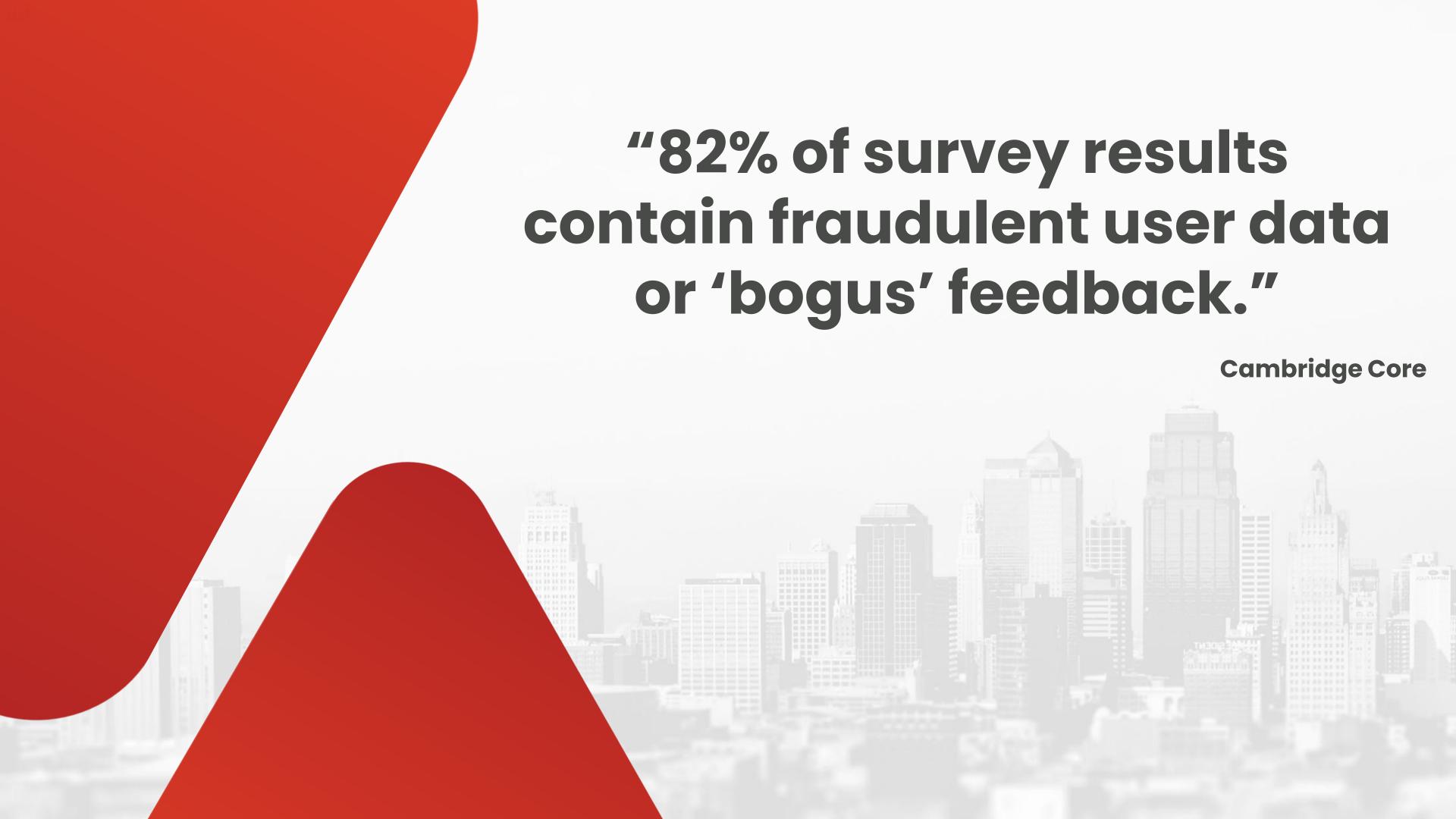
Cracking the Code on Survey Engagement: A UX-Driven Approach

