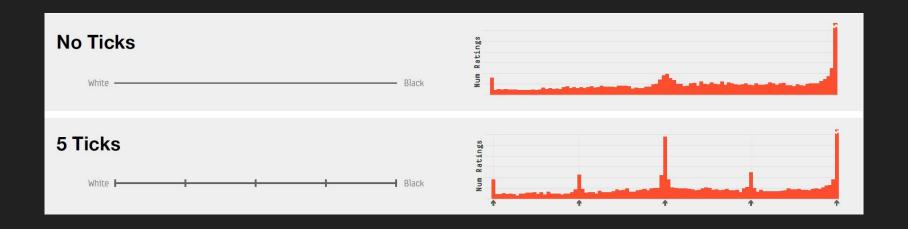
# Explanation

## Case Study 1:

Visual Analogue Scales and Continuous Sliders

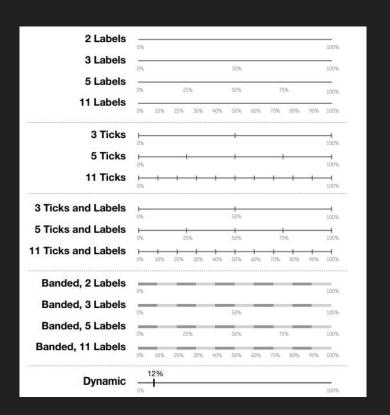
# Case Study 1: VAS and Sliders

Question: Do decorations on scales have any effect on the values chosen?



# Case Study 1: VAS and Sliders

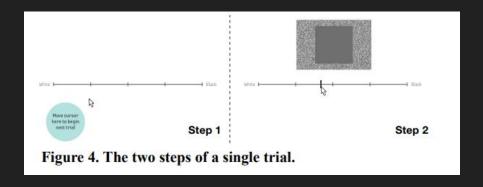
- Sliders
  - Shape of thumb
- Labels
  - Numbers of labels
- Ticks
  - Numbers of ticks
  - Visual weight
  - Alternating major/minor tick
- Labels x Ticks
- Labels x Banded



# Case Study 1: VAS and Sliders

#### Experimental design:

- Put cursor on 'start position'
- Display stimulus and wait user input
- Rinse and repeat

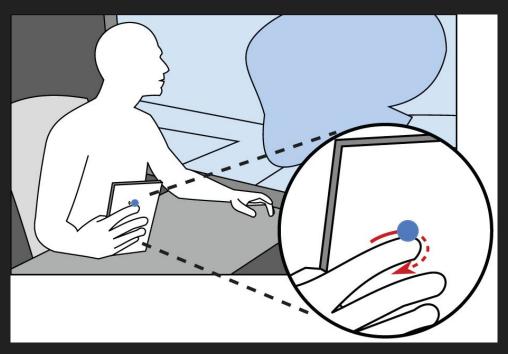


Results: In short, yes, the decorations do have an effect on the judgemental task

## Case Study 2:

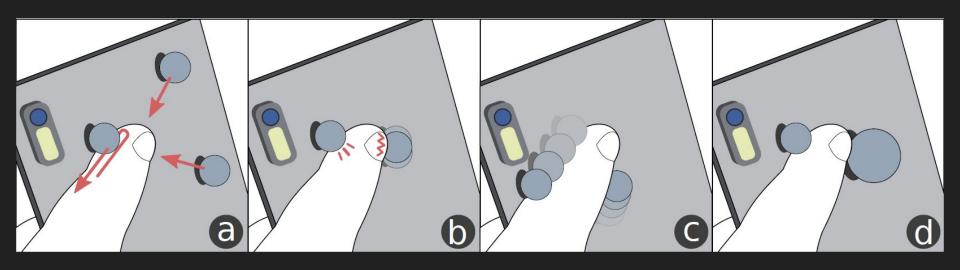
Pulp Friction

# Case Study 2: Pulp Friction





# Case Study 2: Pulp Friction



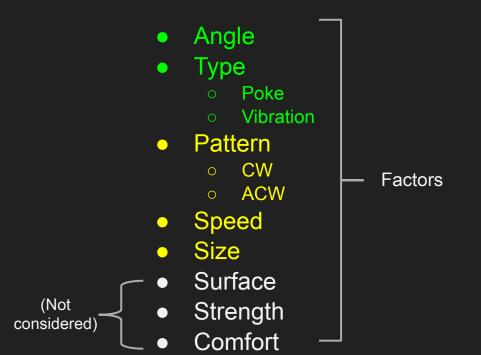
- Angle
- Pattern

- Poke
- Vibration

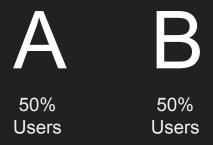
Speed

Size

# Case Study 2: Pulp Friction



| Ability to recognise:      |          |
|----------------------------|----------|
| Localized Contact<br>Point | Patterns |
| Angle                      | Pattern  |
| Туре                       | Speed    |
|                            | Size     |



