

Department of Civil and Environmental Engineering

FYP II – VIVA PRESENTATION

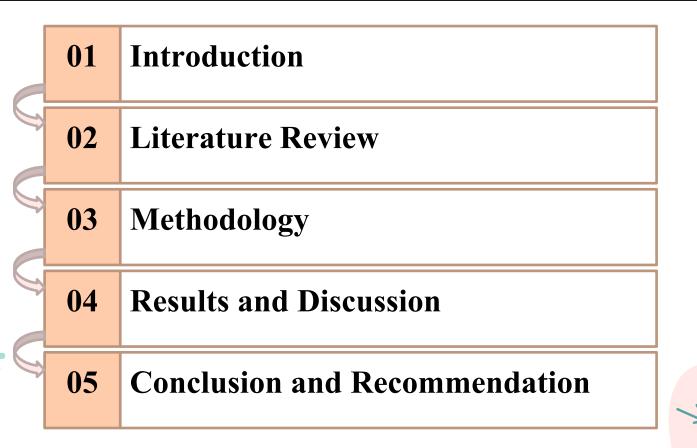
The Effects of Socio-demographic Characteristics and Activity-Travel Behaviour Change on Online Activity Patterns during the Pandemic

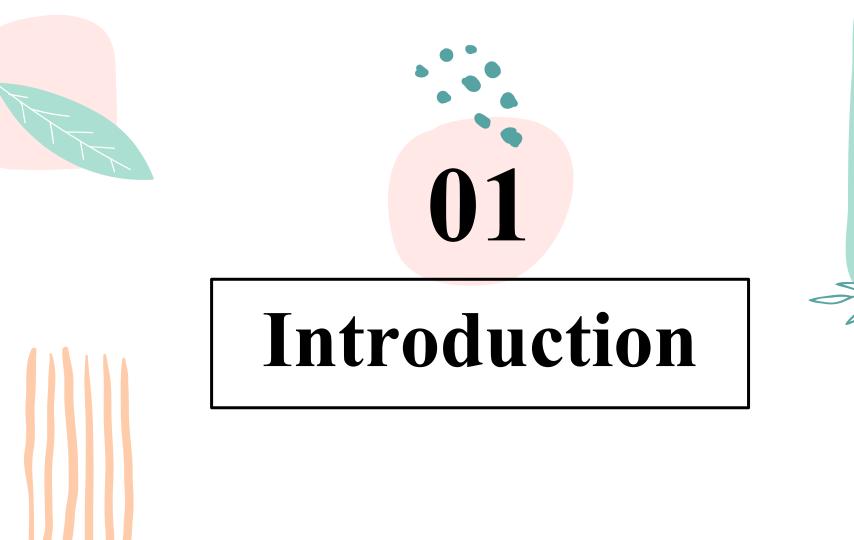
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Background of Study



Travel

- People have different needs and commitment every day, and they will travel to various locations to satisfy their needs and desires.
- It is a permanent constraint, and it is necessary for people to travel to fulfil their needs and desires (Hägestrand, 1970).

The Changes of Activity-Travel Behaviour

- Before the pandemic, people travelled for out-of-home activities to achieve their day-to-day needs, such as shopping, school, work, etc.
- Since the announcement of COVID-19 as a global pandemic, studies have found that the activity-travel behavior of the people have undergoes significant changes due to the change in space-time constraints.



Background of Study





COVID-19 in the Context of Space-Time Prism

- The emergence of the pandemic has caused many countries to impose full or partial lockdowns that restricted the people's movement (Authority constraint).
- The imposed authority constraint (e.g., travel restriction, changes in business operating hour) leads to the change in activity-travel behavior.
- People will utilize the resources (e.g. money, internet access) around them that can provide the opportunity for the people to reduce the constraint imposed on them, allowing them to participate in certain activities.

Problem Statement



The **trip-based analysis** has been chastised for failing to predict the individual's real travel demand. It assumes that individual engages in similar travel and activities every day, such approach solely considers only inter-personal variation (Senbil & Kitamura, 2009).

