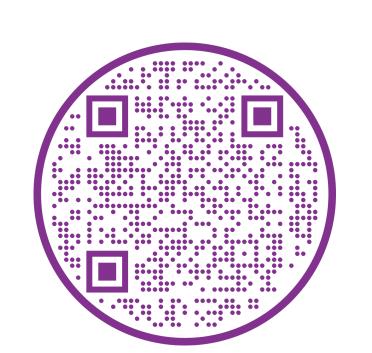


The Impact of Peer Recognition on Content Sharing Social Network Platforms



Zhiyu Zeng (Presenter), Hengchen Dai, Dennis Zhang, Heng Zhang, Renyu Zhang, Zhiwei Xu, Zuo-Jun Max Shen

Motivation

- Social network platforms that feature user-generated content (UGC) need low-cost ways to motivate content providers
- Scant field research has causally examined the effect of peer recognition on recipients' motivation
- **Diffusion of peer recognition** on a social network is critical for quantifying and maximizing the value of peer recognition

Research Questions

- Production effect: Does receiving peer recognition booster content production?
- **Diffusion effect**: Does receiving peer recognition lead content providers to **give more recognitions**? If so, peer recognition can also have **cascading effect** on production via diffusion
- Global effect: How to quantify the overall effect of peer recognition on the entire social network?

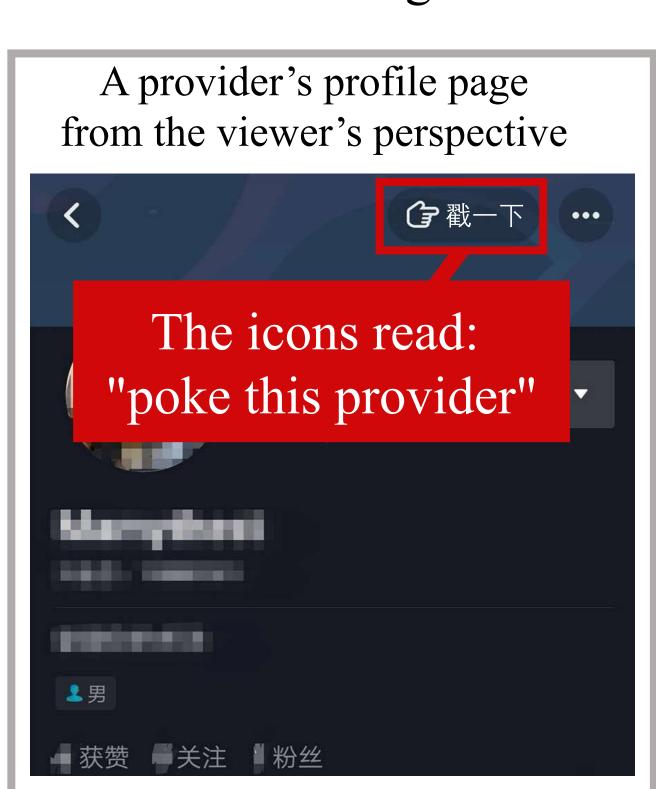
Main Findings

- Field experiments (N=1,671,766): receiving peer recognition boosts users' content production (production effect) and increases users' likelihood of giving recognition to others (diffusion effect), especially for stronger ties
- Social network model + experimental data + simulation: accounting for diffusion of peer recognition is critical for estimating and optimizing the **global effect** of peer recognition

The Field Experiments

We conducted the main and replication field experiments (total N = 1,671,766) on a **video-sharing social network platform** (similar to TikTok). Users on the platform are peers, act as content providers and/or viewers, and can "follow" each other.

We designed "peer nudges" as a subtle form of peer recognition that followers can give to content providers.



Treatment providers'

