28TH ANNUAL UC IRVINE RESEARCH SYMPOSIUM

# INFORMATION OVERLOAD:

EFFECTS OF NEIGHBORHOOD WATCH APPS ON USERS' FEAR OF CRIME

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### Research Question

Does consumption of crime-related information through digital neighborhood watch apps influence fear of crime?

### Definitions

#### Digital Neighborhood Watch Apps

Mobile applications, such as Nextdoor and Citizen, that allow neighbors to share information about local criminal incidents.

#### **Exposure to Crime**

An individual's exposure to criminal incidents, regardless if they were directly involved, witnessed it first hand, or learned about it after the fact.

#### **Perception of Crime**

An individual's perceived crime rate within a given area.

#### Fear of Crime

An individual's emotional state reflecting their fear of criminal victimization.

# Theoretical Support

#### **Cultivation Theory**

The longer individuals are exposed to violence while watching television, the more likely they are to believe social reality aligns with "television reality." (Gerbner & Gross, 1976)

#### Social Amplification of Risk Framework

As information about a risk event—such as a criminal incident—goes through a communication chain, risks of the event are amplified, resulting in a false sense of vulnerability toward the risks.

(Kasperson & Kasperson, 1988)

# Empirical Support

#### **Increased Exposure to Crime**

Consuming information about criminal incidents through traditional media increases one's exposure to crime.

(Einsiedel, Salomone, & Schneider, 1984)

#### **Increased Perception of Crime**

Increased exposure to crime through traditional media consumption leads to more exaggerated perceptions of crime.

(Gerbner & Gross, 1976; Tamborini, Zillmann, & Bryant, 1984; Callanna, 2012)

#### **Increased Fear of Crime**

Elevated perception of local crime has been linked to increased fear of crime and decreased feelings of safety.

(Doran & Burgess, 2012; Warr, 2000; Lub, 2016; Intravia, Wolff, Paez, & Gibbs, 2017)

## Hypothesis

DNW app users will present significantly higher fear of crime than nonusers.

## Research Design

#### **Target Population**

Aims to be generalized to the general public

#### Sample

Residents of Census tract 2198 (Los Angeles, CA)

#### **Sampling Method**

Convenience sampling: participants were recruited in person by going door-to-door

#### **Research Method**

Study utilized a paper-based, self-report survey to collect the demographics, exposure to crime, perception of crime, and fear of crime.

### Sample

#### **Traditional Demographics**

- Sample Size (N): 25
- 48% male; 52% female
- 68% Latine; 16% Black; 16% White
- 68% married; 28% single
- $M_{age}$ = 39.20 years old
- M<sub>children</sub> = 1.40 children in household

#### **DNW App-related Statistics**

- 64% engaged with a DNW app
- M<sub>time</sub> = 77.30 minutes spent/week
- M<sub>notifications</sub> = 12.44 notifications received

### Data Analysis

#### **Multiple Regression**

The multiple regression model looks at how predictor variables explain a proportion of variation in the outcome variable.

#### Independent Variables (Predictors)

- App Ownership
- Time Spent
- Notifications Received

#### Dependent Variables (Outcome)

- Fear of Crime in general
- Fear of Specific Crime
  - Measured on a 0 to 4 scale

# Results & Interpretations (for Fear of Crime in general)

#### **Multiple Regression**

Adj.  $R^2_{\text{multiple}} = .53$ , F(3, 21) = 7.07, p < .001

• Independent variables collectively explained 53% of the variation in fear of crime in general.

#### Time Spent

 $b_{y2\cdot 13} = .009, 95\%$  CI (.005, .014), t(24) = 4.01, p = .001

- Strong, positive, significant linear predictor
- As time spent on DNW apps increases, fear of crime increases.
  - [2 hours = 1.08 unit increase]

**App Ownership**b<sub>y1·23</sub> = -.767, 95% CI (-1.395, -.140), t(24) = -2.54, p = .019

- Significant predictor
- Unreliable measure for comparison

#### **Notifications Received**

 $b_{v3.12} = -.011, 95\%$  CI (-.042, .020), t(24) = -.75, p = .459

Nonsignificant linear predictor

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### Conclusion

#### **Implications**

Prolonged engagement with digital neighborhood watch apps elevates users' fear of crime.

- Extends the link between exposure to crime and fear of crime from traditional media to DNW apps
- Extends the link between elevated fear of crime and its negative psychological effects—feelings of violation, helplessness, anxiety, alienation, and distrust of others—to DNW apps

#### **Limitations**

- Limited sample size diminished statistical power and generalizability
- English survey limited participation

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Giants on Whose Shoulders We Stand