Passenger forecasts are overestimated for nine out of ten rail projects; the average excess is 106% There is also a significant discrepancy between actual and anticipated traffic, which for half of all road developments is greater than ±20%. (Flyvbjerg et al., 2005)

Considering the recentness of the COVID-19 pandemic, there is only minimal amount of research study which relates activity-travel changes due to the pandemic with online activity patterns using activity-based analysis.

Objectives



To investigate the effects of individual's activity-travel behaviour on the onlineactivity pattern using bivariate analysis.



To investigate the effects of individual's activity-travel behaviour on the onlineactivity pattern using simple multivariate analysis.

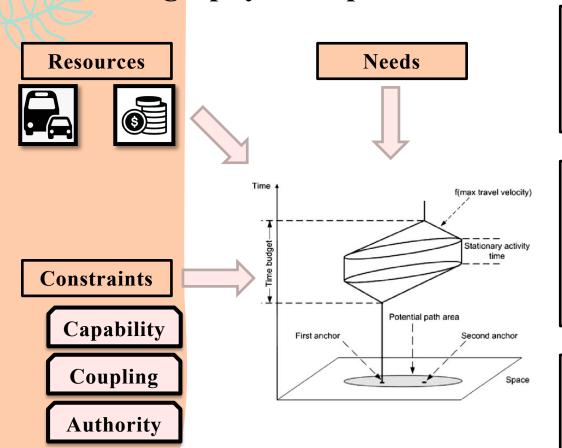
Scope of Study

- This study focuses on analyzing the effects of the activity-travel behavior during the COVID-19 through the collected dataset that captured:
 - Travel behavior change
 - Activity behavior change
 - ❖ Built environment
 - Socio-demographic variables
 - Generation of online activity patterns.
- The analysis will be made by using the Space-Time Prism (STP) Theory, introduced by Torsten Hägerstrand to study on how the changes of activity-travel behaviour can affect the online activity pattern of the people.





Time Geography and Space-Time Prism



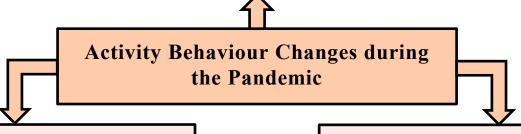
Time geography is a method of studying the human activities in space and time that is based on constraints. Humans have spatial and temporal limitations, in which people can only be in one location at a time (Miller, 2017).

Hägerstrand (1970) identified that there are constraints that limited an individual's ability to travel and occupy certain time and space freely, and these constraints are 'capability', 'coupling', and 'authority' constraints. These constraints are interrelated rather than addictive to each other (Neutens et al., 2011)

Personal and social identities depict how an individual interacts with other people and things. As a result, every individual will have different needs and constraints (Dharmowijoyo, 2016).

The Changes of Activity Behaviour Due to COVID-19 and Its Relationship with Online Activity Patterns

The public health measures put in place will cause the people to change their physical activity behaviour and a reduction in physical activity. (Iris and Nienhuis, 2020).



During the epidemic, significant shifts have been made from in-store shopping, business meetings, and long commutes to internet shopping, telecommuting, and road trips (Shamshiripour et al., 2020).

Changes in the physical activity behaviour are mainly due to factors such as self-determination and enjoyment, supports from others, and the availability of physical activity facilities and equipment (Andriyani et al., 2021).

The Changes of Activity Behaviour Due to COVID-19 and Its Relationship with Online Activity Patterns

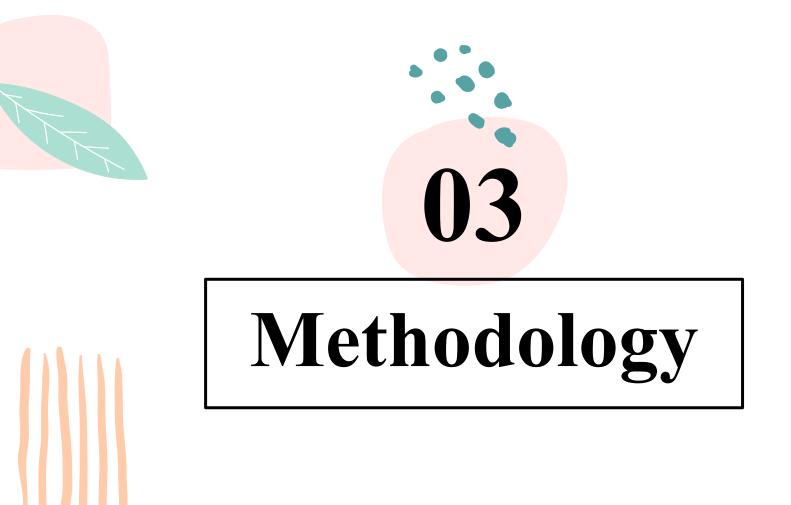
Relationship between Activity Behaviour Changes and Online Activities