message page

消息

戳了你一下,想看你的新作品

We put an icon **企** 電 on each provider's profile page

By clicking on this icon, followers sent "peer nudges" to content providers

Providers were randomized

Treatment
providers
could see the
peer nudges
sent to them

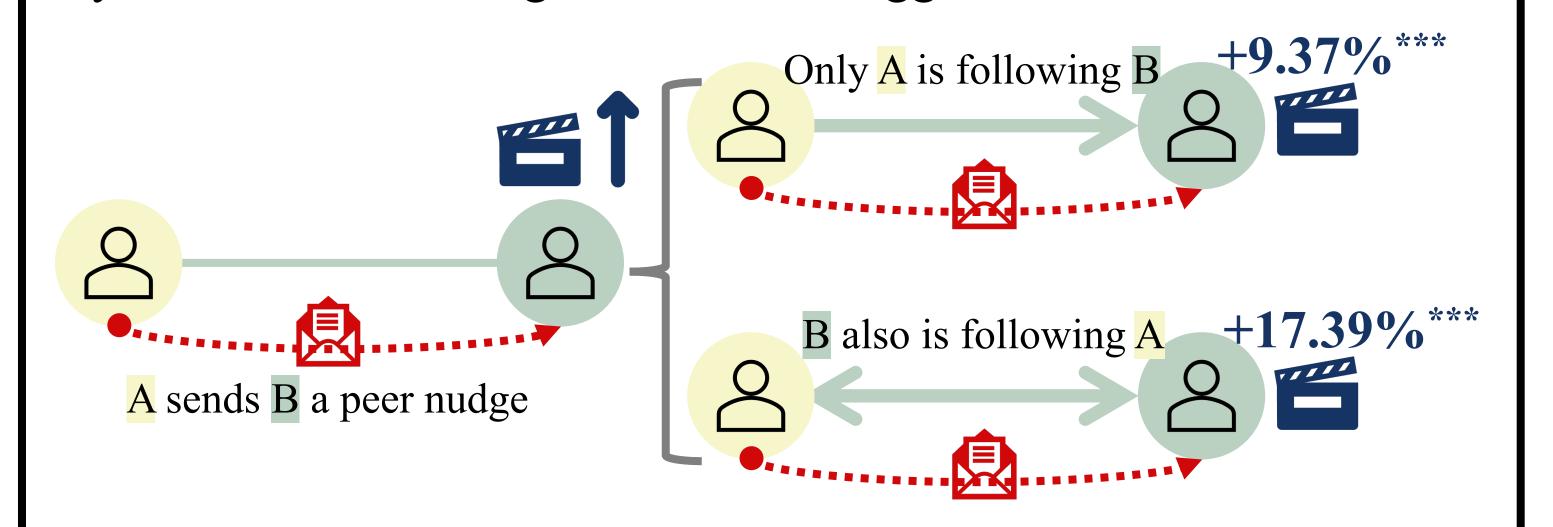
Control
providers
could NOT
(i.e., unaware
of nudges)

Peer nudges read: "[nudge sender name] poked you and wanted to see your new posts"

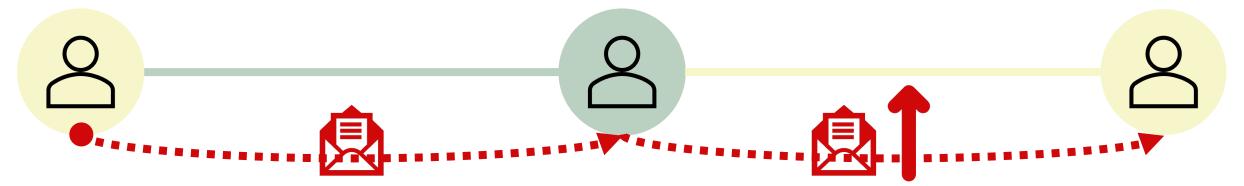
Peer nudges convey that nudge senders value the providers' existing work and are interested in their future work

Production Effect

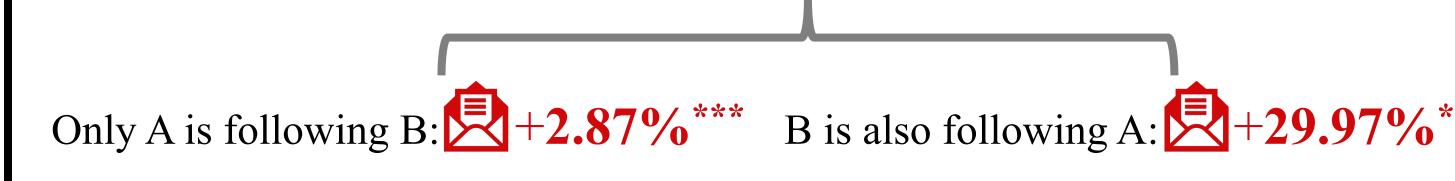
Receiving one peer nudge immediately boosted video production by 13.21%***. Stronger ties have a bigger effect.



