## Exploring the Consistency and Variability of Algorithmic Filter Bubbles: A Comparative Analysis of Instagram Reels and TikTok

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## ABSTRACT,

The rise of algorithms on social media platforms such as TikTok and Instagram Reels presents new challenges in digital marketing. The opacity of these algorithms makes them comparable to a black box. This study conducts a quasi-experiment with 31 participants to assess the existence of filter bubbles in relation to gender and time spent on TikTok and Instagram. The findings indicate that both platforms exhibit a filter bubble effect, with Instagram showing a stronger effect compared to TikTok. This research provides a comparative analysis of these platforms' algorithms, offering insights into their influence and what affects them. The results contribute to understanding how personalization algorithms impact digital marketing strategies and user engagement on social media.

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**Keywords** Filter Bubble, Social Media Algorithms, TikTok, Instagram, Digital Marketing, Personalization, Advertising Bias

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## 1. INTRODUCTION

Social media platforms began to emerge in the early 2000s. From the pioneering days of MySpace and Friendster to the contemporary dominance of platforms like Facebook, Instagram, Twitter, and TikTok, social media has become an integral part of daily life for over 5.04 billion people worldwide (Kemp, 2024). The revolutionary transformation in communication enabled by social media offers a rich field of study for academics across disciplines (Dwivedi et al. 2018). Additionally, it provides companies with unprecedented opportunities to engage with customers, enhance brand awareness, influence consumer attitudes, and drive sales (Dwivedi et al. 2021). Traditional marketing has long sought to tailor products and advertisements to specific target groups, a concept known as 'one-to-one marketing' (Peppers & Rogers 1997). Today, the advent of big data, algorithms, and AI allows marketers to target individual customer preferences with unprecedented precision. "The personalization concept also entails presenting and using customer information to create an individualized customer experience" (Aksoy et al., 2021). This individualized customer or user experience is what alarmed author and activist Eli Pariser, in 2011 he released The Filter Bubble: What the Internet Is Hiding From You. Explaining that the algorithms that create these individualized user experiences are source filter bubbles that isolate users from information and perspectives they have not already expressed an interest in (Digital Media Literacy: How Filter Bubbles Isolate You, z.d.).

### **1.1 Problem Statement**

Despite the widespread use of personal data by social media platforms, the inner workings of the algorithms that create filter bubbles remain largely opaque. Media often refer to these algorithms as the 'secret sauce' behind the success of social media companies (Colett 2007; Kincaid 2010; Oremus 2014; Vanhemert 2013). In-feed advertising is one of the most effective advertising formats in the context of social media (Fulgoni & Lipsman, 2014). Because of the ways in which commercial platforms now tailor and personalize content and in-feed advertisements to individual users, the fear is that 'the opacity of algorithms and private control of platforms alters the ability of the public to understand what supposedly a part of the public sphere is' (Tufekci, 2014). The knowledge gap we focus on in this research stems from the fear of algorithms that personalize content (Bucher, 2016) and the possibility of bias in the data and algorithms used for digital advertising (Bach, Bernat, 2022). For this research we focus on the platforms TikTok and Instagram, more specifically, Instagram Reels. The tech company ByteDance founded TikTok in 2016. It is the leading destination for short-form mobile video (TikTok). Instagram launched in 2010 as a photo-based platform, in 2020 they launched Instagram Reels, which are short-form videos designed to entertain, in order to compete with TikTok. We focus on these two platforms due to their current high popularity and similar in-feed advertising strategies.

## **1.2 Research Question**

This study aims to explore the existence of an advertising filter bubble effect and understand the underlying algorithms on social media platforms. This leads to the primary research question:

"To what extent is there an advertising filter bubble observable and what influences the advertising algorithms on social media platforms TikTok and Instagram?"

The following subquestions will together answer the research question:

1. What are the basic workings of the algorithms of TikTok and Instagram Reels?

- 2. What are the objectives of digital marketing through Social Media advertising?
- 3. To what extent are in-feed advertisements that users encounter relevant?
- 4. Do the variables 'time spent on platform' and 'gender' influence the working of the advertising filter bubble?
- 5. Is there consistency and/or variability in the advertising algorithms of Instagram and TikTok?

## 1.3 Structure

Chapter 2 of this paper presents the theoretical framework and reviews the current literature relevant to the factors studied. Chapter 3 outlines the research design and methodological approach employed. Chapter 4 presents the findings of the study. In Chapter 5, the results are discussed, with conclusions drawn from the analysis. Finally, Chapter 6 addresses the limitations of the study, provides insights into the expectations, and offers recommendations for future research.

## **1.4 Contributions**

This research explores the advertisement filter bubble and the algorithms it. While existing research focuses on single platforms (Min et al., 2019; Kollyri, 2021; Klug & Strang, 2019; Chen, 2023), this study provides a multi-platform comparison to enhance the understanding of filter bubbles and algorithm dynamics. In addition, as there is little existing literature on filter bubbles and algorithms in in-feed advertising, we aim to extend that literature with this research. The practical relevance of this study is that information on what influences the in-feed advertisement algorithms on different platforms can help advertisers select the best platform to reach certain target groups and give the users of these platforms insight into what parts of their digital footprint may influence these (advertising) filter bubbles. This thesis contributes to the field of social media communication by shedding light on the filter bubble effect of in-feed advertising.

# 2. THEORETICAL BACKGROUND & HYPOTHESES

## 2.1 Digital Marketing and Personalization

Digital marketing is defined as an adaptive, technology-enabled process by which firms collaborate with customers and partners to jointly create, communicate, deliver and sustain value for all stakeholders (Kannan and Li, 2017). The initial adoption of digital marketing was in the 1990s with the introduction of the internet and email marketing (Srivastav & Gupta 2021; Shetty, 2022). The introduction of the Web 2.0 in the early 2000s increased online interaction, making digital marketing an attractive option for businesses and other organizations (Ghimp, 2022). It has transformed how businesses and other organizations communicate with their audiences (Chaffey & Ellis-Chadwick, 2019). Corporations now highlight the importance of creating a "digital relationship" with customers (Phillips, 2015) and over the years digital marketing has grown into a fundamental and crucial part of any marketing strategy. Changes in consumer behavior require firms to transform their marketing strategies in the digital domain and rethink how they communicate with their audiences (Tiago & Veríssimo, 2014; Chaffey & Ellis-Chadwick, 2019). According to Puthussery (2020), the main goal of digital marketing is to reach consumers and to encourage them to connect with the product via digital distribution. One of the most popular and commonly used channels in digital marketing are social media platforms, which have opened the door for

businesses to communicate with millions of people about products and services (Bala et al., 2018). Social media advertising helps to increase the visibility and recognition of a brand (Nieves-Casasnovas & Lozada-Contreras, 2020; Zhou, 2023). A significant trend in digital marketing is personalization. Personalization is considered crucial for enhancing customer experiences, engagement, and loyalty. The purpose is to adapt a standardized product or service to an individual customer's needs and the goal is to create profit for the producer and increase value for the consumer. A marketer automates personalization on behalf of the customer, making it more refined than customization, that is a request of a customer on its own behalf (Montgomery & Smith, 2009; Arora et al., 2008). Techniques commonly used for personalization include, but are not limited to, data mining, machine learning and artificial intelligence, which help to understand customer needs and to provide personalized recommendations (Fan & Poole, 2006). As one of the most popular channels for digital marketing, social media platforms are also essential for gathering customer data, that businesses can use for personalization. Personalization and in particular personalized advertising on social media positively impact consumer brand engagement and attachment, enhancing perceived quality and brand loyalty (Shanahan et al., 2019). The personalized recommendation systems in place on Social Media Platforms help users find relevant content and connections (Yu, 2012). According to Li (2016), the best advertising framework considers both personal interest (personalization) and the dynamic feed context, resulting in higher click-through rates on social media platforms. We can divide personalized advertising into two categories: (1) content personalization, which adapts the message, and (2) targeting individuals, which exposes the message only to specific individuals (Boerman et al., 2021). In this research we are focusing on personalized advertising, where they are targeting individuals using data on their previous engagements. Examining the existing literature on the variables gender and time spent in relation to personalization in digital marketing, we see that increased time spent on a platform allows algorithms to gather more data on user preferences and behaviors, enhancing the accuracy of personalized content and advertisements (Garcia-Pueyo et al., 2023; Kalyanaraman & Sundar, 2006; Pathak et al., 2023). Gender is often used to personalize content. Algorithms might push content that aligns with gender roles and different studies have shown that men and woman may have different interaction patterns on social media. The personalization algorithm takes this into account, causing men and women to see different types of content that reinforce their existing preferences and beliefs and thus limiting their exposure to diverse viewpoints (Klug & Strang, 2019; Fosch-Villaronga et al., 2021).

#### 2.2 In-feed Advertising

Social in-feed advertising delivers advertisements that seamlessly fit inside a user's feed and allows users to engage in social actions (likes or comments) with the advertisements. This visibility among friends can significantly boost interest in the advertised products or services. Businesses, therefore, focus on maximizing these social actions to promote brand awareness effectively (Wang et al., 2020). It is one of the most effective advertising formats in the context of social media (Fulgoni & Lipsman, 2014). In-feed advertisements vary considerably from one platform to another, as they need to mimic the unique message format of a particular platform and are exclusive to that platform (Murphy & Schram, 2014). It appears in forms similar to the content viewed by users, such as graphics, images, and short videos. The method of in-feed advertising relies on data analysis and precise placement, making it highly targeted and efficient (Deng & Li, 2023).

#### 2.3 Social Media Algorithms

Definitions of what an algorithm compasses can be found in current literature, as Cormen et al. (2009) notes that "an algorithm is a well-defined computational procedure that takes some value, or set of values as input, and produces some value, or set of values, as output." Therefore, we can say that an algorithm is a series of computational steps that transform input into output. However, the computational procedure responsible for taking values and producing them for each social media platform can be compared to a mysterious black box (Bucher, 2016; Pasquale, 2016). For social media algorithms, data extracted from tracking user interactions with other users' profiles and companies' profiles would be the input, while the infeed advertisements and contents recommended for this user would be the output (Figueiredo & Bolaño, 2017). Adisa (2023) describes an algorithm as 'a series of instructions designed to solve specific problems, perform tasks, or make decisions.' She explains that in social media, algorithms are rules, signals, and data that govern each platform's operations. An overview of the key signals that are said to govern the operations of TikTok and Instagram can be found in Appendix 1. These algorithms dictate the filtering, ranking, and recommendation of content to users, thereby shaping their choices and the content they encounter on social media. A recurring limitation in the current literature is that algorithms are proprietary, resulting in limited access to the workings behind these algorithms making research on the topic difficult (Bucher, 2016; Figueiredo et al., 2017; Binns et al., 2018; Pasquale, 2016). Both TikTok and Instagram utilize advanced algorithms to personalize content and advertisement for their users. According to De Los Santos and Klug (2021), TikTok's algorithm focuses on maximizing user engagement, often at the cost of privacy, whereas Instagram balances personalization with user privacy and control (Skrubbeltrang et al., 2017). Many papers conclude that TikTok's algorithm generally outperforms that of Instagram in terms of content personalization and user engagement (Bishqemi & Crowley, 2022; Noveria & Karjo, 2023; Lina &Ahluwalia, 2021; Hendriana et al., 2022). However, Instagram users report higher enjoyment and a more balanced flow state compared to TikTok users, helping users to maintain healthy engagement (Roberts & David, 2023). Instagram also offers more user control over content visibility and provides tools for understanding how the algorithm works. This transparency helps users navigate and utilize the platform more effectively, enhancing the overall experience. Mehlhose et al. (2021) mentions that the user recommendation system of Instagram due to its effective identification and promotion of relevant content often outperforms the algorithms of other platforms in terms of user satisfaction and engagement.

#### 2.4 Filter Bubble

The concept of the filter bubble was introduced by Eli Pariser (2011), in his book "The Filter Bubble: What the Internet is Hiding From You". The filter bubble is defined as 'a state of intellectual isolation that allegedly can result from personalized algorithms accommodating content to individual preferences' (Pariser, 2011; Min et al., 2019). People sometimes confuse the term 'filter bubble' with the term 'echo chamber' and use them interchangeably. This is incorrect as there are differences between the two concepts. An echo chamber describes a situation where only certain ideas, information, and beliefs are shared (Dubios & Blank, 2018). Echo chambers arise when individuals seek out information or communities that align with their existing

beliefs, leading them to magnify those beliefs without exposure to opposing viewpoints (Nguyen, 2018). Whereas the filter bubble is created by algorithms that personalize content for users based on their online behavior. Algorithms that filter out information that does not align with the users' past behavior create this filter bubble. These personalization algorithms isolate users from contradictory viewpoints (Pariser, 2011). Adee (2016) asserts that personalization algorithms on social media platforms can create a filter bubble effect, exposing users to similar types of advertisements repeatedly. Research suggests that TikTok's algorithm effectively personalizes advertisements based on user interactions, which can lead to the reinforcement of an advertising filter bubble (Yuan et al., 2022).