The internet use has replaced out-of-home activities during the COVID-19 in Japan. There is a high correlation between less time spent outdoors and internet use for socialising, exercising, and entertainment, specifically (Yabe et al., 2021).

Telework and e-learning have replaced traditional office and schoolwork and study routines, drastically reducing the need for outside-the-home activities (Irawan et al., 2021).

There are important interactions between out-of-home and in-home activities. A shorter period of in-home online shopping increases the likelihood that the consumer will engage in out-of-home buying, and vice versa (Hossain et al., 2022).





Project Flowchart

Problem Definition

Defining the problem which is to be addressed.

Problem Title

Giving a suitable title to the problem addressed.

Research and Data Gathering

Investigate the research topic and gather related data from reliable sources.

Literature Review

Review on the past studies related to the problem for referencing, comparison and validation.

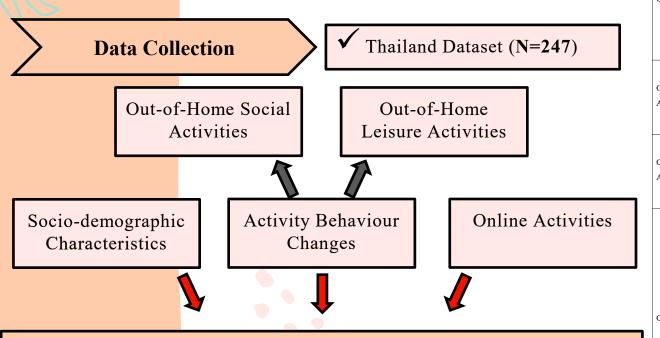
Data Analysis

Study and interpret the data obtained.

Results and Conclusion

Obtain a conclusion from the observed results gathered from the analysis.

Research Methodology and Project Activities



Investigate the relationship between individual's socio-demographic characteristics, activity behaviour changes and online activity patterns

Data Type	Variables						
	Gender						
	Age						
	Highest Education						
Socio-demographic	Occupation						
Socio-demographic Characteristics	Marital Status						
Characteristics	Household Members						
	Income (Thai Baht)						
	Number of Cars						
	Number of Motorcycles						
	Trips with Household Member(s)						
Out of Homo Social	Trips to Visit Relatives						
Out-of-Home Social Activities	Trips to Visit/Meet Close Friends						
	Trips to Visit/Meet Friends or Colleagues						
	Trips to Visit/Meet New Friends						
	Trips to Parks Trips to Amusement Parks or Playground Trips to Natural Recreations						
Out-of-Home Leisure Activities	Trips to Amusement Parks or Playground						
	Trips to Natural Recreations						
	Trips to Cultural Places						
	Trips to Resorts or Luxury Recreations						
	Youtubing Activities						
	Twittering Activities						
	Instagram Activities						
	Facebook Activities						
	Tik Tok Activities						
	Tindering Activities						
	Stock and Foreign Currency Trading or Invesment						
Online Activities	Activities						
	Blogging Activities						
	Online Gaming						
	Online Working/Studying						
	Online Meeting for Non-work/study Purposes						
	Movie Streaming Activities						
	Online Grocery Shopping						
	Online Food and Beverages Delivery						

