Is a Non-Representative Convenience Sample Good Enough? Insights from an Economic Experiment

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Abstract

Recruitment of representative and generalizable samples is a major challenge for researchers conducting economic field experiments. Limited access to representative samples or the high cost of obtaining them often leads to the recruitment of non-representative convenience samples. This research compares the findings from two field experiments involving 860 adults: one from a non-representative in-person convenience sample and one from a representative online counterpart. We find no meaningful differences in the key behaviors of interest between these two samples. These findings contribute to a growing body of literature demonstrating that non-representative convenience samples can be sufficient in certain contexts.

Keywords: Non-representative convenience sampling, field experiments, online recruitment, representative sampling

JEL Classification: B41, C83, C93

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1. Introduction

Economic experiments can help inform the design and evaluation of policies in various contexts across the social sciences (Banerjee & Duflo, 2009; List & Price, 2016; Bol, 2019; Boas, Christenson, & Glick, 2020; Rosch et al., 2021). For causal inferences to be informative, the sample of respondents must be externally valid. In other words, participants in the experiment need to respond in the same way as the target population for the results to be generalizable (Banerjee & Duflo, 2017; Muller, 2014). This is particularly important when testing program interventions that are intended to be scaled up to the broader population. However, the recruitment of sufficiently large samples that are representative of the population of interest is one of the major challenges of conducting economic experiments (Roe & Just, 2009; Palm-Forster et al., 2019; Palm-Forster & Messer, 2021; Weigel et al., 2021). Limited access to representative samples or the high cost of obtaining them often leads to the recruitment of non-representative samples drawn from the student population at a university, the public in a field location, or users of online platforms such as MTurk, Facebook or Qualtrics. Increasing reliance on such samples has generated a significant discussion in the literature, with some researchers highlighting concerns over the generalizability of findings from non-representative samples (Levitt and List, 2007b, 2008; Goldberg et al., 2019), and others demonstrating the value of such samples (Camerer, 2011; Frigau et al., 2019; Peth & Mußhoff, 2019; Rosch et al., 2020).

We contribute to this discussion by comparing experimental findings from a non-representative in-person field experiment to its representative online counterpart. Specifically, we conducted two framed field experiments with 860 adult participants to test consumer response to stigma-mitigating strategies for food and drink products produced with recycled water. The in-person field experiment recruited 314 adult participants from the U.S. mid-Atlantic region and was not representative of it. The online study relied on the same experimental design

but used a Qualtrics panel to recruit a sample of 546 online participants representative of the U.S. mid-Atlantic (defined in this article as Delaware, Maryland, New Jersey, and Pennsylvania).

Our analysis of the data shows no meaningful differences in the key variables of interest between our representative online mid-Atlantic sample and our non-representative in-person mid-Atlantic sample. This implies that in the context of eliciting consumer preferences for food products, using a non-representative convenience sample can provide insights that closely resemble those found using a representative sample.

This study adds to the growing literature demonstrating that non-representative convenience sampling can be useful in certain contexts. Other examples include, when modeling behavior that is generally influenced by individual characteristics, incentives, or other behavioral interventions (Camerer, 2011), when validating the predictions of a behavioral model of a well-studied target population (Rosch, 2021), or when investigating topics, such as social preferences and business management (Frigau et al., 2019; Peth and Mußhoff, 2020). Our findings also align with the studies that show that non-representative convenience samples from opt-in, online platforms can replicate the public polling of representative samples (Gelman et al., 2016) and that these nonrepresentative samples can be used to accurately forecast election results (Wang et al., 2015).

2. Methods

2.1 In-person Non-representative Sample Collection

Obtaining a sample that is regionally, let alone nationally, representative for an in-person framed field experiment is regarded as difficult and generally infeasible. Convenience sampling that draws a population from different segments of the population is often viewed as better than

recruiting undergraduate students to a university laboratory since it allows one to obtain samples that are more-representative of the general population. However, convenience sampling is constrained by available sampling locations.