Presented byKyle Hope

Date 16 July 2025









Methodology



U.S. Adults

1,725 U.S. adults surveyed based on census representation



Multi-Panel Partners

Sourced from vetted multi-panel partners



2+ Weeks In Field

Fielded over 17 days across weekdays and weekends



Device Agnostic

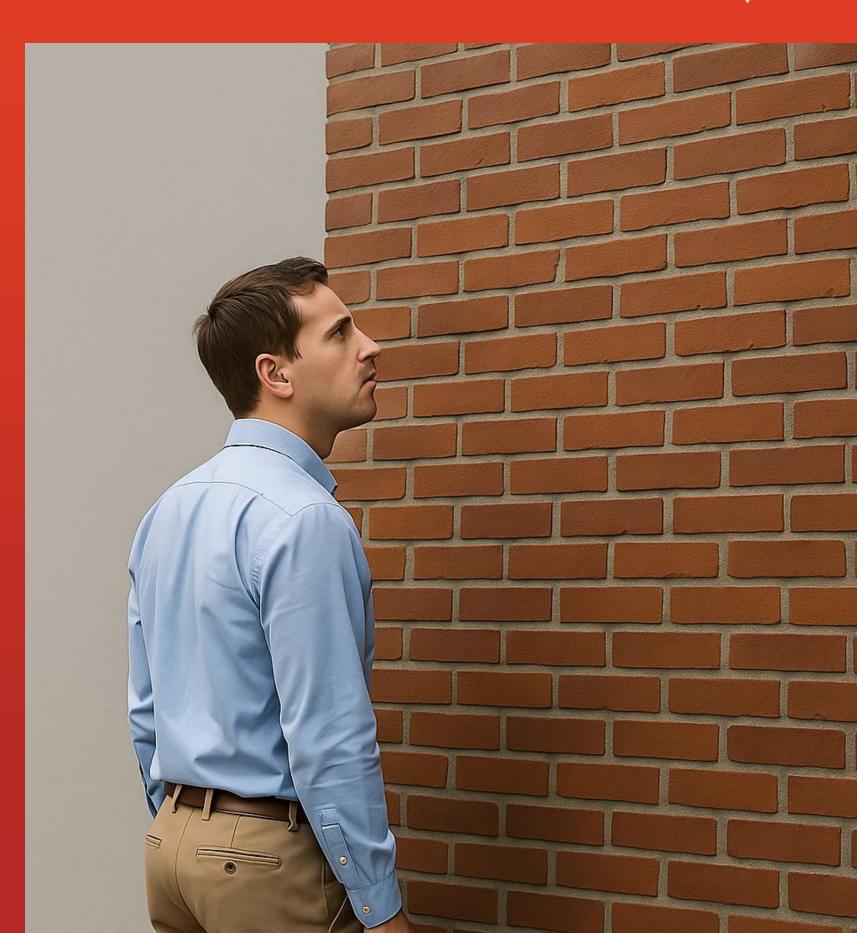
Mobile, tablet and desktop friendly





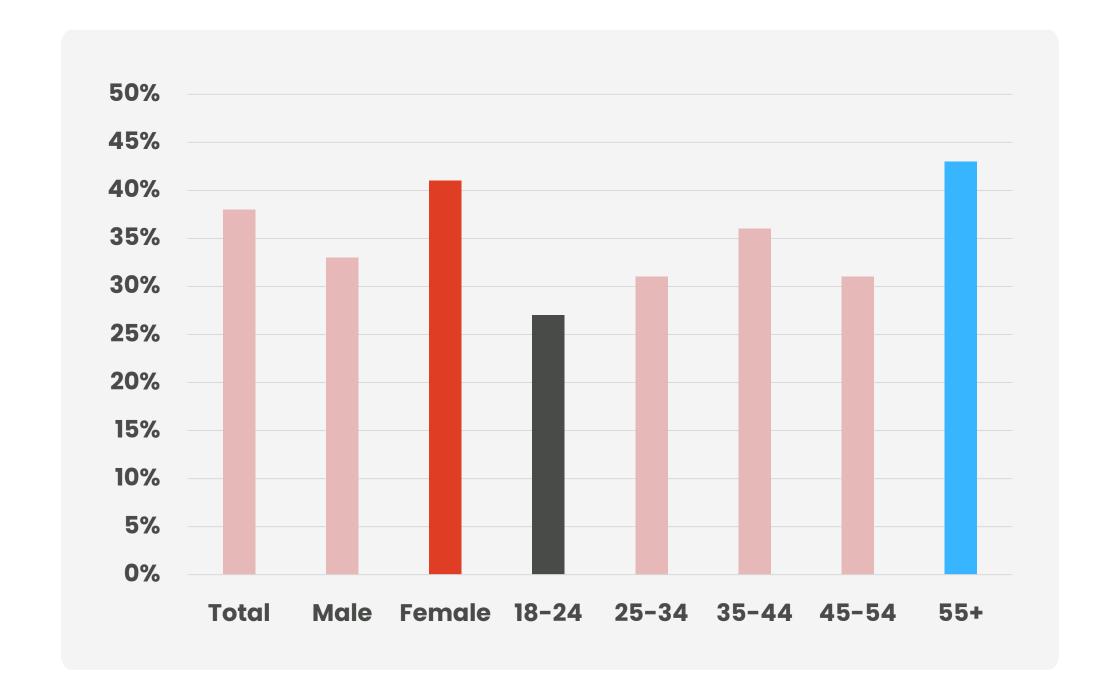
The First Barrier: Just Getting In

The industry calls it screening. Respondents call it rejection.





38% of respondents cite qualification as the biggest problem in online surveys



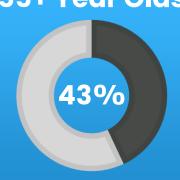


Females



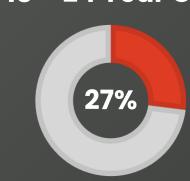
While qualification was the primary concern for both genders, females expressed a stronger aversion to it.

55+ Year Olds



The 55+ age group exhibits the highest level of frustration across all age categories.

18 - 24 Year Olds



Screening caused the least frustration for 18-24 year olds, yet it was still their second biggest concern.