Research Methodology and Project Activities



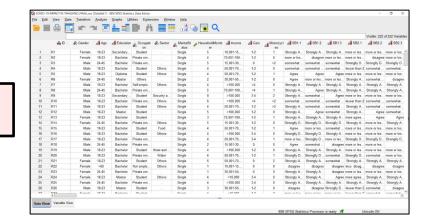
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					occupation		respondent's	income per month	household	respondent's	weekdays before	week
							household	(Thai Bath)		household	National lockdown	Nati
R1	Female	18-23	Secondary Education	Student	-	Single	5	10,001-15,000	1-2	1	Strongly Agree	Stron
R2	Female	18-23	Bachelor	Private employee		Single	4	70,001-100,000	1-2	0	more or less the sar	disag
R3	Male	24-45	Bachelor	Private employee		Single	5	15,001-30,000	0	>2	somewhat agree	some
R4	Male	18-23	Bachelor	Student	Others	Single	4	50,001-70,000	1-2	0	somewhat disagree	some
R5	Male	18-23	Diploma	Student	Others	Single	4	50,001-70,000	1-2	1	Agree	Agres
R6	Female	24-45	Master	Others		Single	2	30.001-50.000	1-2	0	Agree	more
R7	Male	18-23	Bachelor	Self-employed	Others	Single	4	>100,000	>4	0	Strongly Agree	Stron
R8	Male	24-45	Bachelor	Private employee		Single	5	70,001-100,000	>4	1	Strongly Agree	Agre
R9	Male	18-23	Secondary Education	Student	Security and Defend	Single	8	>100,000	3-4	2	Strongly Agree	some
R10	Male	18-23	Bachelor	Private employee	Others	Single	6	>100,000	>4	>2	somewhat disagree	some
2 R11	Male	18-23	Bachelor	Student	Others	Single	4	50.001-70.000	1-2	>2	Strongly Agree	some
R12	Male	18-23	Master	Student		Single	5	>100,000	1-2	0	Strongly Agree	Agree
R13	Female	18-23	Bachelor	Student		Single	3	70.001-100.000	1-2	1	Strongly Agree	Stror
R14	Female	24-45	Bachelor	Private employee	Others	Single	5	15,001-30,000	1-2	0	Strongly Disagree	Stron
R15	Male	18-23	Bachelor	Student	Food	Single	4	50.001-70.000	1-2	1	Agree	more
7 R16	Male	18-23	Bachelor	Student	Others	Single	4	>100,000	3-4	0	Strongly Disagree	Stron
3 R17	Male	18-23	Bachelor	Private employee		Single	4	50.001-70.000	3-4	1	more or less the sar	Stron
R18	Male	24-45	Bachelor	Private employee		Single	2	15,001-30,000	0	0	Agree	some
	Male	18-23	Bachelor	Student	Hotel and Accomm	Single	4	>100.000	1-2	0	Strongly Agree	Stror
1 R20	Male	18-23	Bachelor	Private employee	Water	Single	4	50,001-70,000	1-2	1	Strongly Disagree	Stron
2 R21	Female	18-23	Bachelor	Student	Others	Single	6	50.001-70.000	0	2	Strongly Agree	Stron
R22	Female	>60	Bachelor	Not employed	Others	Single	1	10.001-15.000	0	0	disagree	disar
	Female	24-45		Private employee		Single	î	30,001-50,000	0	o o	Strongly Agree	Stron
R24	Female	18-23	Master	Student	Others	Single	4	<10.000	3-4	0	Strongly Agree	Stron
	Female	24-45	Bachelor	Private employee		Single	4	>100,000	3-4	0	Strongly Agree	Stron

Data Input



SPSS Software





Data Interpretation and Analysis

Data were analysed using the SPSS software





Performed bivariate analysis

$$Y = a + bX$$



Performed multivariate analysis Y_i

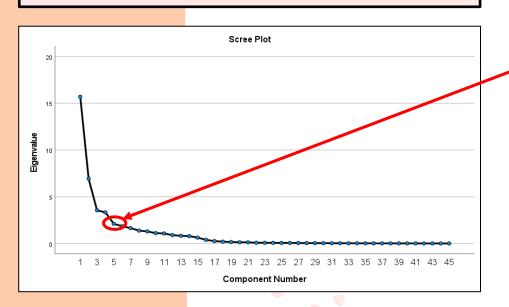
$$Y_i = B_0 + B_1 X_{1i} + \varepsilon_i$$



Data were interpreted to establish explanatory concepts that can be used as a guideline for future research studies



Types of Online Activities / Online Activity Patterns during the Pandemic



Factor analysis with varimax rotation is used to reduce all the online activities variables into fewer number of factors. Scree Plot is used to identify the number of components to be extracted.