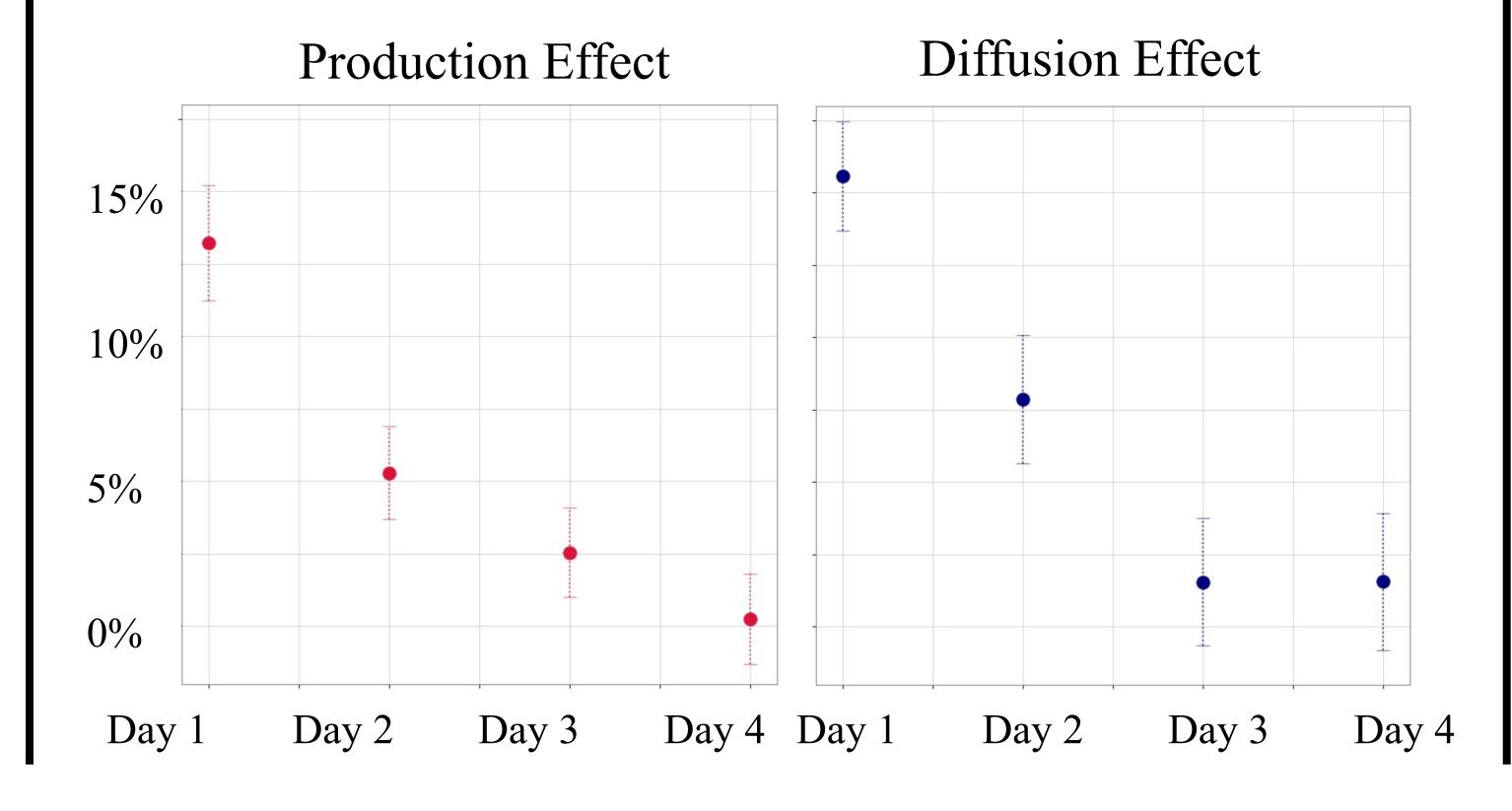
Diffusion Effect



Receiving one peer nudge immediately increased nudges sent out by 15.57%***. Stronger ties have a bigger effect.



Effects Over Time



Global Effect & Social Network Model

$$\boldsymbol{n_e(t)} = \mu_e + \sum_{s=1}^{t} \alpha_d^{t-s} \sum_{l \in E: l_d = e_o} d_{le} y_l(s) + \varepsilon_e^{y}(t), \forall e \in E$$

Number of nudges on edge e in period t = baseline number of nudges on edge e + boost of nudges due to diffusion from period 1 to period t + random noise

$$\boldsymbol{v_i(t)} = \sum_{s=1}^{t} \alpha_p^{t-s} \sum_{e \in E: e_d = i} p_e \, \boldsymbol{n_e(s)}, \forall i \in V$$

Boost of videos on node i in period t = Sum of (number of nudges of on edge e in period s * production effect in period s) from period 1 to period t

Deriving the equilibrium: n_e^*, v_i^*

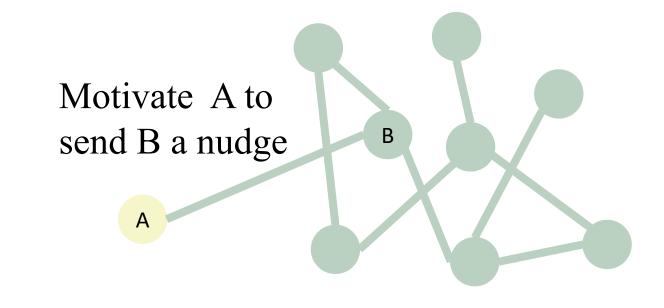
Approximating n_e^*, v_i^* via a feasible numerical way

Causally estimating μ_e , d_{le} , p_e , α_d , α_p using the experimental data

Calculating the global effect

Ignoring the diffusion effect of peer nudges underestimates their overall production boost by 22%

Our social network model can be used to **seed and target** peer nudges to maximize their global effect



Insights

- Peer nudges can be a low-cost lever to boost UGC production
- Peer nudges can have cascading effects on production
- Overlooking the diffusion effect of peer nudges leads to underestimation of their global effect
- Our work has broad implications for estimating & optimizing the global effect of peer-based interventions on social network.

Note: ***: p-value<0.001; *: p-value<0.05