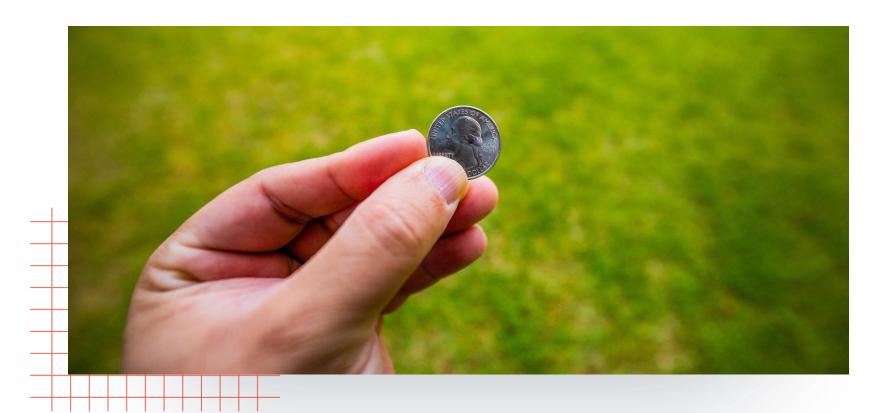
O2 The Value Gap

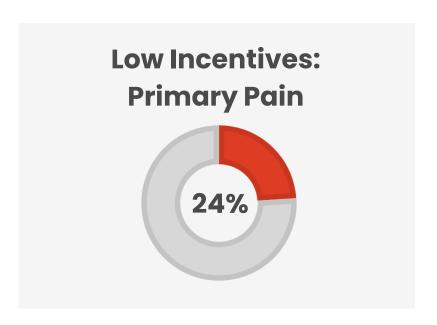
The Economics of Engagement

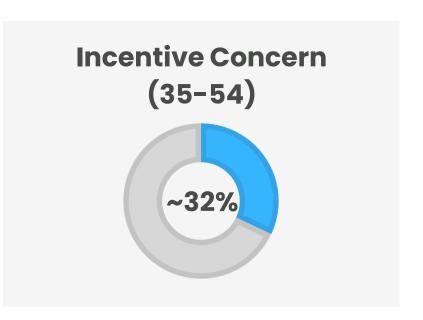


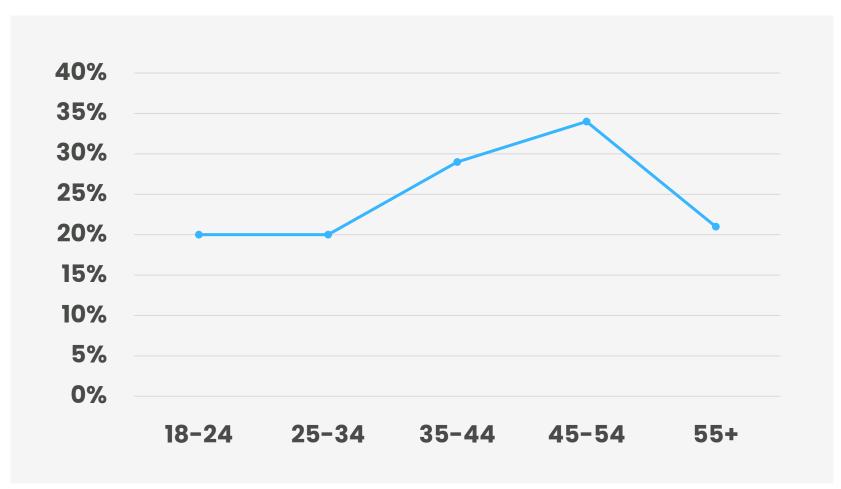
Incentives

A primary concern for online market research participants is the low compensation relative to the time commitment, often leading to frustration over "pennies for 20 minutes."











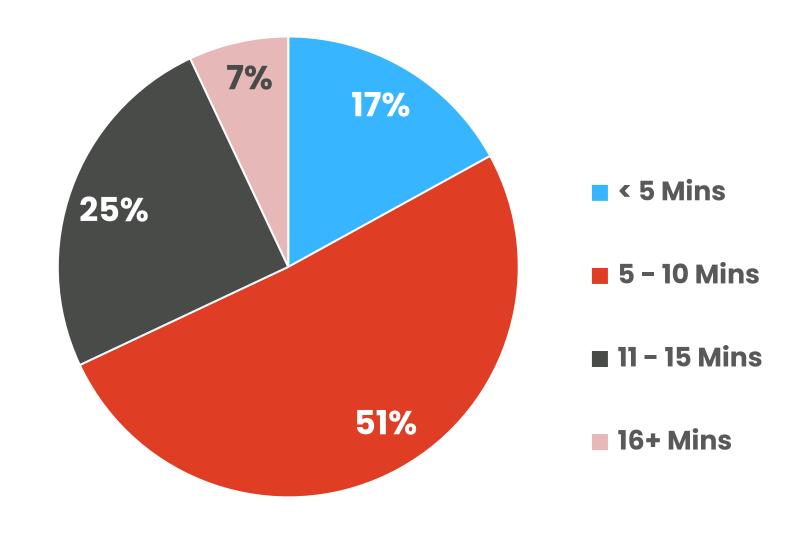
Survey Length

How Long Is Too Long?