The slope of the curve levelled off at the fifth components, hence the number of components to be extracted are five.

Extracted Component	Online Activity Variables
	1. YouTube Activities
Social Media Lovers	2. Twitter Activities
	3. Instagram Activities
	4. Facebook Activities
	5. Movie Streaming Activities
Tiktok, Tindering Lovers, and Bloggers	Tik Tok Activities
	2. Tinder Activities
	3. Blogging Activities
	Stock and Foreign Currency
E-Shoppers and Investors	Trading or Investment Activities
E-Shoppers and investors	2. Online Shopping
	3. Online Grocery Shopping
	Online Working/Meeting
Work-oriented Users	2. Online Meeting for Non-work/study
	Purposes
	1. Online Gaming
Gamers and Food Delivery Users	2. Online Foods and Beverages
	Delivery

Female have a higher intensity in all online activities compared to before pandemic.

This can be because of their roles centered around household and domestic.

The Effects of Socio-demographic on the Changes of Online Activity Pattern (1)



Older people have high changes in all online activities.

They decreased their out-of-home activities to reduce the risk of getting infected during the pandemic and starting to learn to use ICT to replace those activities.

Diploma degree have the highest changes in the online activity patterns.

The Effects of Socio-demographic on the Changes of Online Activity Pattern (2)

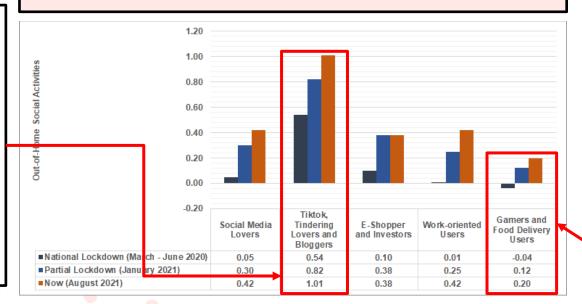


Households with better incomes are more active in online activities during the pandemic.

This can be explained by that money (resources) allow them to have better internet access.

Surprisingly,
people that
participate more
often in out-ofhome social
activities are
Tiktok, Tindering
Lovers, and
Bloggers.

The Changes on Out-of-Home Activities Based on the Online Activity Pattern (Social)

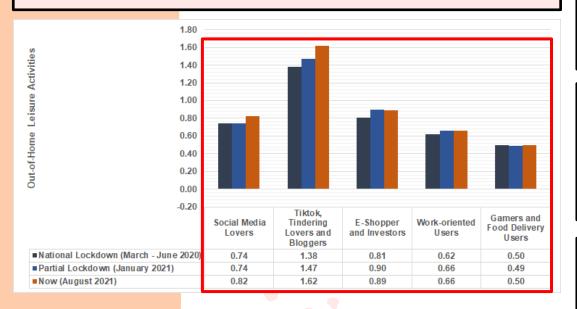


People that are
least active in outof-home social
activities during
the National
Lockdown are
Gamers and Food

They slowly become more active after the lockdown eased.

Delivery Users.

The Changes on Out-of-Home Activities Based on the Online Activity Pattern (Leisure)



People in Thailand that spend more time on online activities were also spending more time on out-of-home leisure activities.

This can be because of the reduction in activity space - indicating that while people were still travelling more, they were doing so within their local neighbourhood (Joseph et al., 2021).

Online activities have also reduced the restriction in travelling, allowed them to allocate more times on out-of-home leisure activities (Kwan et al, 2007)

Social Media
Lovers have the
highest changes in
the overall online
activity during the
pandemic.

Tiktok, Tindering
Lovers, and
Bloggers have the
least changes in
the overall online
activity.

The Effects of Different Online Activity Pattern on the Overall Online Activity



These online users have nearly the same intensity of overall online activities during the pandemic.

Different online
activity patterns
may have different
time budget,
therefore their
intensity on other
types of online
activities may be
different.