# 2.5 Bias and Negative Reputation in Advertising

Advertisements aim to arouse consumer desire and appeal, thereby fostering brand loyalty and boosting purchasing intentions (Mogaji, 2018). Users of social media platforms perceive advertisements as relevant when they effectively address their immediate needs or interests (Zhu et al., 2023). The personalization-privacy paradox emphasizes the friction between the benefits of personalized advertisements and the privacy concerns they raise. Users appreciate relevant advertisements, but the data collection required to create this type of personalization raises concerns. This can lead to a negative perception of an advertisement, even if its content is relevant to the user. (Xu et al., 2011; Sutanto et al., 2013). Research has shown that personalized advertising can cause reactance, ad avoidance, ad blocking, and a decrease in trust in advertisements (Boerman et al., 2021). There is a risk of bias in social media advertising algorithms. Advertising bias simply means that brands make unconscious assumptions to make decisions about who they market to and this bias can be part of the data and algorithms that platforms employ for advertising (Bach & Bernat, 2022). Technological bias can occur when a human cognitive bias or biases in the training data are unknowingly encoded into the system and distributed at scale. (IBM Watson Advertising, 2022).

Several factors contribute to the low level of trust and negative reputation of social media advertising. Firstly, research reveals that social media is the least trusted media channel, a finding that adversely affects the effectiveness of social media advertisements. People perceive social media advertisements as intrusive and manipulative, leading to negative reactions and a reduced trust in the advertised brands (Hahn et al., 2016). Moreover, deceptive or false advertising can lead to a psychological response where consumers or users establish a principally defensive attitude towards advertisements, decreasing the overall effectiveness of advertising as a marketing tool (F. Li & Miniard, 2006). The personalization-privacy paradox (XU et al., 2011; Sutanto et al., 2013), the bias in advertising (Bach, Bernat 2022) and the negative reputation of advertising give thought to what level of personalization and relevance we should consider as to examine to what degree there is the existence of the advertising filter bubble. To establish to what extent an advertising filter bubble is observable, it is important to determine if there is a filter bubble in the first place, a filter-bubble baseline. A mean relevance score of at least 25% seems a safe spectrum in the personalization-privacy paradox, as several studies claim that a medium level of personalization is said to often be the most effective, as high levels of personalization can lead to a feeling of invasiveness and low levels of personalization would not achieve engagement with the user (Walrave et al., 2016; O'Donnel & Cramer, 2015; Zhu &

Chang, 2016). This established baseline of 25% will be used to evaluate the in-feed advertisement relevance scores of TikTok and Instagram.

## 2.6 Relevance and Neutrality

Participants score the in-feed advertisements according to their relevance to them. Therefore, it is important to define relevance. There is little to no agreement or consensus as to exactly what relevance is (Schamber & Eisenberg, 1988). Cambridge dictionary defines relevance as: "The degree to which something is related or useful to what is happening or being talked about". Where Mizarro (1997) in 'Relevance: The Whole history' states that it is commonly accepted that relevance is a relation between two entities or groups". Cooper (1973) characterizes relevance as topicality, a notion inherent in utility. Utility, he says, is a "catchall concept" a "cover term for whatever the user finds to be of value about the system output, whether its usefulness, its entertainment, or esthetic value, or anything else". Information scientists who have adopted and developed cognitive psychology's approaches tend to view relevance judgements as intersubjective and constantly evolving phenomena. They assert that internal factors such as attitudes and prejudices, as well as external factors like needs and situations, can influence users' judgments as individuals. This is in line with the findings of Schambler and Eisenberg (1988). To cover both internal and external factors, I am defining relevance for the participants with these two questions:

- 1. Have you engaged with this topic in the (recent) past? (internal)
- 2. Is it about a topic you are normally already interested in? (external)

In addition to relevance, to leave no room for ambiguity, we also defined the term neutral. Labeling items as neutral are often ambiguous and inconsistent between datasets, with phrases like "neither" (Nie, et al 2020a) or "might be correct" (Bowman et al., 2015; Williams et al., 2018). There are two senses in which the relationship between two things can be neutral:

- 1. True neutral: There are not sufficient strong reasons to satisfy either entailment or contradiction
- 2. Conflicting neutral: The user finds strong reasons to support both tailment and contradiction

In this research, we define neutral as true neutral. The participant does not consider the in-feed advertisement to be completely relevant or irrelevant to itself.

## 2.7 Hypotheses

We will test the hypotheses shown in Table 1 to answer to Subquestions 3, 4, and 5.

| Research<br>Focus      | Platform  | Hypotheses  |
|------------------------|-----------|---|
| Platform<br>Comparison | Both      | H0a: No significant difference in<br>relevance scores between platforms.<br>H1a: Significant difference in<br>relevance scores between platforms. |
| Time Spent             | TikTok    | H0b: No relationship between time<br>spent and relevance scores.<br>H1b: Relationship between time spent<br>and relevance scores.                 |
| Time Spent             | Instagram | H0c: No relationship between time<br>spent and relevance scores.<br>H1c: Relationship between time spent<br>and relevance scores.                 |

| Platform<br>Comparison<br>Time Spent | Both      | H0d: No significant difference in the<br>relationship between time spent and<br>relevance scores across platforms.<br>H1d: Significant difference in the<br>relationship between time spent and<br>relevance scores across platforms. |
|--------------------------------------|-----------|---|
| Gender<br>Influence                  | TikTok    | H0e: No significant difference in<br>relevance scores between genders.<br>H1e: Significant difference in interest<br>scores between genders.  |
| Gender<br>Influence                  | Instagram | H0f: No significant difference in<br>relevance scores between genders.<br>H1f: Significant difference in interest<br>scores between genders.  |
| Platform<br>Comparison<br>Gender     | Both      | H0g: No significant difference in the<br>relationship between gender and<br>relevance scores across platforms.<br>H1g: Significant difference in the<br>relationship between gender and<br>relevance scores across platforms.         |

Table 1: Hypotheses

#### **3. METHODOLOGY**

This section outlines the research design, data collection methods and analytical techniques used in this study.

Through the combination of a thorough literature review and the collection of quantitative data this research aims to answer the already mentioned research question: "Is there an advertising filter bubble observable and what influences the advertising algorithms on social media platforms TikTok and Instagram?"

The theoretical framework provides the answers to Subquestion 1: 'What are the basic workings of the algorithms of TikTok and Instagram Reels?' and Subquestion 2: 'What are the objectives of digital marketing through Social Media advertising?'. We answer Subquestions 3, 4, and 5 through quantitative analysis.

#### 3.1 Sample

A total of 33 subjects participated in this study. This is a relatively small sample due of the time-consuming method required for collecting this type of data. In addition, it turns out to be very hard to find male subjects that have TikTok. Two of the participants are removed from the final sample because they did not encounter any advertisements on one of the platforms. Ultimately, the final sample size consists of 31 participants. A sample of at least 30 participants is recommended when doing quantitative research to achieve sufficient statistical power (Vasileiou et al., 2018). Criteria for selecting the participants are as follows: Each participant must have both applications, TikTok and Instagram on their mobile device. Also, each participant must have the screentime monitor activated on their device. Finally, each participant must identify as a man or a woman, because we test the effect of gender as a variable. All participants must provide informed consent before participating in the study. We ensure confidentiality of participant data by anonymizing responses. We conduct the study in accordance with ethical guidelines for research involving human subjects.

#### 3.2 Methodological approach

#### **Research Design**

Quasi-experimental designs allow researchers to study interventions in real-world settings, such as social media platforms. Studying the personalization effects in the actual environment with the advertising content increases the external validity of the findings, making the results more generalizable to the broader user base of the platform (Mena et al., 2020) For this study it is not possible to directly manipulate any variables within the platforms. Quasi-experimental designs are often used to research causal relationships in social media systems, as this type of research design helps in the understanding causal effects without the need for direct manipulation of variables (Oktay et al., 2010). A quasi-experimental design therefore makes it possible to observe and analyze these complex interactions in a more naturalistic context, providing insight into how different factors, gender, and time spent on social media influence algorithmic outcomes. The aim is to establish cause-and-effect relationships between independent variables and a dependent variable. Do gender and time spent on Instagram or TikTok influence the filter bubble present on these platforms? Also, this data allows us to examine to what degree an advertising filter bubble exists on both platforms.

#### Data collection

We collect the quantitative data for testing the hypotheses two primary methods. First, we gather demographic information through a short survey with the following questions: (1) What is your gender? (2) How much time on average do you spend daily on TikTok? (3) How much time on average do you spend daily on Instagram? Second, we employ systematic observation in a quasi-experiment where participants recorded their observations of in-feed advertisements on TikTok and Instagram according to structured categories: 1. very relevant, 2. relevant, 3. neutral, and 4. irrelevant (Vonk et al., 2007). Each participant used each of the platforms for five minutes. We transform the collected demographic into independent variables and analyze them using various statistical tests to evaluate the hypotheses. The categories 1. Very relevant and 2. Relevant will be merged to create the variable in-feed advertisement relevance score for each platform. Each experiment will take a total of 15 minutes. It must be noted that participants are aware of the observation, which could create a certain bias in their behavior and can lead to the Hawthorne effect.

#### **3.3 Analysis** Statistical Tests

After collection, we organize the data and compile it into a dataset (Appendix 2) to facilitate an in-depth analysis through multiple statistical tests, summarized in Table 2.

| HO          | Statistical Test   | Reasoning   |
|-------------|--|---|
| H0a         | Welch's T-test   | Comparing the two means, the data is normally distributed, no equal variance  |
| H0b,<br>H0c | Simple Linear<br>Regression  | Determining if time spent on<br>platform (independent<br>variable) significantly predict<br>the relevance scores of in-feed<br>ads on that platform<br>(dependent variable) |
| H0d         | Comparative<br>Multiple<br>Regression<br>Analysis with<br>interaction term | To test the difference in the<br>effect of time spent on<br>platform on the in-feed ads<br>relevance scores between the<br>two platforms                                    |
| H0e,<br>H0f | Independent<br>Samples T-Test  | Comparing the two means of<br>the male and female group, the<br>data is normally distributed<br>and has equal variance  |

| H0g | Two-way | Examining the interaction     |
|-----|---------|-------------------------------|
|     | Anova   | effect between the variable   |
|     |         | gender and platform on        |
|     |         | relevance scores to determine |
|     |         | if there is a significant     |
|     |         | difference between both       |
|     |         | platforms                     |

**Table 2: Statistical Tests per Hypothesis** 

#### Significance level

In this study, we use a significance level of 0.05 for our statistical tests. This threshold is widely recognized and accepted across various fields of research, providing a reasonable balance between the risks of Type I errors (false positives) and Type II errors (false negatives), ensuring that our findings are both reliable and reproducible (Ioannidis, 2005). The 0.05 significance level is particularly important in social sciences where the costs of both types of errors need careful consideration (Muller & Cohen, 1989). Given the relatively small sample size in our study, a more stringent significance level, such as 0.01, might increase the risk of Type II errors, potentially overlooking meaningful effects. Conversely, a more lenient threshold, such as 0.10, might increase the likelihood of Type I errors, leading to spurious findings. Thus, a 0.05 significance level is deemed appropriate to maintain a balance between sensitivity and specificity in our tests (Kim & Choi, 2019).

#### 4. RESULTS

A dataset was created from the collected data. This dataset was analyzed using Excel and Python. As mentioned in chapter 3, different statistical tests were performed to obtain results.

## 4.1 4.1 Hypothesis testing

#### Relevance

Calculation shows that the mean relevance scores are 33.75% for TikTok and 47.49% for Instagram. First we tested the data for normality using the Shapiro Wilk test and Levene's test to test for equal variance (Appendix 3). The results for both variables indicated normality, but the assumption of equal variances was not met. Therefore we continued to determine whether the difference between these means is statistically significant with Welch's t-test instead of the Independent Samples t-test (Appendix 4). The test yielded a p-value of 0.006, lower than the significance level of 0.05. Consequently, we can reject the null hypothesis (H0a), affirming a statistically significant difference between the relevance scores of TikTok and Instagram. Furthermore, Figure 1 displays the notched boxplots that show that the confidence intervals for the means of TikTok and Instagram do not overlap, reinforcing the conclusion that there is a significant difference between the two platforms.