The Goldilocks Zone



51%

5 – 10 Minutes

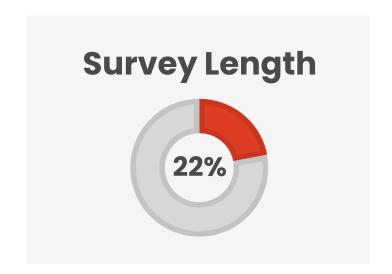
Over half of the respondents who participate in online surveys prefer surveys that are 5 – 10 minutes long 68%

10 Minutes or Less

Over two-thirds of respondents prefer surveys that are 10 minutes or less



The Generational Gap





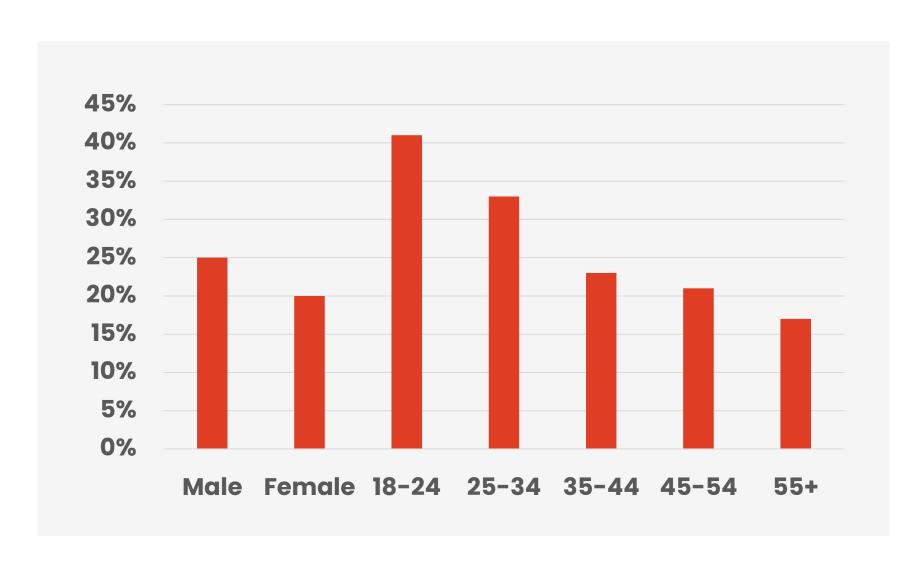
TikTok Tolerance

Younger respondents expect speed and clarity—surveying them is more like competing for screen time.