To achieve the most representative sample possible, our in-person field experiment was conducted at three locations in the mid-Atlantic of the United States, with a day of data collection at each location—the state's largest motor vehicle office, a year-round indoor farmer's market,[4] and a super-regional shopping mall patronized by close to 20 million consumers per year. These specific locations, all in Delaware, were chosen because they are visited by a diverse population of adult consumers. The farmer's market and shopping mall are also frequented by consumers from neighboring states, particularly Maryland, New Jersey, and Pennsylvania. Figure 1 shows the density of participants from this study.

In-person participants were recruited by experiment administrators as they walked by the experiment location, incentivized by the opportunity to earn $10. The in-person informed consent form and experiment were presented to participants on tablet computers running a Python-based program. Individuals who were 18 years of age or older and who consented to participate moved from the consent screen to the experiment instructions (see the description of the experimental design below and Appendix A for the experiment instructions).

The products offered to the participants in-person experiment were displayed in a central location with all branding information removed. This allowed participants to view and compare

[4] In the mid-Atlantic region of the U.S., the term 'farmer's market' is often used to refer to large indoor spaces that offer low-cost groceries along with small booths that offer a variety of other low-cost merchandise and food. These locations often host flea-markets during the weekend, drawing diverse groups of consumers, from both an ethnic and income perspective. The Farmer's Market that this study was conducted at is not like the types of high-cost farmer's markets that specialize in local and organic food that can be found in other locations of the U.S.

the products and reinforced the fact that the participants would be making actual purchasing decisions and paying for the products using real money.

2.2 Online Representative Sample Collection

The online experiment was conducted through Qualtrics to collect a representative sample of Mid-Atlantic consumers. Our power analysis determined that a sample size of 543 participants was needed to ensure adequate power (we ended up collecting data from 546 participants).[5]

Qualtrics conducted recruitment by sending a link to the online experiment to individuals. Individuals who clicked the link were first presented with the experiment consent form. Those who consented were then prompted to provide a valid mailing address. A valid address was important since the experiment required the cash and/or products earned in the experiment be sent to the participant. This helped ensure that the experiment was non-hypothetical. Unfortunately, Qualtrics was not able to immediately validate mailing addresses. Therefore, we used the available features on Qualtrics to require participants to enter only text for street name and city, only a numeric for street numbers and a five-digit numeric for zip codes to move forward in the experiment. Once participants entered their individual mailing address, they were asked to provide their personal demographic information (age, sex, political affiliation, ethnicity, household income, and highest level of education attained) before proceeding to the experiment instructions and making purchasing decisions.

[5] We conducted a power analysis using parameter estimates from the in-person sample for the primary variables of interest in Ellis et al. (2022) to determine the online sample size needed to detect changes that would be statistically significant at the 1% level or less. At an 80% power level, the results of 1,000 simulations showed that 543 participants were needed.

2.3 Experiment Design

The non-representative in-person field experiment and its representative online counterpart were designed to test the effectiveness of several techniques for mitigating the stigma associated with food and drink products produced with recycled water[6]. Participants in both experiments were told they would earn $10 for their participation and that they should think of those funds as a bank account from which they could withdraw money to purchase the offered products[7]. After reviewing the instructions, participants were presented with the following definitions of key terms used in the experiment.

- Recycled water is highly treated wastewater from various sources such as domestic sewage, industrial wastewater, and storm water runoff.
- Groundwater is a source of fresh water that lies in aquifers beneath the land surface.
- An aquifer is an underground body of rock that contains or can transmit groundwater.
- Aquifer recharge is a process that replenishes groundwater stored in aquifers.

Participants were then randomly assigned to a control group or one of three social-marketing treatment groups. The treatments consisted of showing participants a statement making a social comparison and/or a video presenting various public figures promoting products produced with recycled water. The experiment for the in-person non-representative sample was designed so that everyone needed headphones since two of the treatment groups would be watching a video. Thus, the control group watched a ten second video that displayed the

[6] See Ellis, Savchenko, and Messer (2022) for more details and results related to the various treatments.