Figure 1: Comparison of the Relevance Scores for TikTok and Instagram (with Notches for CI)

#### *Time spent on platform*

Next, we test H0c and H0d. To determine if time spent on a platform significantly influences the relevance scores of in-feed advertisements on that platform, we performed a Simple Linear Regression (SLR) analysis for both platforms. Figures 1 and 2 show the plotted data and Table 3 summarizes these results. To gain a deeper understanding of the data, we repeated this regression analysis for two separate groups per platform, regular users (time spent  $\leq$  50 minutes) and frequent users (time spent  $\geq$  50 minutes). The results of these two analyses did not show any significant different outcomes than the total dataset. These results and their visualizations can be found in Appendix 5



| Platform t-value |       | p-value |
|------------------|-------|---------|
| TikTok           | 1.114 | 0.275   |
| Instagram        | 1.840 | 0.076   |

**Table 3: P-Values SLR** 

The plotted data in Figures 1 and 2 show that there is a positive relationship between the time spent on the platform and the infeed advertisement relevant scores for both TikTok and Instagram. However, the results from the Simple Linear Regression in Table 3 show that both P-values > 0.05, that indicates that there is no significant relationship between these two variables for both platforms. We fail to reject both H0c and H0d. For TikTok the R-squared value of 0.031 means that 3.10% of the variance in relevance scores is explained by the time a participant spent on TikTok. For Instagram this also means that the R-square value of 0.068 shows that 6.80% of the variance in the relevance scores is explained by the time a participant spent on Instagram. These are both low proportions that indicate a

weak linear relationship between time spent on platform and the in-feed advertisement relevance scores.

To determine if there is a difference in the effect of time spent on in-feed advertisement relevance scores between TikTok and Instagram, we tested the null hypothesis (H0d). A comparative multiple regression analysis with an interaction term was conducted, as visually represented in Figure 3. The results from this analysis yielded a p-value of 0.347, which is greater than 0.05. Therefore, we fail to reject the null hypothesis, indicating that the influence of time spent on the platform on in-feed advertisement relevance scores does not significantly differ between TikTok and Instagram.



Figure 4: MRA with Interaction term

#### Gender

To test H0e and H0f, we conducted both the Shapiro-Wilk test for normality and Levene's test for equality of variances. The results indicated that the relevance scores did not significantly deviate from a normal distribution and the variances were equal (Appendix 6), meeting the necessary assumptions for conducting an independent samples t-test. The descriptive statistics can be found in Appendix 7. The results of the independent samples ttest can be found in Table 4. For both TikTok and Instagram, the t-test P-value exceeds 0.05, leading us to reject both H0e and H0f. The outcomes of the independent samples t-test indicate that there is no statistically significant difference between the relevance scores of male and female participants, and that therefore the variable gender does not significantly influence the in-feed advertising algorithms on either TikTok or Instagram.

| Platform  | t-Test Statistic | t-Test p-value |
|-----------|------------------|----------------|
| TikTok    | 1.114            | 0.275          |
| Instagram | 1.840            | 0.076          |

**Table 4: Independent Samples t-test** 

We tested hypothesis H0g to see if there is a difference in the effect of gender on the in-feed advertisement relevance scores between both platforms TikTok and Instagram. After checking the normality and equal variances assumptions we performed a Two-Way ANOVA (Appendix 8), to test the interaction between to independent variables, gender and platform. The results of the interaction term are F-statistic: 0.795 and p-value: 0.376 > 0.05, indicating that the difference in relevance scores between the platforms does not significantly depend on gender. However, the two-way ANOVA does indicate that for both platforms combined, with a p-value of 0.036 < 0.05, there is a statistically significant effect of gender on the ad relevance scores, this is

interesting as for the separate platforms the results indicated that there was no statistically significant effect. These results indicate that the effect of gender on the ad relevance scores is consistent across both platforms, but this effect only becomes statistically significant when considering the larger combined dataset.

## 5. CONCLUSIONS

This thesis explored the existence of the in-feed advertising filter bubble on TikTok and Instagram and assessed the potential influence of gender and time spent on these platforms on the algorithms creating these filter bubbles. Social media algorithms dictate the filtering, ranking and recommendation of content to users, thereby shaping their choices and the content they encounter on social media. Algorithms are proprietary and dynamic in their nature, what makes research on the basic workings of the algorithms of TikTok and Instagram (Reels) difficult. This lack of transparency creates challenges for digital marketeers, who try to reach consumers and encourage them to connect with products via digital distribution through these opaque algorithms. By testing multiple hypotheses, the study revealed several key findings. The mean in-feed advertisement relevance score is 33.75% for TikTok and 47.49% for Instagram, both surpassing the earlier established baseline of 25%. These findings indicate the presence of a filter bubble on both platforms, with a significantly stronger filter bubble observed on Instagram compared with TikTok. Furthermore, the analyses showed no statistically significant evidence that gender or time spent on the platform influenced the algorithms behind the filter bubbles. This suggests that there are other factors, not examined in this study, influence these algorithms. The consistency in the impact of gender and time spent across both platforms underscores a similarity in the algorithmic behaviors of both platforms regarding these variables. However, the overall relevance scores highlight a notable difference between the platforms: The mean relevance score for in-feed advertising of Instagram is significantly higher than TikTok's, indicating a stronger filter bubble effect on Instagram. This variability suggests distinct algorithmic strategies employed by both platforms. In conclusion, while gender and time spent on the platform do not seem to influence the algorithms that lead to the formation of filter bubbles, the overall strength of the filter bubbles differs between TikTok and Instagram. This presents implications for digital marketeers that aim to optimize their advertising strategies across these social media platforms.

#### 6. DISCUSSION

#### 6.1 Validity and generalizability

To conduct this research, 33 people participated in a quasiexperiment to gather data on the in-feed advertisement relevance levels of TikTok and Instagram. This research is reproducible, because if someone reanalyzes the data we collected, using the same statistical tests, they will obtain the same results, demonstrating that the analysis in this research was conducted fairly and accurately. Due to time constraints, the study does not demonstrate whether it is replicable, we were not able to conduct the study two or multiple times and therefor fail to determine if the same results would be achieved with new data, reducing the reliability of the research. In addition, the rapid development of these algorithms make replication challenging, as the results are only valid for a limited period, due to the swift pace of technological advancement. These limitations altogether make the validity and reliability of the study lower than expected. The approach we used to test the degree to which a filter bubble was observable on TikTok and Instagram can be replicable as it is a

very general approach to keep a score of relevance, which can be found in Appendix 9. Because the research was tested in a reallife setting, we can speak of ecological validity. However, due to the similar nature and layout of TikTok's for you page and Instagram Reels, the study would be replicable for these platforms, but would not be applicable to other platforms.

## 6.2 Interpreting results and expectations

The research of Eli Pariser (2011), but also my own experience as user of the examined platforms, created the expectation that an in-feed advertisement filter bubble exists on TikTok as well as Instagram. With both platforms surpassing the baseline determined in Section 2.5, this study indicates that there indeed is an advertisement filter bubble on TikTok and Instagram. While most studies conclude that the TikTok algorithm generally outperforms that of Instagram in terms of content personalization, the results of this study are more in line with that of Melhose et al. (2021). The mean in-feed advertisement relevance score of Instagram (47.49%) is significantly higher that of TikTok (33.75%) and therefore indicates that Instagram outperforms TikTok. A difference in the relevance scores aligns with previous research indicating the variability of algorithmic personalization across different social media platforms (Yuan et al., 2022; Min et al., 2019). As mentioned in the theoretical background, prior research on the influence of gender bias on advertising generated the expectation that gender would indeed have an influence on the in-feed advertisement algorithm for each platform. The same holds for the variable time spent on platform, where existing literature provides reasoning for the existing influence of this variable on advertising algorithms. However, the findings of this study do not completely support this. When testing H0g, the results indicated that the effect of gender on the ad relevance scores is consistent across both platforms, but this effect only becomes statistically significant when considering the larger combined dataset. This is consistent with the expectation that the small sample size decreases the statistical power and enlarging the sample size therefore makes it more likely to detect a significant relationship if one exists. These results are in line with the expectation that gender has an influence on algorithms of social media platforms in general.

## 6.3 Limitations

This study has several limitations. One primary limitation is the small sample size of only 31 participants. A larger dataset can increase the likelihood of finding a significant relationship because of the statistical power that then increases. As already seen with testing H0g, where both TikTok and Instagram data was compiled, generating a statistically significant result, besides a larger sample can average out high variability or noise in the dataset. Furthermore, another limitation is that of the interpretation of the relevancy of in-feed advertisements by the participants. Despite the conceptualization of relevance, interpretations by the participants remain subjective. Because of the recent introduction of social media algorithms in academic literature, we deviated from using only peer-reviewed academic articles, questioning the scientific value of the data collected from the literature. The opacity created by TikTok and Instagram, frequently mentioned in existing literature, as expected induced limitations for this study.

## 6.4 Implications

This study contributes to the existing literature by performing a multi-platform analysis. It adds to the current knowledge about the inner workings of social media algorithms. It adds to the transparency that is so much sought after in social media algorithms, giving a miniscule insight into this black box. In addition, this study provides empirical evidence of the existence of filter bubbles in in-feed advertising on social media platforms.

Empirical evidence is important for theories related to personalized content and the isolating effect personalization has on users of social media platforms. By comparing TikTok and Instagram this paper increases the understanding of how different algorithms can lead to varying degrees of filter bubble effects. As most current literature is on single platforms only, this comparative approach is valuable for developing more nuanced theories in studies on the filter bubble and the algorithms creating them. Looking at practical implications, the knowledge that Instagram provides higher relevance scores and thus is better at personalizing in-feed advertisement to the users preferences help digital marketeers and advertisers prioritize their investments and efforts on platforms where advertisements are likely to be more effectively targeted and more engaging for the users.

## 6.5 Recommendations for future research

Where this study already makes a start, a recommendation for further research would be to include more social media platforms like Facebook, Twitter and perhaps even YouTube, as there is little current literature on multiplatform analysis regarding algorithms. As mentioned in Section 6.3, increasing the sample size would be a recommendation for further research as this would increase the statistical power of an equivalent study in the future. To gain more insight into the secrets of the algorithms behind social media platforms, investigation of the impact of other demographics and key signals on these algorithms would be a great contribution. If more resources are accessible, a multiplatform study using bots instead of human participants would be very interesting as such research can conduct a longitudinal study that also observes changes in algorithms over time to see how several key signals impact the algorithms. These research ideas can build on the findings of this study and can contribute to a deeper understanding of the complex dynamics of the personalization algorithms on social media platforms.