### Case Study 3:

A/B Testing Challenges in Large Scale Social Networks

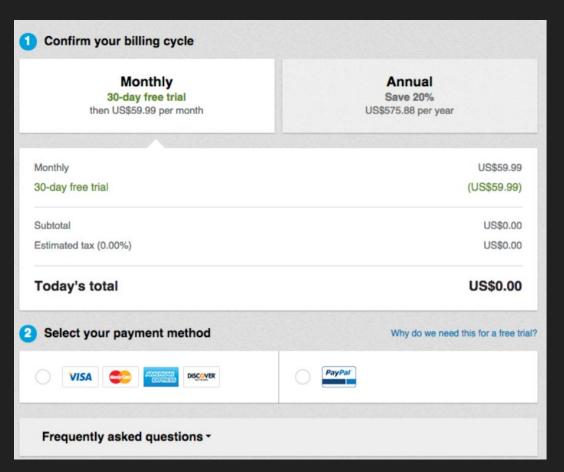
#### Case Study 3: A/B Testing Challenges in Large Scale Social Networks

Platform into consideration - LinkedIn

in

- > 400 concurrent A/B testings / day
  - Affects sales and interaction of users





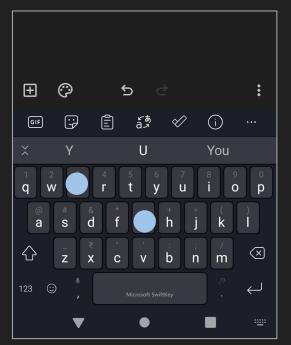
- Redesign of the payment flow
- > 10% ↑ in free trial orders
- 30% ↓ on refund orders
  - Users better understood the premium plans
- Resulted in increasing earnings as well as UX

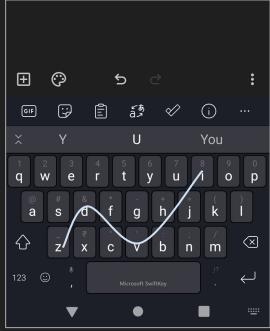
# Personal (Ongoing) Case Study

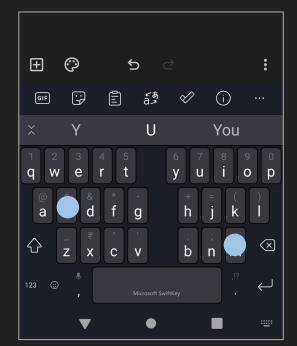
Effect of Various Keyboards on Text Input

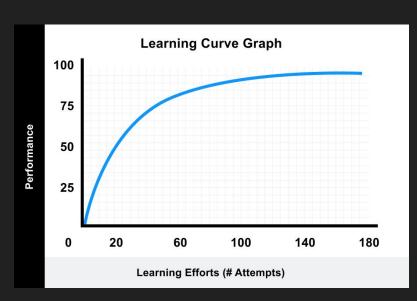
## Personal Case Study: Effect of Various Keyboards on Text Input

User Bandwidth / Performance Evaluation

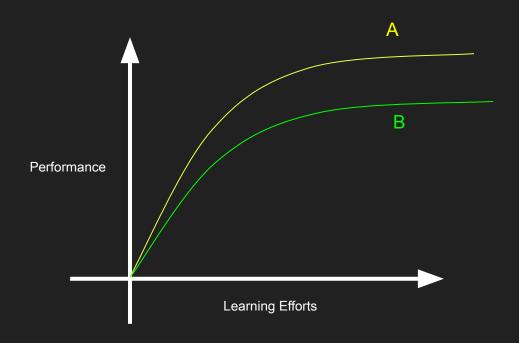


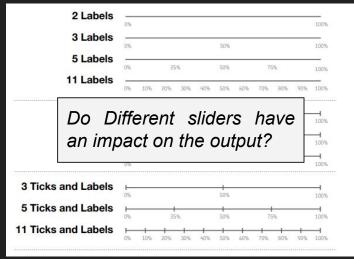


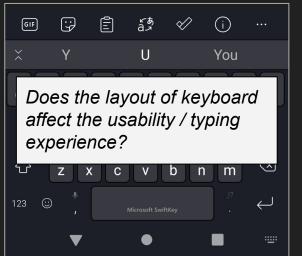


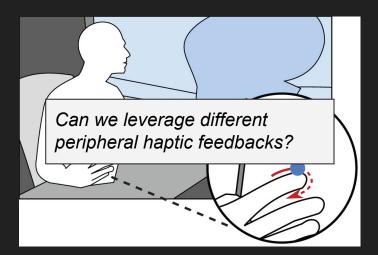


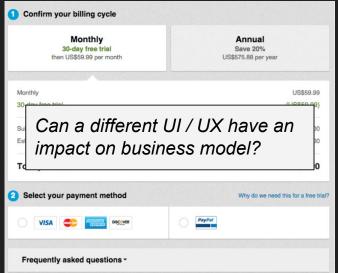
https://www.valamis.com/documents/10197/520324/learning-curve.png











# Benefits

### Benefits

- Test new ideas
  - Get feedback



- Incremental improvement
  - Addition of small new feature



- Distributed improvement
  - Doesn't affect all in case of failure



# Drawbacks

#### **Drawbacks**

• Only answers the 'what', not 'why'



- Problematic in case of wrong group targeted
  - Bias in results
  - May lead to disgruntled users



Time and resource intensive



#### References

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