[7] Online participants received additional compensation from Qualtrics for participating in the experiment. Qualtrics allowed the participants to choose either a gift card or points for online games as additional compensation, but Qualtrics did not disclose the exact amount of that compensation except that it was equivalent to "a few dollars."

following message, “Recycled water purified to drinking water standards is a safe and sustainable water source.”

Participants in the first treatment watched a video in which celebrities, including Bill Gates, Jack Black, and Jimmy Fallon; local and state politicians; well-known journalists; and astronauts on the International Space Station drinking potable recycled water. A modified version of the statement from the control group video was displayed during the last ten seconds of the celebrity endorsement video, “Recycled water purified to drinking water standards is a safe and sustainable water source. These people drink it.”

In the second treatment, participants were presented with a social comparison statement presenting favorable social information about recycled water: “Recycled water purified to drinking water standards is a safe and sustainable water source.”

In the third treatment, the participants were exposed to both the celebrity endorsement video and the social comparison statement.

In the course of both experiments, participants made a series of purchasing decisions. The in-person participants were presented with fifteen purchase opportunities consisting of five products (bottled water, fresh spinach, frozen lamb chops, cheddar cheese, and hot chocolate mix) produced with three types of water – groundwater, recycled water, and groundwater drawn from an aquifer recharged with recycled water. Online participants were presented with three additional purchase opportunities by adding sirloin steak as a sixth product to address concerns that the potential limited appeal of lamb could affect their purchase decisions. The following questions were used to present the purchase decisions to participants.

1. Do you want to purchase 16 ounces of bottled [**recycled water**] for $_____?

2. Do you want to purchase approximately 8 ounces of spinach irrigated with [**recycled water**] for $_____?

3. Do you want to purchase approximately half a pound of lamb chops from lamb that grazed on grass irrigated with [**recycled water**] for $_____?

4. Do you want to purchase an approximately one-pound block of cheddar cheese made with milk from a cow that grazed on grass irrigated with [**recycled water**] for $____?

5. Do you want to purchase approximately 16 ounces of hot chocolate mix made with powdered milk from a cow that grazed on grass irrigated with [**recycled water**] for $___?

6. Do you want to purchase approximately 6 ounces of sirloin steak from cattle that grazed on grass irrigated with [**recycled water**] for $_____?

The products presented to participants were used to test the effect of a product's trophic level on consumers' stigmatization of the product. Trophic level refers to an organism's place in the food chain. Plants, such as spinach, are categorized a trophic level one because they are a primary producer in the food chain (turn light into organic matter). Herbivores, where products such as cheddar cheese, hot chocolate mix, lamb, and sirloin steak come from, are categorized as trophic level two because they consume organisms from trophic level one. Technically trophic levels do not apply to water because it is a chemical substance and not an organism, but for the sake of consistency in this experiment we referred to it as trophic level zero.

Once the purchase opportunities were completed, the screens presented participants with a post-experiment survey that included questions on the frequency at which participants consumed each product. For the in-person sample, the survey included demographic questions that were asked at the beginning of the online sample's experiment to screen participants. After completing

the survey, one of the purchasing opportunities was randomly implemented. If a participant chose yes to the randomly selected opportunity, then the participant received the product and the difference between their initial balance of $10 and the price of the product. If the participant chose no, then the participant received only the initial balance of $10.

3. Analysis and Results

3.1 Summary Statistics

Table 1 presents summary statistics for the in-person and online samples. Among the 371 individuals who participated in the in-person experiment, 314 completed it successfully.[8] The resulting sample is representative regionally for female/male proportion. However, it underrepresents those earning $50,000 or more annually and Hispanic and non-Hispanic white consumers. It oversamples those participants who are 18 to 34 years old at the expense of those who are 55 years and older. Likewise, it oversamples participants who possess some college education (less than a bachelor's degree) at the expense of those who possess a high school diploma or less and those who possess a bachelor's degrees or higher.