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## 9. APPENDIX

| Key signals                  | Explanation  | Instagram<br>reels | TikTok |
|------------------------------|--|--------------------|--------|
| Relevance                    | The contents relevance is determined by popularity signals like likes, saves and comments                      | X                  |        |
| User<br>activity/interaction | Posts you've liked, shared, saved, or commented on convey your content preference                              | X                  | х      |
| Content                      | Users who prefer photos see more photos. Same goes for videos.   |                    | Х      |
| type/video detail            | Video quality, captions sounds or hashtags to recommend content  |                    |        |
| Interaction history          | Your interactions with an account's posts and frequency influence the appearance of their content in your feed | x                  | x      |
| Account<br>Information       | An account's popularity, including follower count and engagement level, informs content recommendation         | X                  |        |
| Location                     | Recent and popular content in your region  |                    | х      |
| Watch time                   | The number of replays and completed videos influences your feed  |                    | х      |
| Device and account setting   | This includes language, device type and country  |                    | х      |

## Appendix 1 – Key Signals according to Adisa (2023).

## Appendix 2 – Dataset

| Participant | gender | average time spent on tiktok (minutes) | average time spent on<br>Instagram (minutes)_ | Ad Relevance percentage<br>TikTok | Ad Relevance percentage<br>Instagram |
|-------------|--------|--|---|-----------------------------------|--------------------------------------|
| 1           | female | 16                                     | 10  | 37.5                              | 62.5                                 |
| 2           | female | 29                                     | 72  | 20.0                              | 25.0                                 |
| 3           | female | 67                                     | 32  | 33.33                             | 22.22                                |
| 4           | female | 27                                     | 48  | 50.0                              | 52.94                                |
| 5           | female | 25                                     | 15  | 40.0                              | 67.86                                |
| 6           | female | 6                                      | 27  | 14.29                             | 48.0                                 |
| 7           | female | 71                                     | 17  | 47.37                             | 40.74                                |
| 8           | female | 126                                    | 115   | 50.0                              | 72.73                                |
| 9           | female | 140                                    | 110   | 28.21                             | 65.0                                 |
| 10          | female | 254                                    | 34  | 25.0                              | 78.57                                |
| 11          | female | 28                                     | 222   | 57.14                             | 85.71                                |
| 12          | female | 30                                     | 240   | 59.46                             | 43.75                                |
| 13          | female | 53                                     | 11  | 54.55                             | 46.67                                |
| 14          | female | 17                                     | 60  | 16.67                             | 66.67                                |
| 15          | female | 60                                     | 43  | 33.33                             | 50.0                                 |
| 16          | female | 16                                     | 21  | 14.29                             | 20.83                                |
| 17          | female | 40                                     | 22  | 39.13                             | 78.95                                |
| 18          | male   | 13                                     | 35  | 32.5                              | 25.0                                 |
| 19          | male   | 1                                      | 30  | 27.27                             | 83.33                                |
| 20          | male   | 218                                    | 47  | 25.0                              | 20.0                                 |
| 21          | male   | 34                                     | 51  | 16.67                             | 45.0                                 |
| 22          | male   | 77                                     | 38  | 33.33                             | 55.56                                |

| 23 | male | 92  | 59 | 44.44 | 37.5  |
|----|------|-----|----|-------|-------|
| 24 | male | 82  | 26 | 42.86 | 33.33 |
| 25 | male | 7   | 35 | 0.0   | 83.33 |
| 26 | male | 218 | 17 | 53.33 | 40.91 |
| 27 | male | 287 | 1  | 37.5  | 56.67 |
| 28 | male | 1   | 10 | 16.67 | 0.0   |
| 29 | male | 43  | 14 | 18.75 | 16.67 |
| 30 | male | 28  | 25 | 52.63 | 16.67 |
| 31 | male | 21  | 34 | 25.0  | 45.0  |

Appendix 3 – Shapiro Wilks & Levene's test H0a + histograms

| Test                      | Statistic | P-Value |
|---------------------------|-----------|---------|
| Shapiro-Wilk TikTok       | 0.970     | 0.507   |
| Shapiro-Wilk<br>Instagram | 0.968     | 0.465   |
| Levene's Test             | 4.785     | 0.033   |





Appendix 4 – Welch's t-test

| Test               | Statistic               | P-Value               |
|--------------------|-------------------------|-----------------------|
| Welch's T-<br>Test | -<br>2.8798867655966000 | 0.0057662311029095500 |

| Platform  | Participant Group       | R-<br>squared | Adjusted R-<br>squared | F-<br>statistic | Prob (F-<br>statistic) | Intercept<br>(const) | Slope<br>(x1) | p-value<br>(Slope) |
|-----------|-------------------------|---------------|------------------------|-----------------|------------------------|----------------------|---------------|--------------------|
| TikTok    | All                     | 0.031         | -0.002                 | 0.9409          | 0.34                   | 31.3667              | 0.0347        | 0.34               |
| TikTok    | 50 Minutes or Less      | 0.095         | 0.012                  | 1.149           | 0.307                  | 44.3297              | -0.039        | 0.307              |
| TikTok    | More Than 50<br>Minutes | 0.384         | 0.287                  | 3.953           | 0.066                  | 20.9758              | 0.2014        | 0.066              |
| Instagram | All                     | 0.068         | 0.036                  | 2.124           | 0.156                  | 42.6358              | 0.1087        | 0.156              |
| Instagram | 50 Minutes or Less      | 0.146         | 0.004                  | 1.028           | 0.35                   | 43.0335              | 0.1045        | 0.35               |
| Instagram | More Than 50<br>Minutes | 0.316         | 0.184                  | 2.396           | 0.156                  | 47.4318              | -0.1653       | 0.156              |

Appendix 5 – Results & Scatterplots Regular Users and Frequent Users







## Appendix 6 – Shapiro Wilk's & Levene's test for gender

| Test             | Platform  | Gender | Statistic | p-value |
|------------------|-----------|--------|-----------|---------|
| Shapiro-<br>Wilk | TikTok    | Female | 0.942     | 0.341   |
| Shapiro-<br>Wilk | TikTok    | Male   | 0.969     | 0.867   |
| Shapiro-<br>Wilk | Instagram | Female | 0.950     | 0.450   |
| Shapiro-<br>Wilk | Instagram | Male   | 0.951     | 0.582   |
| Levene           | TikTok    | Both   | 0.035     | 0.853   |
| Levene           | Instagram | Both   | 0.0208    | 0.652   |

## Appendix 7 – Descriptive statistics

|       | TikTok Female      | TikTok Male         | Instagram Female   | Instagram Male     |
|-------|--------------------|---------------------|--------------------|--------------------|
| count | 17.0               | 14.0                | 17.0               | 14.0               |
| mean  | 36.48647058823530  | 30.425              | 54.5964705882353   | 39.926428571428600 |
| std   | 15.113969920729200 | 15.040336406835100  | 20.095575676369800 | 24.321641710511800 |
| min   | 14.29              | 0.0                 | 20.83              | 0.0                |
| 25%   | 25.0               | 20.3125             | 43.75              | 21.25              |
| 50%   | 37.5               | 29.885000000000000  | 52.94              | 39.205             |
| 75%   | 50.0               | 41.5200000000000000 | 67.86              | 52.92              |
| max   | 59.46              | 53.33               | 85.71              | 83.33              |

Appendix 8 – Two Way Anova

| Source               | Sum of Squares     | df   | F-value            | p-value               |
|----------------------|--------------------|------|--------------------|-----------------------|
| Gender               | 1649.8605862022200 | 1.0  | 4.612318757129580  | 0.0359335647779157    |
| Platform             | 3135.225679032260  | 1.0  | 8.76477705338819   | 0.0044430230376395700 |
| Gender *<br>Platform | 284.4771852534550  | 1.0  | 0.7952789881114940 | 0.3761934869946500    |
| Residual             | 20747.029647899200 | 58.0 |                    |                       |

## Appendix 9 – Quasi experiment and short survey form

Participant number:

## Exploring the Consistency and Variability of Algorithmic Filter Bubbles: A Comparative Analysis of Instagram Reels and TikTok

Hi, the main aim of my research is to "prove" the existence of a "filter bubble" effect in advertising and to understand the workings of the algorithms involved on different platforms, what results in the following research question:

"Is there an "advertising filter bubble" observable and do different variables influence the advertising algorithms on social media platforms Instagram Reels and TikTok?"

To answer this research question, I am conducting this quasi-experiment, collecting data from different users of Instagram and TikTok. First you will be asked to fill in a few short questions, to collect demographic data I will later on use as different independent variables. The second part is the actual "experiment". First you will scroll through Instagram Reels for 5 minutes. You will then score each ad that comes along the following values:

- Very relevant to me
- Relevant to me
- Neutral to me
- Irrelevant to me

The term "relevance" is defined as:

- Is the ad about a topic you are normally interested in?
- Have you engaged with this topic in the (recent) past?

To clarify this, I will use myself and what is relevant to me as an example. I have played hockey my entire life and still do, thus an ad about hockey falls under something I am normally interested in, but this could cover many other topics. Then an example of something I have engaged with in the (recent) past, I have been trying to find dresses for a prom, so ads about dresses cover a topic I have (recently) engaged with in the past. Personally, I have had nothing to do with horses my whole life, nor have I engaged with horse content any time in the (recent) past; therefore, content about horses would fall under the neutral or even irrelevant category.

#### Questions about demographics:

Gender:

Average time spent on tiktok (daily average):

Average time spent on Instagram (daily average):

| Ad | Very<br>relevant | Relevant | Neutral | Irrelevant |
|----|------------------|----------|---------|------------|
| 1  |                  |          |         |            |
| 2  |                  |          |         |            |
| 3  |                  |          |         |            |
| 4  |                  |          |         |            |
| 5  |                  |          |         |            |
| 6  |                  |          |         |            |
| 7  |                  |          |         |            |
| 8  |                  |          |         |            |
| 9  |                  |          |         |            |
| 10 |                  |          |         |            |
| 11 |                  |          |         |            |
| 12 |                  |          |         |            |
| 13 |                  |          |         |            |
| 14 |                  |          |         |            |
| 15 |                  |          |         |            |
| 16 |                  |          |         |            |
| 17 |                  |          |         |            |
| 18 |                  |          |         |            |
| 19 |                  |          |         |            |
| 20 |                  |          |         |            |
| 21 |                  |          |         |            |
| 22 |                  |          |         |            |
| 23 |                  |          |         |            |
| 24 |                  |          |         |            |
| 25 |                  |          |         |            |
| 26 |                  |          |         |            |
| 27 |                  |          |         |            |
| 28 |                  |          |         |            |
| 29 |                  |          |         |            |
| 30 |                  |          |         |            |
| 31 |                  |          |         |            |
| 32 |                  |          |         |            |
| 33 |                  |          |         |            |
| 34 |                  |          |         |            |
| 35 |                  |          |         |            |
| 36 |                  |          |         |            |
| 37 |                  |          |         |            |
| 38 |                  |          |         |            |
| 39 |                  |          |         |            |
| 40 |                  |          |         |            |

This table can be copied and used for TikTok as well as Instagram

# Appendix 10 – Literature matrix

| Theme                                | Source  | Definitio<br>n  | Research<br>objectives<br>/<br>Problem  | Methodol<br>ogy  | Findings  | Limitatio<br>ns or<br>weakness<br>es   | Implicati<br>ons or<br>suggestio<br>ns future<br>research  |
|--------------------------------------|---|---|---|--|---|--|--|
| Filter<br>bubble/<br>Echo<br>chamber |   |   |   |  |   |  |  |
|                                      | Eli<br>Pariser,<br>(2011)<br>"The<br>Filterbubb<br>le: what<br>the<br>Internet is<br>hiding<br>from<br>you".<br>Guide<br>books,<br>ACM<br>Digital<br>Library.   | Filter<br>bubble<br>The<br>personaliz<br>ed<br>ecosystem<br>of<br>informatio<br>n that an<br>individual<br>is exposed<br>to online  | Investigat<br>e how<br>personaliz<br>ation<br>algorithm<br>s filter<br>informatio<br>n and<br>create<br>individual<br>filterbubbl<br>es that<br>limit the<br>diversity<br>of content.<br>Understan<br>d the<br>societal<br>impact.<br>Raise<br>awareness    | Literature<br>review<br>Interviews<br>with<br>experts<br>from<br>various<br>fields.<br>Case<br>studies<br>with<br>specific<br>examples<br>to<br>illustrate<br>the impact<br>of filter<br>bubbles | Online<br>platforms<br>use<br>algorithm<br>s to<br>customize<br>content on<br>user<br>behavior,<br>creating a<br>personaliz<br>ed<br>informatio<br>n bubble.<br>Personaliz<br>ation leads<br>to<br>echocham<br>bers.<br>There is a<br>lack of<br>transparan<br>cy and<br>control.<br>Filter<br>bubbles<br>can<br>polarize a<br>society. | Rapid<br>technologi<br>cal<br>changes<br>may find<br>findings<br>outdated<br>quickly.<br>Scope of<br>platforms<br>is limited.<br>Subjectivi<br>ty in<br>interpretat<br>ion by<br>author of<br>data and<br>intervvie<br>ws. To<br>much<br>anecdotal<br>evidence | Broader<br>platform<br>analysis.<br>Increase<br>the use of<br>quantitati<br>ve and<br>empirical<br>methods.<br>Adopt<br>interdiscip<br>linary<br>approache<br>s.   |
|                                      | Min, Y. ,<br>Jiang, T.,<br>Jin, C., Li,<br>Q. & Jin,<br>X. (2019).<br>"Endogen<br>etic<br>structure<br>of filter<br>bubble in<br>social<br>networks"<br>. Royal<br>Society<br>Open<br>Sience,<br>6(11). | Filter<br>Bubble<br>An<br>intermedi<br>ate<br>structure<br>in social<br>networks<br>that not<br>only<br>forms<br>dense<br>communit<br>ies of<br>users with<br>similar<br>preference<br>s but<br>alsoexhibi<br>ts an<br>endogenet<br>ic<br>unidirecti<br>onal<br>starlike<br>structure | Examine<br>internal<br>organisati<br>on of filter<br>bubbles in<br>social<br>networks.<br>Analyze<br>how these<br>structures<br>contribute<br>to<br>polarizati<br>on.<br>Utilize AI<br>technologi<br>es to study<br>the<br>dynamics<br>of filter<br>bubbles | Social bot<br>deployme<br>nt<br>Data<br>collection<br>and<br>analysis<br>from these<br>bots to<br>identify<br>patterns<br>and<br>structures  | Filter<br>bubbles in<br>social<br>media<br>networks<br>are not<br>just dense<br>communit<br>ies but<br>exhibita n<br>endogenet<br>ic<br>inidirectio<br>nal<br>starlike<br>structure.<br>The<br>structural<br>formation<br>inherently<br>excludes<br>non<br>preferred<br>information<br>n.<br>Using bots<br>and AI                       | Scope<br>focusing<br>on Weibo.<br>Short<br>experimen<br>t period   | Long term<br>studies to<br>observe<br>sustained<br>impact.<br>Broader<br>platform<br>analysis.<br>Investigat<br>e how<br>individual<br>user<br>behaviors<br>contribute<br>tot he<br>formation<br>and<br>maintenan<br>ce of filter<br>bubbles |