Variables	Social	Media	Tiktok, J	indering	E-Shoppers and		Work-oriented		Gamers and Food	
	Lo	vers	Lover	s, and	Investors		Users		Delivery Users	
			Bloggers						-	
	Coeff.	Sig.	Coeff.	Sig.	Coeff	Sig.	Cøeff.	Sig.	Coeff.	Sig.
Socio-demographic Characteristics										
Male	0.315	0.782	0.420	0.746	0.088	0,940	-0.346	0.759	-0.693	0.534
Female	0.429	0.714	1.518	0.264	-0.144	0.903	-0.707	0.543	-0.824	0.465
Not Specified	Reference									
18 – 23 years old	-0.166	0.905	-2.451	0.145	-0.231	0.879	-5.386	0.023*	0.665	0.675
24 – 45 years old	0.506	0.716	-2.011	0.213	0.361	0.811	-5.951	0.014*	0.487	0.755
46 – 60 years old	-1.559	0.308	-3.668	0,051	0.763	0.627	-4.930	0.039*	0.171	0.918
More than 60 years old		•			Refer	rence				
Master	2.179	0.229	-1.142	0.545	-0.799	0.654	0.129	0.944	-2.577	0.303
Bachelor	1.773	0.298	1.270	0.480	-0.684	0.689	-1.112	0.527	-2.253	0.356
Diploma	-16.866	/ · /	-15.439		-19.698		-19.611		-21.666	
Secondary Education					Refer	ence				
Private Employee	1.306	9.222	-0.491	0.707	1.508	0.152	2.083	0.093*	0.528	0.622
Government Employee	-0.828	0.533	0.106	0.946	0.634	0.632	2.437	0.106	-0.215	0.871
Student	0.265	0.814	-0.646	0.639	1.346	0.222	1.418	0.268	0.840	0.456
Self-employed	0.975	0.439	0.367	0.796	0.020	0.987	6.326	0.000*	1.437	0.255
Not employed	-0.399	0.760	0.219	0.886	0.403	0.746	3.229	0.038*	1.780	0.185
Others			•		Refer	rence				

- People with the ages between 18 and 60 years old are correlated to Work-oriented Users.
- Private employee, selfemployed, and not employed people have significant impact on Work-oriented Users.

Variables	Social	Media	Tiktok, J	Cindering	E-Shoppers and		Work-oriented		Gamers a	and Food
	Lovers		Lover	Lovers, and		Investors		Users		y Users
			Bloggers							
	Coeff.	Sig.	Coeff.	Sig.	Coeff.	Sig.	Coeff.	Sig.	Coeff.	Sig.
Socio-demographic Characteristics										
Married	-0.874	0.402	-1.152	0.342	-2.122	0.037*	-3.438	0.005*	-1.898	0.079*
Divorced	2.384		-1.057		2.889		-3.497		0.745	
Widowed	-18.484	0.998	-22.486	0.998	1.654	0.466	-6.033	0.043*	19.060	
Single	Reference									
Number of Household Members	-0.008	0.959	0.189	0.292	-0.239	0.137	-0.541	0.005*	0.090	0.579
Lower-Income	-0.107	0.910	-0.638	0.615	0.170	0.852	-0.066	0.952	0.200	0.846
Middle-Income	0.463	0.374	-0.875	0.152	-0.047	0.924	-0.271	0.617	0.541	0.280
Upper-Income					Refe	rence				
Does not own any cars	-1.698	0.130	-0.362	0.768	-3.203	0.007*	-0.727	0.529	-1.146	0.279
1 – 2 cars	-0.554	0.475	-0.289	0.739	-1.446	0.065*	-0.338	0.676	0.259	0.725
3 – 4 cars	-0.882	0.261	-1.310	0.142	-0.735	0.346	0.486	0.560	0.348	0.641
More than 4 cars	Reference									
Does not own any motorcycles	-0.174	0.819	-1.185	0.240	-0.050	0.946	-1.295	0.079*	-0.424	0.567
1 motorcycle	-0.288	0.703	-1.609	0.105	-0.223	0.766	-1.661	0.031*	-0.494	0.507
2 motorcycles	-0.945	0.258	-2.081	0.041*	-0.534	0.502	-0.740	0.352	-0.551	0.484
More than 2 motorcycles					Refer	rence		•		

Having two
motorcycles are
correlated to Tiktok,
Tindering Lovers, and
Bloggers.

Married people, people with up to two cars are statistically significant towards E-Shoppers and Investors.