In the online sample, 546 participants from states in the U.S. mid-Atlantic region successfully completed the experiment. While the sample is slightly skewed towards females, it is far more representative of the mid-Atlantic region on the basis of educational attainment, ethnicity, income distribution, and age than the in-person sample.

[8] Participants successfully completed the experiment if they made it through the entire experiment. Participant attrition during the in-person experiment was due to individuals not completing the experiment after they started it.

3.2. Comparison of In-person and Online Mid-Atlantic Subsamples

To isolate differences in purchasing decisions by sample, we estimate a logit model with a random effect specification and clustered standard errors:

$$\log\left(\frac{D_{ij}}{1-D_{ij}}\right) = \alpha + \beta_1{}'P_{ij} + \beta_2{}'W_{ij} + \beta_3{}'T_{ij} + \beta_4{}'S_i + \beta_5{}'X_i + \mu_i + \varepsilon_{ij} \qquad (1)$$

where P_{ij} is the price of participant *i*'s purchase opportunity j, W_{ij} is a vector of dummy variables for irrigation water type, T_{ij} is a vector of dummy variables for trophic levels, S_i is a dummy variable for the sample, X_i is a matrix of control variables representing the frequency of participant *i*'s consumption of the product offered in the purchase opportunities, and $\mu_i \sim N(0, \sigma_\mu^2)$, and $\varepsilon_{ij} \sim N(0, \sigma^2)$.

We compare the purchasing decisions of the in-person mid-Atlantic sample with the online mid-Atlantic sample using equation 1 with and without interaction terms between water type and sample ($W_{ij}S_i$), which we refer to as equation 2, and between trophic level and sample ($T_{ij}S_i$), which we refer to as equation 3. Regressions results displayed in Table 2 show that those in the in-person sample were less likely to purchase products than those in the online sample ($p = 0.016$). The regression and Wald test findings reported in Tables 2 and 3, suggest that this difference ($p \geq 0.163$) was not driven by water type. Instead, we find that participants in the in-person sample were less likely ($p = 0.008$) to purchase products in trophic level two than those in the online sample. This difference is likely an externality of some of the trophic level two products (cheddar cheese and lamb) requiring refrigeration. Participants in the in-person experiment were recruited in a motor vehicle office, an indoors farmers' market, and a shopping mall. As a result, they may have viewed the possibility of carrying around an item that needed refrigeration to be inconvenient.

4. Discussion and Conclusions

While representative samples are considered more externally valid than nonrepresentative samples, our findings suggest that the purchasing decisions made by participants from our in-person non-representative sample are largely the same as those from our representative online sample. The only difference we found was that participants in the in-person sample were less likely to purchase two products that required immediate refrigeration compared to the online sample where participants were assured that the product would be delivered on ice. This type of logistical issue should not be an issue for experiments not involving perishable goods and could also be addressed in experiments involving perishable goods by providing participants with a free thermal bag and packaging with an ice pack.

These findings contribute to a growing body of literature that non-representative convenience samples can be sufficient in certain contexts (Camerer, 2011; Wang et al., 2015; Gelman et al., 2016; Frigau et al., 2019; Peth and Mußhoff, 2020; Rosch, 2021). Representative samples can be difficult and expensive to obtain. Recruitment of our online representative sample was 14% more expensive per participant than the in-person non-representative sample and involved logistical challenges, such as packaging and mailing the payments and products to participants.[9] Requiring every study to have a representative sample could create unnecessary barriers to research that stifles scientific progress. These tradeoffs should be kept in mind when considering sample selection.