| Dubois,<br>E., Blank,<br>G. (2018).<br>"The echo<br>chamber<br>is<br>overstated<br>: the<br>moderatin<br>g effect of<br>political<br>interest<br>anddivers<br>e media.".<br>Informati<br>on,<br>Communi<br>cation &<br>Society,<br>21(5),<br>729-745 | Echo<br>chamber<br>an<br>environm<br>entwhere<br>individual<br>s are<br>exposed<br>predomin<br>antly to<br>informatio<br>n and<br>opinions<br>that<br>reinforce<br>their<br>existing<br>beliefs,<br>leading to<br>an<br>amplificat<br>ion of<br>their<br>viewpoint<br>s. | Evaluate<br>echo<br>chambers<br>and<br>whether<br>they<br>significant<br>ly affect<br>polarizati<br>on<br>Identify<br>moderatin<br>g factors  | Survey<br>and data<br>analysis   | provided a<br>controlled<br>and<br>privacy-<br>protective<br>method<br>Most<br>people use<br>multiple<br>media<br>outlets<br>which<br>reduces<br>the risk of<br>echo<br>chambers.<br>Those<br>with high<br>political<br>interest<br>are less<br>likely tob<br>e in echo<br>chambers<br>duet o<br>diverse<br>media<br>consumpti<br>on   | Scope<br>focussing<br>on the<br>UK.<br>Short term<br>data   | Future<br>research<br>should<br>include a<br>global<br>perspectiv<br>e and<br>research<br>how<br>individual<br>beaviors<br>influence<br>echo<br>chambers |
|--|--|---|--|--|---|--|
| Nguyen,<br>C. T.<br>(2018)<br>"Echocha<br>mbers and<br>epistemic<br>bubbles".<br>Episteme,<br>17(2) 141-<br>161  | Echo<br>chamber a<br>social<br>structure<br>where<br>members<br>are<br>conditione<br>d to<br>distrust<br>any<br>external<br>voices or<br>sources of<br>informatio<br>n   | Clarify<br>difference<br>s between<br>echo<br>chamber<br>and<br>epistemic<br>bubbles<br>Analyse<br>mechanis<br>ms<br>Investigat<br>e Impact<br>on beliefs<br>Propose<br>interventi<br>on<br>strategies<br>The<br>problem is<br>the<br>detriment<br>al effect of<br>echocham<br>bers and<br>epistemic<br>bubbles | Conceptu<br>al<br>analysis,<br>literature<br>review,cas<br>e studies<br>and<br>comparati<br>ve<br>analysis<br>Philosoph<br>ical<br>argumenta<br>tion | Echo<br>chambers<br>discredito<br>utside<br>sources,<br>fostering<br>distrust in<br>external<br>informatio<br>n, while<br>bubbles<br>merely<br>exclude<br>outside<br>voices.<br>Echo<br>chambers<br>are more<br>harmful.<br>Both<br>contribute<br>to<br>polarizati<br>on.<br>Isolation<br>mechanis<br>ms. Echo<br>chambers<br>isolate by<br>promoting<br>distrust<br>Bubbles<br>isolate<br>through<br>omission<br>of<br>perspectiv<br>es | Study<br>relies<br>heavily on<br>conceptua<br>l and<br>philosophi<br>cal<br>analysis.<br>Need for<br>empirical<br>data. | Future<br>research<br>should<br>include<br>empirical<br>research<br>with a<br>broader<br>scope   |

|                            | Adee,<br>S.(2016).<br>"Burst the<br>filterbubbl<br>e". New<br>Scientist,<br>232<br>(3101),<br>24-25.  | A state of<br>intellectua<br>l isolation<br>that can<br>result<br>from<br>personaliz<br>ed<br>searches<br>when a<br>website<br>algorithm<br>selectivel<br>y guesses<br>what<br>informatio<br>n a user<br>would like<br>to see<br>based on<br>informatio<br>n about<br>the user,<br>such as<br>past click<br>behavior<br>and search<br>history | Identify<br>the<br>problem,<br>Assess<br>impact<br>and<br>propose<br>solutions   | Literature<br>review<br>Expert<br>interviews<br>Case<br>studies<br>Proposed<br>solutions<br>and user<br>behavior<br>analysis   | Social<br>media<br>algorithm<br>s create<br>personaliz<br>ed content<br>bubbles<br>limiting<br>viewpoint<br>s.<br>These<br>bubbles<br>can<br>increase<br>polarizati<br>on.<br>Users can<br>seek<br>mitigation<br>strategies.<br>Platform<br>recommen<br>dations | Lack of<br>empirical<br>data<br>Focus on<br>major<br>platforms<br>limiting<br>applicabili<br>ty   | Future<br>research<br>needs to<br>include<br>empirical<br>data,<br>platform<br>diversity,<br>investigat<br>es user<br>engageme<br>nt and<br>explore<br>ways to<br>increase<br>algorithmi<br>c<br>transparan<br>cy   |
|----------------------------|---|---|--|--|---|---|---|
|                            | ~   |   |  |  |   |   |   |
| In feed<br>advertisi<br>ng | Source  | Definitio<br>n  | Research<br>Objective<br>s and<br>problem  | Methodol<br>ogy  | Findings  | Limitatio<br>ns or<br>weakness<br>es  | Implicati<br>ons or<br>suggestio<br>ns future<br>research   |
|                            | Wang Et<br>al, (2020)<br>Social<br>Influence<br>does<br>matter:<br>User<br>Action<br>Prediction<br>for In-<br>Feed<br>advertisin<br>g,<br>Proceedin<br>gs of the<br>AAAI<br>Conferenc<br>e on<br>Artificial<br>Intelligen<br>ce, 34(01),<br>246-253 | A form of<br>digital<br>advertisin<br>g where<br>ads are<br>seamlessl<br>y<br>integrated<br>within a<br>user's<br>content<br>feed   | To<br>develop<br>and<br>enhance<br>methods<br>for<br>accurately<br>predicting<br>user<br>interactio<br>ns with<br>advertise<br>ments<br>embedde<br>within<br>their<br>social<br>media<br>feeds.<br>Problem/p<br>ad<br>adressedS<br>ocial<br>influence<br>on user<br>actions,<br>Data<br>sparsity,<br>and need<br>for<br>advanced<br>prediction<br>models | End to end<br>approach,<br>integratin<br>g<br>datacollec<br>tion,<br>graph-<br>based<br>modeling<br>and<br>machine<br>learning | The<br>significant<br>impact of<br>social<br>influence<br>on the<br>accuracy<br>of user<br>action<br>prediction<br>in in-feed<br>advertisin<br>g.   | Datasets<br>not<br>representa<br>tive of all<br>social<br>media<br>platforms.<br>Scaleble<br>issues to<br>very large<br>datasets<br>for graph<br>based<br>technique<br>s<br>Privacy<br>and<br>ethical<br>concerns | Broader<br>dataset<br>inclusion<br>Incorporat<br>ion of<br>additional<br>factors<br>needed<br>Optimazat<br>ion for<br>scalability<br>Future<br>research<br>should<br>focus on<br>Realtime<br>prediction<br>systems.<br>Cross<br>disciplinar<br>y<br>approach<br>will give<br>more<br>comprehe<br>nsive<br>model |
|                            | G.,<br>Lipsman,<br>A. (2014),   | native<br>advertisin<br>g   | explore<br>how social<br>media can   | comprene<br>msive,<br>comparati<br>ve  | media<br>significant<br>ly  | complexit<br>y of<br>integratin   | Future<br>studies<br>should   |

| Digital<br>Game<br>Changers.<br>, Journal<br>of<br>advertisin<br>g<br>Research,<br>54(1), 11-<br>16.  | embedded<br>directly<br>within a<br>users<br>social<br>media<br>feed or<br>contentstr<br>eam                                    | facilitate<br>the<br>transition<br>to<br>effective<br>mobile<br>and multi<br>platform<br>advertisin<br>g<br>measurem<br>ent. Theu   | analysis<br>data from<br>multiple<br>platforms<br>and case<br>studies                                      | enhances<br>measurem<br>ent of<br>advertisin<br>g<br>effectiven<br>ess across<br>mobile<br>and<br>multiplatf<br>orm<br>campaign  | g data<br>across<br>multiple<br>platforms,<br>this can<br>lead to<br>inconsiste<br>nt metrics<br>and<br>difficultie<br>s in<br>standardiz  | focus on<br>broader<br>datasourc<br>es, real-<br>time<br>analytics,<br>and<br>ethical<br>considerat<br>ions in<br>data use to<br>improve  |
|---|---|---|--|--|--|---|
|   |   | an mto<br>identify<br>the impact<br>of social<br>media on<br>advertisin<br>g<br>strategies,<br>evaluate<br>the<br>effectiven<br>ess of<br>multi<br>platform<br>campaign<br>s, and<br>highlight<br>the<br>opportunit<br>ies and<br>challenges<br>with<br>measuring<br>advertisin<br>g<br>performan<br>ce across<br>platforms.<br>It adresses<br>challenges<br>such as<br>data<br>fragmenta<br>tionand<br>the need<br>for<br>consistent<br>measurem<br>ent<br>technious |  | s. It<br>highlights<br>the need<br>for<br>integrated<br>metrics<br>that can<br>capture<br>user<br>engageme<br>nt. In-feed<br>ads are<br>more<br>effective<br>duet o<br>their<br>seamless<br>integratio<br>n with<br>content,<br>leading to<br>higher<br>engageme<br>nt and<br>positive<br>brand<br>attitudes | ng.<br>Rapid<br>technolog<br>y changes<br>can<br>quickly<br>find some<br>findings<br>obsolete  | ne<br>accuracy<br>and<br>applicabili<br>ty of<br>advertisin<br>g<br>effectiven<br>ess<br>assessmen<br>ts  |
| Deng, J. &<br>Li, L.<br>(2023).<br>In-feed<br>Advertisin<br>g, Pricing<br>and<br>Privacy<br>Informati<br>on<br>Utilizatio<br>n<br>Strategies<br>of short<br>video<br>platforms,<br>EAI. | Advertise<br>ments that<br>are<br>seamlessl<br>y<br>integrated<br>into the<br>content<br>feed of<br>short<br>video<br>platforms | To<br>develop a<br>comprehe<br>nsive<br>understan<br>ding of in-<br>feed<br>advertisin<br>g pricing<br>strategies<br>on short<br>video<br>platforms,<br>particularl<br>y focusing<br>on how<br>these<br>platforms<br>use users<br>privacy<br>informatio<br>n while  | Theoretic<br>al and<br>empirical<br>approach.<br>Modelcon<br>struction,<br>simulation<br>and<br>validation | Increased<br>privacy<br>concerns<br>initially<br>decrease<br>the<br>utilization<br>of privacy<br>informatio<br>n and<br>platform<br>profits but<br>can<br>reverse at<br>higher<br>levels.<br>Platforms<br>benefit<br>from<br>positive<br>cross-<br>network   | Different<br>weakness<br>es the<br>most<br>important:<br>The study<br>relies on<br>simulated<br>data,<br>limiting<br>its<br>applicabili<br>ty to real<br>world<br>scenarios.<br>The study<br>may not<br>account<br>for rapid<br>techonolo<br>gical<br>developm | Incorporat<br>e real data<br>to validat<br>and<br>improve<br>model.<br>Explore<br>the impact<br>of privacy<br>regulation<br>s. Extend<br>the<br>research<br>to various<br>digital<br>platforms.<br>Account<br>for new<br>technologi<br>es like AI<br>and<br>machinele |

