

# Enhancing Exploratory Search with Hedonic Browsing Using Social Tagging Tools

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## **Exploratory Search is...**

- A complex set of search activities within an Information Retrieval system
- Used to broadly explore a topic of interest (Wilson, 2007)
- Used when
  - Search goal is not clear
  - Searching for something complex
  - Searchers are not satisfied with results from traditional search systems

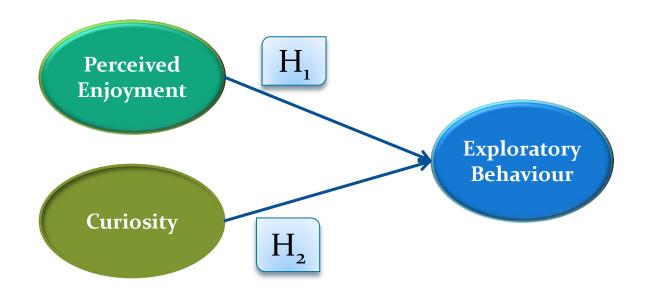
## Social Tagging

- a feature of various online social networks
- to organize information elements
- by enabling people to label, annotate, or tag info resources

#### Main uses of tagging tools:

- To organize resources using the WWW
  - Websites in Delicious and StumbleUpon
  - Photos in Flickr
  - Music and video files in Last.fm and YouTube
  - Books in Amazon.com and LibraryThing
- For information discovery, sharing, and social ranking

## Proposed Model (Hedonic Search)



 $H_1$ : Perceived enjoyment has a positive impact on exploration of social tagging

H<sub>2</sub>: Curiosity has a positive impact on exploration of social tagging

#### Method

- We also used the bootstrapping
   To assess the t-value significance
   (in our case t-value = 3.57 for p≤0.01).

## Method

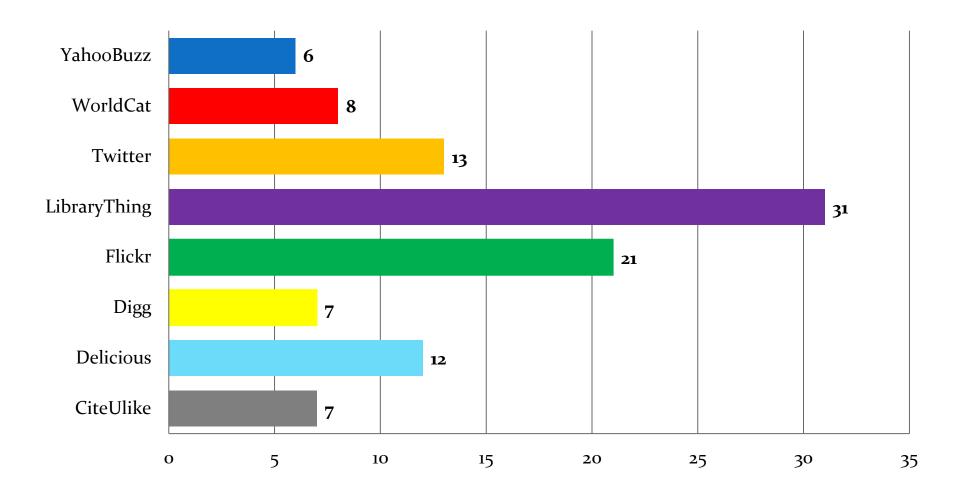
#### Survey Questions Used Covering Hedonic Factors

Concept	Items	Basis
Curiosity	<ul><li>Using tags stimulates my curiosity</li><li>Following people's tags is interesting</li></ul>	Moon & Kim (2001)
Exploration	<ul> <li>Using tags leads to my exploration</li> <li>Clicking on tags enables me to find related items and topics</li> <li>Clicking on tags helps me get various topics in a much different way than traditional search tools</li> </ul>	Moon & Kim (2001)
Enjoyment	<ul> <li>I find using tags to be enjoyable</li> <li>The actual process of using tags is pleasant</li> <li>The process of using tags is interesting</li> </ul>	Davis et al. (1992)

# Respondents' Profiles (N = 38)

	Category	Frequency	
Genders	Female	11	(28.9%)
	Male	24	(63.2%)
	Prefer not to answer	3	(7.9%)
Age Ranges	21–25	4	(10.5%)
	26–30	10	(26.3%)
	31–35	8	(21.1%)
	36–40	6	(15.8%)
	41–45	3	(7.9%)
	46–55	4	(10.5%)
	56–65	3	(7.9%)
Disciplines	Engineering	3	(7.9%)
	Humanities / Social Science	14	(36.8%)
	Management	11	(28.9%)
	Science	10	(26.3%)

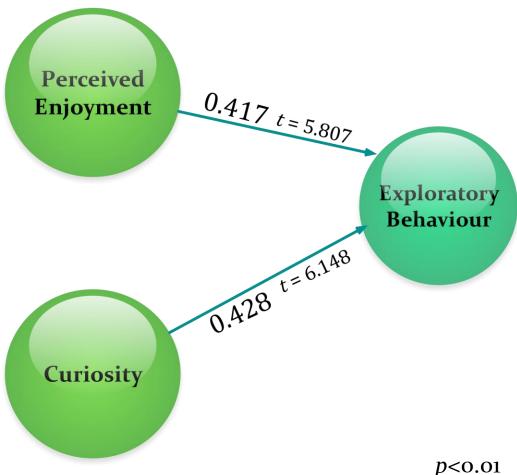
# Systems Reported



## **Pearson Correlations**

		Perceived	
	Explorability	Enjoyment	
Curiosity	0.75**	0.76**	
Perceived Enjoyment	0.74**		
,	** highly significant (p<0.001		

### Structural Model



### Results

Strong positive association between exploratory behaviour and experiences of enjoyment and curiosity when using social tagging

## **Implications**

- Hedonic aspect could be used to motivate workers
- Use of collaborative tagging intelligence
- Greater efficiency and effectiveness

#### Caveats

- Pilot test only (N=38)
- Only some tagging systems reported
  - No info on proprietary or purpose-built systems
  - Not all from one organisation
- The current constructs were based on few questions

#### **Future Directions**

- Test the composite (2-dimensional) hedonic factor on attitude and the intention to use social tagging tools
- Associate the hedonic dimensions with other factors such as ease of use, usefulness and measure its influence on the actual use of social tagging tools
- Further analysis is in a forthcoming article

## Questions?