If a representative or quasi-representative sample is needed, one could be recruited through the careful selection of in-person experiment locations and quota targeting. While we

[9] It is important to note that our in-person sample was collected near our home institution and thus did not require significant expenses, such as travel, food, and lodging. In-person field experiments can become much more expensive if they are conducted if these additional expenses are required.

chose our three in-person experiment locations to achieve a more representative sample of the general adult population than the traditional sample of undergraduate students in a university laboratory, we did not set specific quotas to target. If we were to do this, then we likely would have had to monitor the demographic makeup of our sample during data collection so that we could end data collection at certain locations when we reached certain targets. We consequently would have then needed to add locations to achieve other targets. For example, to recruit a larger proportion of individuals in the 55 and older bracket, we could have recruited participants at the local adult learning center that caters to retirees.

Testing ideas at scale with representative populations is crucial to ensuring that the research which policy is based on is generalizable to the target population. However, when facing limited resources, researchers often need to make tradeoffs between the cost and ease of collecting a non-representative sample and the importance of external validity. Our study demonstrates that the results from a convenience sample closely resemble those from a representative sample. This suggests that convenience sampling can generate useful results and should be used in economic experiments in certain contexts that we know of, and perhaps others, to move science forward.

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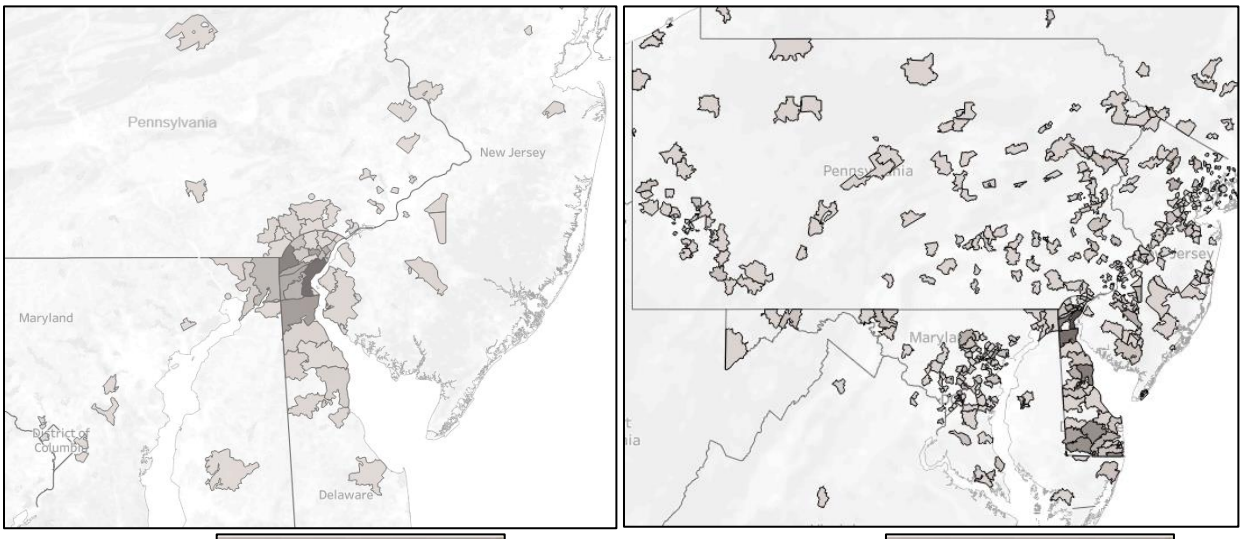
Figure 1. Regional Distribution of Participants by ZIP code for the In-Person and Online Samples



Source: Ellis, Savchenko, and Messer (2022)

Table 1. Summary Statistics of mid-Atlantic (DE, MD, NJ, & PA)