|               |   |   | addressin<br>g privacy<br>concerns<br>Problem<br>adressed:<br>critical<br>issue of<br>balancing<br>effective<br>advertisin<br>g with<br>user<br>privacy<br>concerns  |   | externaltie<br>s, where<br>increased<br>user<br>advertiser<br>interactio<br>ns<br>enhance<br>profitabili<br>ty   | ents.<br>Findings<br>may not<br>be<br>transferab<br>le to other<br>digital<br>environm<br>ents. Yhe<br>model<br>underemp<br>hasizes<br>factors<br>like<br>content<br>quality<br>and does<br>not<br>consider<br>long term<br>effects.                                | arning and<br>integrate<br>behavioral<br>factors.  |
|---------------|---|---|--|---|--|---|--|
|               | Murphy,<br>T and<br>Schram,<br>R. (2014),<br>"What is it<br>worth?<br>The value<br>Chasm<br>between<br>Brand and<br>Influencer<br>s", Journal<br>of Brand<br>Strategy<br>(3:1), pp<br>31-40 | Ads that<br>are<br>seamlessl<br>y<br>integrated<br>into a<br>user's<br>social<br>media<br>feed or<br>content<br>stream.<br>These ads<br>are<br>designed<br>to appear<br>as a<br>natural<br>part of the<br>content | To<br>evaluate<br>the<br>effectiven<br>ess of in-<br>feed<br>advertisin<br>g on social<br>media<br>platforms.<br>Specifical<br>ly<br>investigati<br>ng how<br>consistenc<br>y and<br>sociability<br>of in-feed<br>ads impact<br>consumer<br>s<br>perception<br>s.<br>The study<br>seeks to<br>determine<br>whether<br>in-feed<br>ads can<br>mitigate<br>negative<br>perception<br>s and<br>enhance<br>engageme<br>nt by<br>appearing<br>less<br>intrusive. | Experime<br>ntal<br>design to<br>assess the<br>impact of<br>in-feed<br>advertisin<br>g features | They<br>found that<br>in-feed<br>ads, when<br>designed<br>with high<br>consistenc<br>y and<br>sociability<br>,<br>significant<br>ly reduce<br>perceived<br>intrusiven<br>ess and ad<br>clutter.<br>These<br>features<br>also<br>decrease<br>ad<br>avoidence<br>effective | Findings<br>may not<br>apply to<br>other<br>platforms<br>Variabilit<br>y among<br>different<br>demograp<br>hic groups<br>not fully<br>explored.<br>Short term<br>focus.<br>Controlle<br>d<br>experimen<br>t may not<br>fully<br>reflect real<br>world<br>conditions | Suggestio<br>ns:<br>-study in-<br>feed ads<br>across<br>different<br>platforms<br>-examine<br>long term<br>effects<br>-consider<br>impact on<br>various<br>demograp<br>hic groups<br>- replicate<br>under real<br>wold<br>settings |
| Relevanc<br>e | Source  | Definition  | Research<br>objective<br>and<br>problem  | Methodol<br>ogy   | Findings   | LImitatio<br>ns and<br>weakness<br>es   | Suggestio<br>ns  |
|               | Schamber,<br>L.&<br>Eisenberg,<br>>m.<br>(1988).<br>Relevance<br>: The<br>Search for  | Relevance<br>is a<br>multidime<br>sional<br>concept<br>that<br>hinges on<br>human   | To<br>critically<br>examine<br>existing<br>definition<br>s of<br>relevance<br>in   | Review<br>existing<br>definition<br>s:<br>systemori<br>ented,<br>user-<br>oriented,             | Relevance<br>is a<br>multidime<br>nsional<br>concept<br>influenced<br>by<br>cognitive  | Subjectivi<br>ty because<br>of reliance<br>on<br>individual<br>judgement<br>s.  | -Develop<br>better<br>methods<br>for<br>measuring<br>subjective<br>relevance   |

| a<br>Definition<br>. Annual<br>Meeting<br>of the<br>American<br>society for<br>Informati<br>on<br>Science  | judgment.<br>Their<br>user-<br>centric<br>approach<br>posits that<br>relevance<br>depends<br>on both<br>internal(c<br>ognitive)<br>and<br>external<br>(situationa<br>l) factors   | informatio<br>n retrieval<br>systems<br>and<br>propose a<br>new, user-<br>centric<br>approach.<br>Problem is<br>the lack of<br>consensus<br>on the<br>definition<br>and<br>critique<br>existing<br>approache<br>s as too<br>system<br>focused  | multidime<br>nsional<br>and<br>cognitive<br>approache<br>s.<br>They<br>explore<br>within the<br>context of<br>the sense-<br>making<br>methodol<br>ogy at<br>Syracuse<br>University | and<br>situational<br>factors.<br>Relevance<br>judgement<br>s are<br>subjective<br>yet can be<br>systematic<br>ally<br>measured.   | Complexit<br>y of the<br>model<br>(different<br>factors).<br>Difficulty<br>to<br>systematic<br>ally<br>measure<br>subjective<br>relevamce<br>Generaliz<br>ation may<br>be<br>difficult   | -Reduce<br>complexit<br>y in the<br>model<br>-expand<br>testing<br>and<br>conduct<br>studies to<br>understan<br>d<br>relevance<br>judgement<br>over time   |
|--|---|--|--|--|--|--|
| Mizzaro,<br>S. (1997).<br>"Relevanc<br>e: The<br>Whole<br>history".<br>Journal of<br>the<br>American<br>Society<br>for<br>Informati<br>on<br>Science,<br>48(9).                              | Relevance<br>is a<br>complex,<br>multidime<br>nsional<br>concept<br>that varies<br>depending<br>on several<br>factors,<br>including<br>the<br>context of<br>the user's<br>informatio<br>n need, the<br>charachter<br>istics of<br>the<br>infromatio<br>n, and the<br>infermatio<br>n between<br>the user<br>and the | To<br>provide a<br>comprehe<br>nsive<br>historical<br>review of<br>the<br>concept of<br>relevance<br>in<br>informatio<br>n science<br>and<br>retrieval.<br>The<br>problem is<br>the lack of<br>a<br>comprehe<br>nsive and<br>unified<br>definition<br>of<br>"relevance<br>e"in the<br>field of<br>infromatio<br>n science. | Historical<br>analysis<br>Framewor<br>k<br>developm<br>ent<br>leading to<br>critical<br>examinati<br>on and<br>synthesis<br>to a<br>unified<br>understan<br>ding                   | There is<br>an<br>evolution<br>over time.<br>It is a<br>dynamic<br>multifacet<br>ed concept<br>influenced<br>by<br>cognitive<br>and<br>situational<br>factors.<br>He<br>emphasize<br>s on user<br>centric<br>judgement<br>s.<br>Literature<br>review<br>about the<br>subject | The<br>complexit<br>y of the<br>concept,<br>the<br>subjectivit<br>y of user<br>centric<br>aspects<br>lead to<br>inconsiste<br>nt<br>relevance<br>judgement<br>s.<br>Historica<br>bias  | Enhance<br>methods<br>for<br>measuring<br>subjective<br>relevance<br>consistent<br>ly and<br>make<br>relevance<br>concepts<br>easier to<br>apply.<br>Examine<br>changing<br>contexts<br>and<br>incorporat<br>e<br>cognitive<br>and<br>psycholog<br>ical<br>science |
| Cooper,<br>W. S.<br>(1973).<br>On<br>selecting a<br>Measure<br>of<br>retrieval<br>Effectiven<br>ess.<br>Journal of<br>the<br>American<br>society of<br>Informati<br>on<br>Science,<br>87-100 | The user's<br>subjective<br>evaluation<br>of the<br>usefulness<br>of the<br>informatio<br>n retrieved<br>by the<br>system   | To<br>develop a<br>practical<br>method<br>for<br>evaluating<br>informatio<br>n retrieval<br>systems.<br>He aims to<br>approxim<br>ate user's<br>subjective<br>evaluation<br>s of<br>system<br>utility,<br>proposing<br>both ideal<br>and<br>compromi<br>se<br>measures,<br>and<br>validating<br>these                      | Combinati<br>on of<br>theoretical<br>exploratio<br>n and<br>practical<br>experimen<br>tation   | The ideal<br>measure is<br>based on<br>user's<br>subjective<br>evaluation<br>Implemen<br>ting is<br>impractica<br>l duet o<br>complexit<br>y and<br>subjectivit<br>y   | This<br>research<br>relies on<br>user's<br>subjective<br>evaluation<br>s, which<br>can vary<br>and are<br>hard to<br>quantify,<br>they are<br>impractica<br>l to<br>implemen<br>tand face<br>validation<br>challenges<br>in real-<br>world<br>scenari"s. | Future<br>research<br>should<br>develop<br>objective<br>measures,<br>enhance<br>validation<br>technique<br>s, explore<br>contextual<br>factors<br>and refine<br>user-<br>centric<br>models   |

|                          |  |   | through<br>experimen<br>tation and<br>analysis.<br>The main<br>problem is<br>finding a<br>practical<br>measure<br>that<br>accurately<br>reflects<br>the user's<br>evaluation  |   |   |   |   |
|--------------------------|--|---|---|---|---|---|---|
| Digital<br>Marketin<br>g | Source   | Definition  | Research<br>Objective<br>s and<br>problem   | methodol<br>ogy   | Findings  | Limitatio<br>ns and<br>weakness<br>es   | Implicati<br>ons or<br>suggestio<br>ns future<br>research   |
|                          | Kannan,<br>P.& Li,<br>H.(2017).<br>"Digital<br>marketing<br>: a<br>framewor<br>k, review<br>and<br>research<br>agenda",<br>Internatio<br>nal<br>Journal of<br>research<br>in<br>Marketing<br>, 34(1),<br>22-45 | The use of<br>digital<br>technologi<br>es to<br>facilitate<br>the<br>marketing<br>of goods<br>and<br>services,<br>leveraging<br>online<br>platforms,<br>social<br>media,<br>mobile<br>applicatio<br>ns and<br>other<br>digital<br>mediums<br>to reach<br>and<br>engage<br>customers | Develop a<br>framewor<br>k, review<br>existing<br>research<br>and set a<br>research<br>agenda.<br>The<br>problem is<br>the lack of<br>a<br>comprehe<br>nsive<br>framewor<br>k that<br>integrates<br>various<br>elements<br>of digital<br>marketing  | Framewor<br>k<br>developm<br>ent,<br>literature<br>review<br>and issue<br>identificat<br>ion                                      | Digital<br>technologi<br>es<br>significant<br>ly affect<br>various<br>stages of<br>the<br>marketing<br>proces,<br>enhancing<br>consumer<br>engageme<br>nt, data<br>analytics<br>and<br>personaliz<br>ed<br>marketing<br>strategies  | Findings<br>may<br>become<br>outdated.<br>This<br>research<br>may not<br>provide<br>sufficient<br>solutions<br>for<br>managing<br>and<br>leveraging<br>data.<br>Privacy<br>concerns<br>need more<br>attention.        | Should<br>focus on<br>cross-<br>channell<br>marketing<br>strategies,<br>the role of<br>AI and<br>ethical<br>issues  |
|                          | Srivastav,<br>P. &<br>Gupta, H.<br>(2021)."R<br>ole and<br>applicatio<br>ns of<br>digital<br>marketing<br>in digital<br>era: a<br>review.<br>IEEE.   | The<br>practise of<br>leveraging<br>digital<br>technologi<br>es,<br>platforms,<br>and dat<br>analytics<br>to<br>promote<br>products<br>and<br>services,<br>engage<br>with<br>customers<br>, and drive<br>conversio<br>n.  | Examine<br>digital<br>marketing<br>'s role in<br>reshaping<br>business<br>strategies.<br>Identify<br>implicatio<br>ns on<br>consumer<br>behavior,<br>businessm<br>odels and<br>marketing<br>strategies.<br>Study the<br>impact of<br>integratin<br>g<br>advanced<br>technologi<br>es like AI<br>and data<br>analytics | Literature<br>review<br>Surveys<br>and<br>interviews<br>,<br>casestudie<br>s,<br>empirical<br>analysis<br>and<br>modeltesti<br>ng | Digital<br>marketing<br>significant<br>ly<br>improves<br>engageme<br>nt by<br>leveraging<br>personaliz<br>ed<br>content.<br>The use of<br>AI and<br>data<br>analytics<br>enhances<br>the ability<br>to target<br>specific<br>customers<br>. Leading<br>to higher<br>conversio<br>n rates.<br>Businesse<br>s are<br>increasing | Scope of<br>datacollec<br>tion from<br>a<br>developin<br>g<br>economy.<br>Represent<br>ativeness<br>of sample<br>size and<br>diversity<br>of<br>responden<br>ts<br>Focus on<br>AI.<br>Context of<br>COVID<br>pandamic | Future<br>research<br>should<br>include<br>other<br>regions.<br>Longitudi<br>nal studies<br>Integratio<br>n of<br>technologi<br>es<br>addressin<br>g ethical<br>issues,<br>examine<br>the impact<br>of AI and<br>machine<br>learning in<br>digital<br>marketing |