Patience Grows With Age

Older audiences show more patience, but they still expect relevance



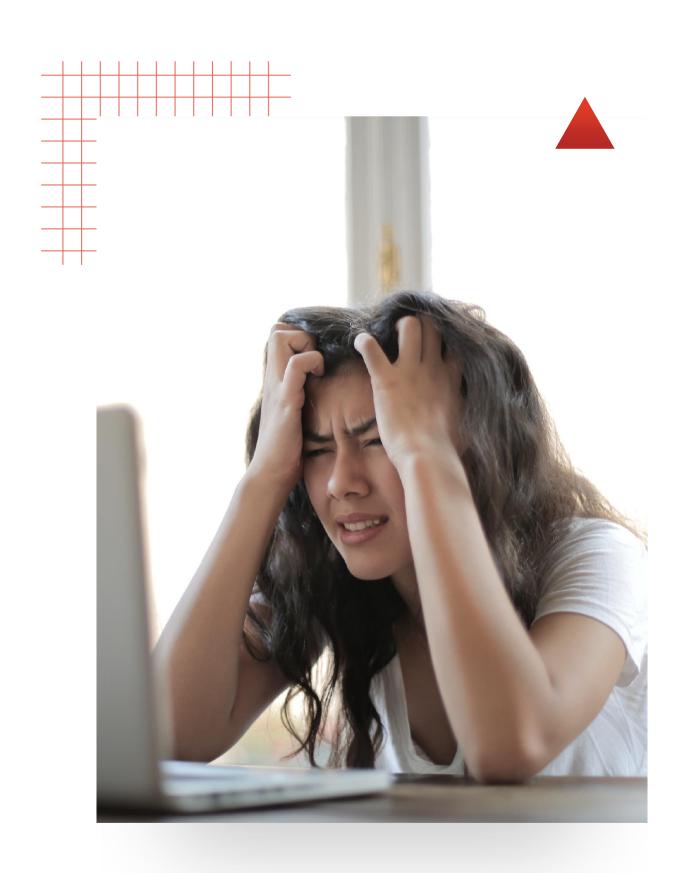




UX Friction

The Invisible Drop-Off





When UX Gets in the way...

Only 16% cite UX directly—but its impact is everywhere

"I wish survey apps would automatically fill-in my basic information so I wouldn't have to do it with every survey"

"Way too many grid questions"

"Advertising misleading time frames, saying it's a 5-minute survey and then saying it'll take 20-minutes to complete"

"Small font is a big issue – that and mobile compatibility"



The Friction Framework



Qualification

Am I allowed in?



Incentives

Is it worth my time?



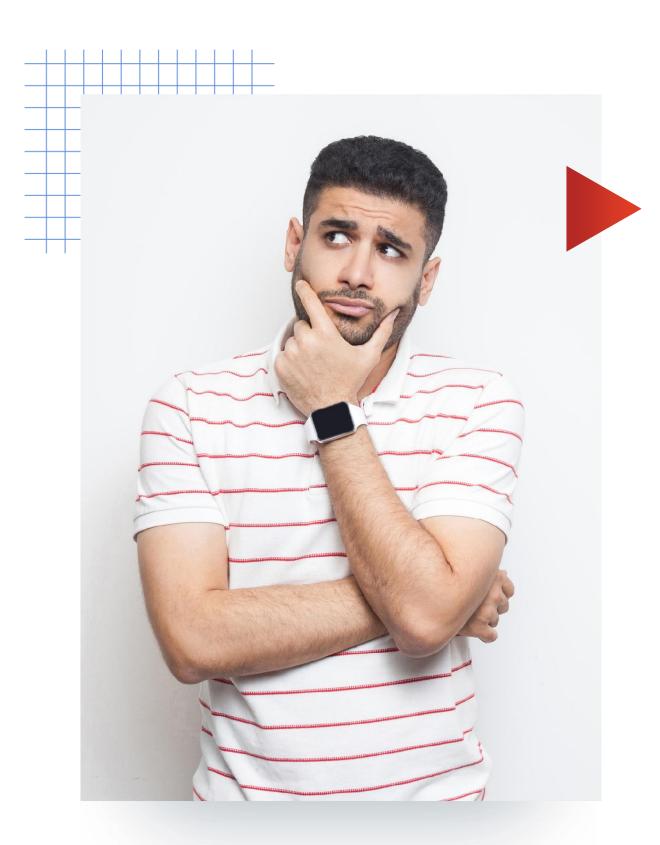
Survey Length

Will this take too long?



Respondent UX

Can I even get through it?







UX Solution

- Prioritize mobile-first usability
- Use simple, intuitive formatting
- Add visual progress indicators
- Reduce redundant or confusing instructions