	2018 American Community Survey	Online Sample	In-Person Sample
Total Participants		546	314
Female	52%	57%	51%
Educational Attainment			
High School or less	41%	34%	30%
Some College	17%	21%	33%
Associate Degree	7%	8%	9%
Bachelor's Degree	21%	22%	13%
Graduate Degree	14%	16%	14%
Ethnicity			
Non-Hispanic White	64%	70%	54%
Black	16%	17%	29%
Hispanic	12%	6%	8%
Asian	6%	4%	7%
Other	2%	3%	10%
Income			
$49,999 or less	35%	39%	51%
$50,000 – $99,999	29%	32%	28%
$100,000 – $149,999	17%	16%	11%
$150,000 and above	19%	12%	10%
Age			
18 – 34	28%	31%	46%
35 – 54	33%	37%	37%
55 and older	38%	32%	17%

Table 2. Logistic Regression Comparing In-Person and Online Mid-Atlantic Samples

	(1)		(2)		(3)	
	Coef.	*S.E.*	*Coef.*	*S.E.*	*Coef.*	*S.E.*
Price	-0.363***	0.021	-0.364***	0.021	-0.369***	0.022
Trophic Level						
One	0.467***	0.074	0.467***	0.074	0.546***	0.082
Two	1.143***	0.087	1.143***	0.087	1.352***	0.095
Water Type						
Recharged Aquifer	-0.165	0.090	-0.209*	0.106	-0.165	0.091
Recycled	-0.513***	0.097	-0.481***	0.117	-0.515***	0.098
Freq. of Consumption						
Trophic Level Zero	0.158**	0.061	0.159**	0.061	0.159**	0.061
Trophic Level One	0.244***	0.066	0.244***	0.066	0.244***	0.066
Trophic Level Two	1.207***	0.119	1.208***	0.119	1.210***	0.119
Subgroup						
In-person	-0.371*	0.154	-0.389*	0.194	0.025	0.180
Interactions						
In-person Recharged Aquifer*			0.153	0.202		
*In-person*Recycled*			-0.118	0.212		
*In-person*Trophic Level One*					-0.178	0.162
*In-Person*Trophic Level Two*					-0.598***	0.134
Constant	-4.910***	0.393	-4.906***	0.394	-5.053***	0.394
Total N	14,538		14,538		14,538	
Individuals	860		860		860	

* $p < 0.05$, ** $p < 0.01$, *** $p < 0.001$

Table 3. Wald Tests for Logistic Regression Comparing In-Person and Online Mid-Atlantic Samples

Logit Regression (2)			
Wald Test	χ^2	Prob.	BCP
Conventional: *In-person = Online*	4.02	0.045	0.809
Aquifer Recharge: *In-person = Online*	1.61	0.205	1.000
Recycled: *In-person = Online*	6.81	0.009	0.163
Logit Regression (3)			
Wald Test	χ^2	Prob.	BCP
Trophic Level Zero: *In-person = Online*	0.02	0.890	1.000
Trophic Level One: *In-person = Online*	0.67	0.412	1.000
Trophic Level Two: *In-person = Online*	12.41	0.000	0.008

Appendix A. Experiment Instructions

Printed Instructions

Please read these instructions carefully and do not communicate with anyone while you are making your decisions.

- **You will earn $10 by participating in this research that you may keep and/or use to purchase food or drink products.** You may think of this money as a bank account from which you can withdraw money.
- Depending on the decisions you make, you may receive a combination of cash and food or drink products.
- Your decisions are just like the ones you make in a store: you either buy the product at the listed price or you do not.
- There are no greater physical risks from participating in this study than those you would face in a store. **Please remember that all decisions are real purchasing decisions, but only one of your purchasing decisions will be randomly selected and implemented.**

Steps:

1. You will face a series of "options" to purchase a product. For each option, decide if you want to buy the product at the listed price by selecting "Yes" or "No."
2. Complete a short survey.
3. Roll a digital die to determine which purchasing option will be implemented (only one will be implemented).
4. Receive cash and/or product.

Example 1: If you selected Yes for an option that cost $3 and this option is randomly implemented, you will receive the product and $7 cash ($10 – $3 = $7).

Example 2: If you selected No for an option and this option is randomly implemented, you will receive $10 cash and will not receive any product.