|  |   |  |  | ly<br>adopting<br>digital-<br>first<br>strategies.<br>There are<br>ethical<br>concerns  |  |   |
|--|---|--|--|---|--|---|
| Shetty, S.<br>K. (2022).<br>"Analysin<br>g<br>Financial<br>services<br>performan<br>ce using a<br>powerful<br>digital<br>marketing<br>platform".<br>Internatio<br>nal journal<br>for<br>multidisci<br>plinary<br>research,<br>4(5) | The<br>process of<br>establishi<br>ng and<br>maintaini<br>ng<br>consumer<br>relationshi<br>ps through<br>online<br>activities<br>to<br>facilitate<br>the<br>exchange<br>of ideas<br>and<br>products   | Evaluate<br>digital<br>marketing<br>impact<br>Investigat<br>e the role<br>of digital<br>marketing<br>in<br>building<br>and<br>maintaini<br>ng<br>consumer<br>relationshi<br>ps<br>Analyze<br>engageme<br>nt and<br>conversio<br>n.<br>Understan<br>d how<br>digital<br>marketing<br>aligns<br>with<br>business<br>objectives | Literature<br>review<br>Surveys<br>and<br>interviews<br>with<br>industry<br>profession<br>als<br>Data<br>analysis<br>and case<br>studies | Digital<br>marketing<br>enhances<br>consumer<br>engageme<br>nt,<br>increases<br>conversio<br>n rates,<br>improves<br>customer<br>relationshi<br>ps and<br>aligns<br>well with<br>business<br>objectives | Geographi<br>cal scope,<br>sample<br>size and<br>data<br>privacy<br>concerns | Conductin<br>g<br>longitudin<br>al studies<br>with<br>broader<br>geographi<br>cal scope,<br>exploring<br>advanced<br>technologi<br>es and<br>develop<br>an ethical<br>framewor<br>k |
| Chaffey,<br>D. &<br>Ellis-<br>Chadwick<br>, F.<br>(2019).<br>"Digital<br>marketing<br>: Strategy,<br>Implemen<br>tation &<br>Practice".<br>Pearson<br>UK   | The use of<br>online<br>channels,<br>platforms,<br>and<br>technologi<br>es to<br>promote<br>products<br>and<br>services,<br>engage<br>with<br>customers<br>, and<br>achieve<br>business<br>objectives | Offer an<br>in depth<br>understan<br>ding of<br>digital<br>marketing<br>strategies,<br>with<br>practical<br>insights   | Literature<br>review,<br>casestudie<br>s,<br>datadriven<br>insights  |   |  |   |
| Philips, E.<br>E. (2015,<br>november<br>17).<br>"Retailers<br>scale up<br>Online<br>sales<br>distributio<br>n<br>networks"<br>. The<br>Wallstreet<br>Journal<br>Retrieved<br>june 16th<br>2024                                     | Use of<br>online<br>platforms<br>and tools<br>to enhance<br>consumer<br>engageme<br>nt and<br>sales   | Explore<br>how major<br>retailors<br>are<br>expanding<br>their e-<br>commerce<br>distributio<br>n<br>capabilitie<br>s  |  |   |  |   |

|               | Tiago, M.<br>T. P. M.<br>B. &<br>Verissimo<br>, J. M. C.<br>(2014).<br>"Digital<br>Marketing<br>and social<br>media:<br>Why<br>bother?".<br>Business<br>horizons,<br>57(6),<br>703-708 | The use of<br>internet-<br>based<br>applicatio<br>ns to<br>implemen<br>t<br>innovative<br>forms of<br>communic<br>ations an<br>co-create<br>content<br>with<br>customers  | Understan<br>d how<br>firms<br>utilize<br>digital<br>marketing<br>and social<br>media.<br>Identify<br>benefits<br>and<br>challenges<br>Provide<br>insights to<br>enhance<br>digital<br>marketing<br>engageme<br>nt  | Combinati<br>on of<br>qualitative<br>and<br>quantitati<br>ve<br>research  | Digital<br>marketing<br>enables<br>firms to<br>implemen<br>t<br>innovative<br>forms of<br>communic<br>ation and<br>co-create<br>content<br>with<br>customers<br>Firms face<br>pressure<br>to adopt<br>digital<br>marketing<br>The need<br>for<br>relationshi<br>p based<br>interactio<br>ns to<br>improve<br>digital<br>marketing<br>effectiven<br>ess          | Consumer<br>based<br>research<br>may limit<br>the<br>comprehe<br>nsiveness<br>of insights<br>from the<br>firm's<br>perspectiv<br>e   | Future<br>research<br>should<br>include<br>broader<br>industry<br>en<br>geographi<br>cal scope<br>and focus<br>on<br>emerging<br>technologi<br>es and the<br>integratio<br>n of<br>digital<br>channels |
|---------------|--|---|---|---|---|--|--|
|               |  |   |   |   |   |  |  |
| Algorith<br>m | Source   | Definitio<br>n  | Research<br>objective<br>and<br>problem   | methodol<br>ogy   | Findings  | Limitatio<br>ns and<br>weakness<br>es  | Implicatio<br>ns or<br>suggestio<br>ns for<br>future<br>research   |
|               | Bucher, T.<br>(2016).<br>"Neither<br>black nor<br>box: Ways<br>of<br>knowing<br>algorithm<br>s. In<br>Springer E<br>books (pp<br>81-98)  | A set of<br>rules or<br>instructio<br>ns<br>designed<br>to perform<br>a specific<br>task or<br>solve a<br>specific<br>problem,<br>often<br>embedded<br>within<br>software<br>and<br>systems<br>that<br>influence<br>various<br>aspects of<br>daily life | Investigat<br>e the way<br>in which<br>algorithm<br>s are<br>pervceive<br>d as<br>opague.<br>Understan<br>d<br>algorithmi<br>c<br>knowledg<br>e and<br>analyze<br>the impact<br>of<br>algorithm<br>s on<br>society.<br>The<br>central<br>problem is<br>the<br>difficulty<br>in<br>understan<br>ding and<br>making | Literature<br>review<br>and<br>theoretical<br>analysis.<br>Specific<br>case<br>studies to<br>provide<br>practical<br>examples<br>and<br>support<br>analysis | Bucher<br>concludes<br>that<br>comprehe<br>nding<br>algorithm<br>s requires<br>recognizin<br>g their<br>multifacet<br>ed nature<br>and the<br>interplay<br>between<br>technical,<br>social, and<br>epistemol<br>ogical<br>factors.<br>Theu are<br>not<br>transparan<br>t, they<br>have<br>significant<br>social<br>impactand<br>hold<br>substantia<br>;1 power. | Conceptu<br>al<br>complexit<br>y of<br>algorithm<br>s, limited<br>access to<br>proprietar<br>y<br>algorithm<br>s and their<br>dynamic<br>nature.<br>Fragment<br>ed<br>perspectiv<br>es<br>(technical,<br>social and<br>user<br>centric<br>views<br>often do<br>not align.<br>Generalizi<br>ng is<br>difficult<br>with<br>casestudie<br>s | Future<br>ressearch<br>needs<br>more open<br>access.<br>Interdisci<br>plinary<br>research is<br>advised<br>and<br>methodol<br>ogies that<br>can adapt<br>to<br>evolving<br>nature of<br>algorithm<br>s |

|  |  | algorithm  |   |   |  |   |
|--|--|--|---|---|--|---|
| Figueired<br>o, C. &<br>Bolano, C.<br>(2017).<br>"Social<br>Media and<br>Algorithm<br>s:<br>Configura<br>tion of the<br>lifeworld<br>Colonizati<br>on by new<br>media.<br>Internatio<br>nal<br>Journal of<br>Informati<br>on Ethics,<br>26 | A set of<br>computati<br>onal rules<br>or<br>procedure<br>s used by<br>social<br>media<br>platforms<br>to filter,<br>prioritize,<br>and<br>recommen<br>d content<br>to users | understan<br>ding<br>algorithmi<br>c<br>influence<br>on user's<br>lifeworld.<br>Examine<br>social and<br>ethical<br>implicatio<br>ns.<br>Advocate<br>for<br>responsibl<br>e design   | Literature<br>review<br>Case<br>studies<br>and<br>qualitative<br>analysis   | Social<br>media<br>algorithm<br>s play a<br>critical<br>role in<br>shaping<br>what users<br>see and<br>interact<br>with,<br>thereby<br>influencin<br>g their<br>perception<br>s of reality<br>and their<br>social<br>interactio<br>ns.<br>Algorithm<br>s tend to<br>prioritize<br>content<br>that aligns<br>with<br>user's<br>existing<br>beliefs<br>and<br>preference<br>s<br>(echocha<br>mber)<br>It can<br>have<br>impact on<br>mental<br>health<br>because of<br>exposure<br>to certain<br>content.<br>There are<br>ethica<br>land<br>democrati | Poprietary<br>nature of<br>algorithm<br>s makes<br>research<br>difficult to<br>fully<br>understan<br>d their<br>workings.<br>The rapid<br>evoluation<br>Subjectivi<br>ty of<br>qualitative<br>data.<br>Difficult<br>to<br>generalize<br>across<br>different<br>platforms<br>and<br>contexts. | Future<br>research<br>should<br>focus on<br>interdiscip<br>linary<br>research.<br>Develop<br>transparan<br>cy<br>initiatives<br>Longitudi<br>nal impact<br>studies<br>and<br>establish<br>an ethical<br>framewor<br>k |
| Adisa,<br>D.(2023,<br>october).<br>"Everythi<br>ng you<br>need to<br>know<br>about<br>social<br>media<br>algorithm<br>s. Sprout<br>Social.<br>Retrieved<br>Atril 10,<br>2024 from<br>sproutsoci<br>al.com                                  | A series of<br>instructio<br>ns<br>designed<br>to solve<br>specific<br>problems<br>or perform<br>tasks.  | Objective<br>article is<br>to explain<br>how social<br>media<br>algorithm<br>s work,<br>their<br>importanc<br>e in<br>content<br>curation<br>and user<br>engageme<br>nt and<br>how<br>marketeer<br>s can<br>adapt their<br>strategies<br>to<br>optimize<br>content | Key<br>findings<br>outlined:<br>Algorithm<br>function,<br>User<br>engageme<br>nt,<br>Platform<br>specific<br>algorithm<br>s and<br>optimizati<br>on |   |  |   |