Survey Length

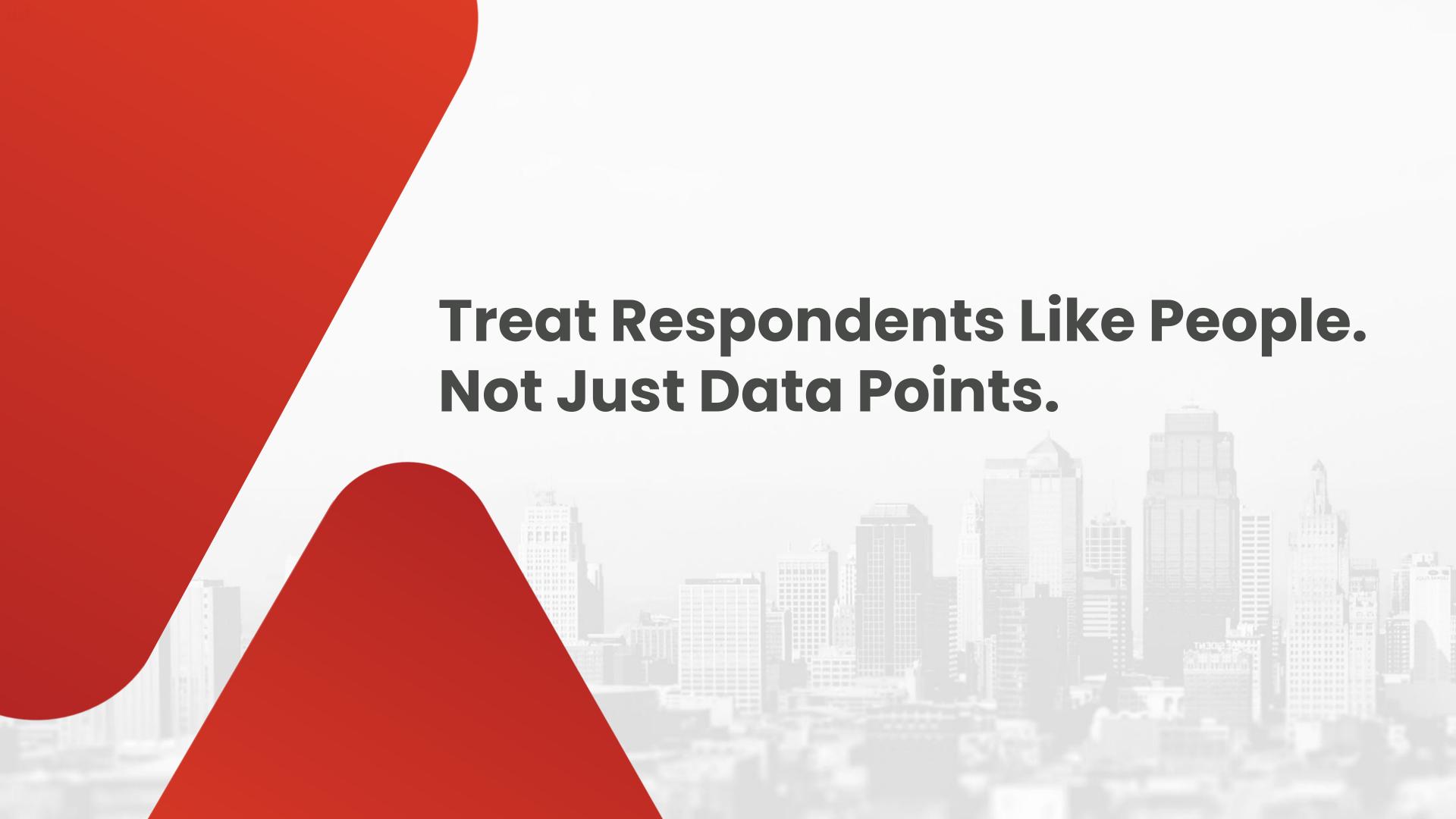
- Target the "Goldilocks Zone"
- Use modular designs
- Match LOI expectations to age and attention span of your audience

Incentives

- Align compensation with time and cognitive effort
- Offer partial payment for partial completes or question blocks
- Segment incentive strategy by audience

Screening

- Be transparent about screening criteria
- Leverage pre-profiled data
- Minimize repeated questions
- Streamline screeners for speed and clarity



Thankyou

Connect with Us

www.questmindshare.com

Kyle Hope khope@questmindshare.com