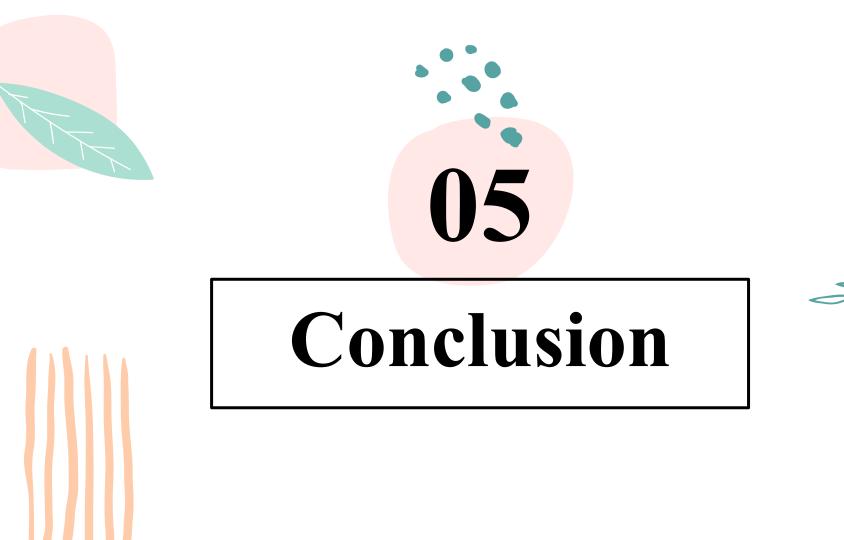
Married, widowed people, number of household members, and people with up to one motorcycles are correlated to Work-Oriented Users.

Only married people have significant impact on Gamers and Food Delivery Users.

Variables	Social Media		Tiktok, J	Cindering	E-Shop	E-Shoppers and		Work-oriented		and Food
	Lovers		Lovers, and		Investors		Users		Delivery Users	
			Bloggers							
	Coeff.	Sig.	Coeff.	Sig.	Coeff.	Sig.	Coeff.	Sig.	Coeff.	Sig.
Behavioural Changes		•								
Trips with Household Member(s)	0.002	0.993	-0.105	0.658	-0.138	0.517	-0.195	0.369	-0.132	0.530
Trips to Visit Relatives	-0.152	0.540	-0.311	0.273	-0.055	0.806	0.704	0.005*	0.388	0.103
Trips to Visit/Meet Close Friends	-0.812	0.006*	0.006	0.981	-0.678	0.009*	-0.424	0.083*	-0.300	0.227
Trips to Visit/Meet Friends or Colleagues	0.456	0.099*	0.504	0.097*	0.875	0.002*	0.007	0.976	0.147	0.578
Trips to Visit/Meet New Friends	0.519	0.008*	-0.149	0.480	0.071	0.680	-0.254	0.176	-0.453	0.018*
Trips to Parks	-0.146	0.541	-0.235	0.382	-0.254	0.244	0.406	0.141	0.748	0.006*
Trips to Amusement Parks or Playground	0.051	0.846	-0.585	0.052*	0.024	0.918	-0.621	0.029*	-0.572	0.040*
Trips to Natural Recreations	0.182	0.415	0.202	0.378	-0.604	0.015*	0.249	0.206	0.389	0.057*
Trips to Cultural Places	-0.330	0.192	-0.381	0.173	0.291	0.225	-0.223	0.360	-0.252	0.286
Trips to Resorts or Luxury Recreations	0.058	0.759	0.011	0.964	0.180	0.340	0.002	0.991	0.029	0.878

^{*}p-value < 0.1, meaning that the variable has a statistically significant impact on the dependent variables.

- Changes in the out-ofhome social activities can have significant impacts on the online activity patterns.
- Some out-of-home leisure activities (e.g. trips to parks, playground, natural recreations) have significant impacts on the online activity patterns.



Conclusion

- Changes in the activity-travel behaviour during the pandemic are unique to each individual.
- ✓ Online activities participation are found to have increased during the pandemic.
- Changes in the out-of-home activities (social and leisure) have a strong impact on the participation of online activities during the pandemic.



Recommendations

- Exploring the online activity patterns in different context, studying, and collecting information from more research articles
- Perform more study on this research topic to further clarify the variables.
- Include more variables for the research (e.g. Activity behaviour changes)