|                     |  |  | performan  |  |  |   |  |
|---------------------|--|--|--|--|--|---|--|
|                     | Cormen,<br>T.H.,<br>Leiserson,<br>C. E.,<br>Rivest, R.<br>L. &<br>Stein, C.<br>(2009).<br>"Introduct<br>ion to<br>Algorithm<br>s". MIT<br>Press                                    | A well<br>defined<br>computati<br>onal<br>procedure<br>that takes<br>an input<br>and<br>produces<br>an output.<br>An<br>algorithm<br>is a finite<br>sequence<br>of well<br>defined<br>computer-<br>implemen<br>table<br>instructio<br>ns,<br>typically<br>used to<br>solve a<br>class of<br>specific<br>problems<br>or perform<br>a<br>computati<br>on | ce<br>Provide<br>comprehe<br>nsive<br>detailed<br>introducti<br>on to the<br>field of<br>algorithm<br>s and data<br>structures.<br>Serve as<br>reference<br>Teach<br>algorithmi<br>c thinking  | Conceptu<br>al<br>approach<br>with<br>mathemati<br>cal proofs<br>and<br>formal<br>technique<br>s and<br>practical<br>real world<br>applicatio<br>ns          | Broad<br>range of<br>topics<br>with<br>detailed<br>explanatio<br>ns and<br>examples  |   |  |
|                     | Pasquale,<br>F.<br>(2016). Th<br>e Black<br>Box<br>Society:<br>The Secret<br>Algorithm<br>s That<br>Control<br>Money<br>and<br>Informati<br>on.<br>Harvard<br>University<br>Press. | Algorithm<br>s are a set<br>of rules or<br>instructio<br>ns given<br>to a<br>computer<br>to help it<br>perform<br>tasks.<br>These<br>tasks are<br>often<br>involved<br>in<br>decision-<br>making<br>processes<br>that are<br>automated<br>and that<br>rely on<br>data input<br>to produce<br>outputs.  | The book<br>focuses on<br>the lack of<br>transparen<br>cy and<br>accountab<br>ility in the<br>use of<br>algorithm<br>s. The aim<br>is to shed<br>light on<br>this<br>problem<br>by<br>addressin<br>g several<br>issues:<br>The<br>opacity,<br>the lack of<br>oversight,<br>its impact<br>on society<br>and the<br>informatio<br>n<br>asymmetr<br>y that<br>occurs. | In this<br>book the<br>author<br>uses<br>different<br>methodol<br>ogy. It<br>combines<br>legal<br>analysis,<br>case<br>studies<br>and<br>critical<br>theory. | The<br>findings<br>emphasize<br>on the<br>impact of<br>opaque<br>algorithm<br>s on<br>society.<br>The<br>author<br>calls for<br>urgent<br>changes to<br>increase<br>transparen<br>cy, ensure<br>accountab<br>ility and<br>protect<br>individual<br>s for the<br>negative<br>consequen<br>ces of<br>these<br>algorithm<br>s | The book<br>has a<br>limited<br>focus on<br>the<br>positive<br>aspects of<br>the use of<br>algorithm<br>s. The<br>author<br>advocates<br>for more<br>transparen<br>cy, but<br>may<br>underesti<br>mate the<br>practical<br>challenges<br>, as<br>transparen<br>cy in<br>highly<br>complex<br>and<br>proprietar<br>y systems<br>can be<br>difficult. | The<br>author<br>highligts<br>the critical<br>need for<br>further<br>research<br>into the<br>transparen<br>cy and<br>ethical<br>implicatio<br>ns of the<br>algorithm<br>s. |
| Personali<br>zation | Source   | Definitio<br>n   | Research<br>objective<br>and<br>problem  | methodol<br>ogy  | Findings   | Limitatio<br>ns and<br>weakness<br>es   | Implicati<br>ons or<br>suggestio<br>ns future<br>research  |
|                     |  |  |  |  |  |   |  |
|                     | Arora, N.  | The  | To   | Literature   | Personaliz   | Collecting  | Future   |
|                     | et al  | process  | explore  | review   | ation and  | and using   | research   |

| (2008).<br>"Putting<br>one-to-<br>one<br>marketing<br>to work:<br>Personaliz<br>ation,<br>Customiz<br>atio, and<br>choice.<br>Marketing<br>Letters,<br>19(3),<br>305-321                  | where a<br>company<br>uses<br>previously<br>collected<br>customer<br>data to<br>determine<br>and<br>implemen<br>t the most<br>suitable<br>marketing<br>mix fora n<br>individual<br>customer. | and<br>summariz<br>e the key<br>challenges<br>and<br>knowledg<br>e gaps in<br>understan<br>ding the<br>decisions<br>that both<br>firms and<br>customers<br>make<br>within<br>context of<br>personaliz<br>ation and<br>customiza<br>tion in<br>marketing<br>It<br>adressess<br>the<br>problemof<br>complexit<br>ies of<br>implemen<br>ting<br>effective<br>one-to-<br>one<br>marketing<br>strategies            | and<br>analysis.<br>Casestudi<br>es and<br>cross-<br>disciplinar<br>y analysis | customiza<br>tion boost<br>customer<br>satisfactio<br>n and<br>loyalty.<br>Key issues<br>include<br>data<br>collection,<br>privacy<br>concerns<br>and<br>implemen<br>tation<br>costs.<br>Overperso<br>nalization<br>can lead to<br>decision<br>fatigue  | personal<br>data gives<br>privacy<br>issues.<br>Generaliz<br>atiuon<br>issues<br>across<br>other<br>industries<br>may be<br>difficult | should<br>focus on<br>the long<br>term<br>effects of<br>personaliz<br>ation,<br>balancing<br>privacy<br>and<br>personaliz<br>ation,<br>optimal<br>personaliz<br>ation<br>levels,<br>developin<br>g<br>measuring<br>technique<br>s and<br>context<br>specific<br>applicatio<br>ns |
|---|--|--|--|---|---|--|
| Montgom<br>ery, A.L.,<br>& Smith,<br>M.D.<br>(2009),<br>"Prospect<br>s of<br>personaliz<br>ation on<br>the<br>internet".<br>Journal of<br>interactive<br>marketing<br>, 23(2),<br>130-137 | The<br>process of<br>adapting a<br>standardiz<br>ed product<br>or service<br>to meet<br>the<br>individual<br>needs of<br>customers   | Review<br>past<br>research<br>on<br>personaliz<br>ation in<br>interactive<br>marketing<br>Analyze<br>current<br>applicatio<br>ns of<br>personaliz<br>ation and<br>identify<br>key<br>problems<br>and<br>challenges<br>in<br>implemen<br>ting<br>personaliz<br>ation<br>strategies.<br>The main<br>problem is<br>the<br>complexit<br>y of<br>implemen<br>ting<br>effective<br>personaliz<br>ation<br>strategies | Comprehe<br>nsive<br>literature<br>review                                      | Personaliz<br>ation<br>significant<br>ly<br>enhances<br>customer<br>value and<br>profitabili<br>ty by<br>tailoring<br>products<br>to<br>individual<br>needs<br>The study<br>highlights<br>the<br>advancem<br>ents in<br>personaliz<br>ation<br>through<br>internet<br>technologi<br>es but also<br>idetifies<br>major<br>chalenges<br>such as<br>privacy<br>high cost<br>of<br>implemen<br>tation and<br>difficultie<br>s in<br>measuring | Privacy<br>issues and<br>rapid<br>technologi<br>cal<br>advancem<br>ents can<br>quickly<br>outdate<br>results                          | Future<br>research<br>should<br>focus on<br>keeping<br>up with<br>rapid<br>technologi<br>cal<br>changes<br>and better<br>measuring<br>technique<br>s   |

| Fan, H.<br>&Poole,<br>M.S.<br>(2006).<br>"What is<br>personalis<br>ation?<br>Perspectiv<br>es on the<br>design and<br>implemen<br>tation of<br>personaliz<br>ation in<br>informatio<br>n systems.<br>Journal of<br>Organisati<br>onal<br>Computin<br>g and<br>Electronic<br>Commerc<br>e, 16(3-4),<br>179-202 | Tailoring<br>or<br>customizi<br>ng<br>content,<br>services,<br>or<br>interactio<br>ns based<br>on<br>individual<br>preference<br>s,<br>behaviors,<br>or<br>characteri<br>stics of<br>users. | To<br>explore<br>and define<br>the<br>concept of<br>personaliz<br>ation in<br>the<br>context of<br>computer-<br>mediated<br>communic<br>ation.<br>Classify<br>types of<br>personaliz<br>ation.<br>Examin<br>benefits<br>and<br>challenges | Literature<br>review<br>and<br>conceptua<br>l analysis                  | They have<br>come to a<br>definition,<br>Identified<br>three<br>types<br>Content,<br>Interface<br>and<br>functional<br>personaliz<br>ation.<br>Rulebased<br>or<br>machine<br>learning<br>approache<br>s.<br>They give<br>insight in<br>benefits<br>like user<br>satisfactio<br>n and<br>challenges<br>like<br>privacy<br>and<br>complexit<br>y | Relies to<br>heavily on<br>literature<br>review. It<br>lacks<br>empirical<br>data<br>It focusses<br>on system<br>design and<br>not user<br>perspectiv<br>e | Future<br>research<br>should<br>include<br>empirical<br>studies,<br>consider<br>rapid<br>technologi<br>cal<br>changes<br>and<br>integrate<br>user<br>perspectiv<br>es           |
|---|---|---|---|--|--|---|
| Shanahan,<br>T. Tran,<br>T.P. &<br>Taylor,<br>E.C.<br>(2019).<br>"Getting<br>to know<br>you:<br>Social<br>media<br>personaliz<br>ation as a<br>means of<br>enhanced<br>brand<br>loyalty<br>and<br>perceived<br>quality.<br>Journal of<br>retailing<br>and<br>Consumer<br>Service,<br>47, 57-65.               | The<br>process of<br>tailoring<br>products,<br>services,<br>and<br>experienc<br>es to meet<br>the<br>individual<br>preference<br>s,<br>behaviors<br>and needs<br>of users.                  | Understan<br>ding<br>personaliz<br>ation,<br>How this<br>creates<br>value for<br>business<br>and<br>consumer<br>s and<br>objective<br>is to<br>examine<br>applicatio<br>ns across<br>different<br>sectors                                 | Literature<br>review<br>Case<br>studies<br>Interviews<br>and<br>surveys | It gives a definition and three types of personaliz ation:<br>Content, Product and Service personaliz ation.Ben efits are better customer experienc e, increased engageme nt, better conversio n rates and data utilization .<br>Challenge s are Privacy, technical complexit y, resource intensive and over personaliz ation                  | Bias and<br>scope<br>literature<br>review.<br>Generaliz<br>ability<br>difficult<br>with<br>casestudie<br>s   | Do<br>empirical<br>studies in<br>diverse<br>contexts.<br>Investigat<br>e the<br>impact of<br>new<br>technologi<br>es like AI.<br>Study<br>different<br>User<br>demograp<br>hics |
| (2012).<br>"The<br>dynamic<br>competeti<br>ve<br>recommen   | tailoring<br>of product<br>recommen<br>dations<br>and<br>services to  | competiti<br>ve<br>recommen<br>dation<br>Algorithm  | Datacolle<br>ction and<br>analysis.                                     | accurately<br>predicting<br>user<br>preference<br>s<br>thantraditi   | dependen<br>cy of the<br>algorithm<br>Computati<br>onal<br>complexit   | suggests<br>several<br>areas for<br>future<br>research<br>to adress   |

| da<br>alg<br>in<br>ne<br>se:<br>In<br>on<br>Sc<br>18   | ation<br>lgorithm<br>i social<br>etwork<br>ervices.<br>nformati<br>n<br>ciences,<br>87, 1-14  | individual<br>users<br>based on<br>their<br>preference<br>s,<br>behavior,<br>and<br>interactio<br>ns  | Enhance<br>user<br>experienc<br>e<br>Increase<br>sales and<br>engageme<br>nt  | Simulatio<br>n and<br>testing  | onal<br>methods<br>Increased<br>user<br>satisfactio<br>n<br>Boosting<br>of sales<br>anduser<br>ingageme<br>nt<br>Positive<br>impact on<br>business   | y, privacy<br>concerns<br>and<br>scalability<br>and<br>implemen<br>tation<br>challenges   | the<br>limitation<br>s and<br>enhance<br>understan<br>ding of<br>these kind<br>of<br>algorithm<br>s   |
|--|---|---|---|--|--|---|---|
| Li<br>Zh<br>La<br>Ta<br>(2)<br>"C<br>aw<br>ad<br>mo<br>rea<br>da<br>hių<br>so<br>ne<br>fea<br>IE | i, Y.,<br>hang, D.<br>an, Z. &<br>an, Z. &<br>2016).<br>Context-<br>ware<br>dvertise<br>tent<br>ecommen<br>ation for<br>igh speed<br>ocial<br>ews<br>seeding.<br>EEE. | Context<br>aware<br>advertisin<br>g:<br>delivering<br>personaliz<br>ed ads<br>based on<br>realtime<br>contextual<br>informatio<br>n, such as<br>user<br>location,<br>time of<br>day,<br>device<br>type, and<br>user<br>behavior | Develop a<br>context-<br>aware<br>algorithm,<br>Enhance<br>user<br>engageme<br>nt and<br>measure<br>effectiven<br>ess | Algorithm<br>developm<br>ent,<br>Real time<br>data<br>collection,<br>Experime<br>ntal set up<br>by<br>implemen<br>ting the<br>algorithm<br>s within a<br>social<br>news feed<br>and<br>compare<br>with<br>traditional<br>advertisin<br>g | Personaliz<br>ed ads are<br>more<br>relevant<br>leading to<br>higher<br>user<br>engaggem<br>ent.<br>Increased<br>click<br>through<br>rates.<br>Enhanced<br>user<br>satisfactio<br>n and<br>better<br>business<br>performan<br>ce | Privacy<br>concerns,<br>developin<br>g and<br>implemen<br>ting<br>context-<br>aware<br>algorithm<br>s is<br>complex<br>and<br>resource-<br>intensive.<br>Scalabilit<br>y can be<br>challengin<br>g duet o<br>computati<br>onal<br>demands<br>(outdated) | Future<br>research<br>should<br>focus on<br>dataprivac<br>y<br>solutions,<br>algorithm<br>optimizati<br>on, Cross<br>platform<br>integratio<br>n and long<br>term user<br>perception<br>studies |