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The Role of Virtual Social Identity through Blog Use in Social Life

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ABSTRACT
This study explores the link between blog use and global quality of life satisfaction as subjective well-being. This study posits that blogging enhances social interactions between online users, which will develop their own virtual social identity. It is also proposed that developed virtual social identity will motivate people to expand their online social networks which will result in their global life satisfaction. A survey research was conducted (n=173), and found that social interaction through the features of the blog increases users’ three different aspects of virtual social identity, including cognitive, affective, and evaluative social identity. The enjoyment of the blog was another significant predictor of these three aspects of virtual social identity. It was found that all the three aspects of virtual social identity motivated bloggers to expand their online social networks vigorously. Finally, both cognitive social identity and intention to expand the social network turned out to be significant factors that affect users’ global life satisfaction.

Keywords: Blog, Social networks, Virtual social identity, Satisfaction with life, Internet paradox

INTRODUCTION
A blog is a personal web site, open to the public, in which the owner expresses his or her feelings or opinions (Turban et al., 2004). Since the early 2000s, the blog has offered a new opportunity for Internet users to publish on the web. According to the Pew/Internet survey (http://www.pewinternet.org), by the end of 2004, 8 million U.S. adults had created blogs, 32 million Americans were blog readers, and the number is still increasing.

There are many blogs used only for personal records or diaries, but now many Internet users are rushing into the blog world in order to communicate and interact with other bloggers. They are forming “loose” informal communities with other bloggers and this has become a new culture between bloggers. Members of the informal community might list one another’s blogs in a “blogroll” (a sidebar within a particular blog listing the other blogs the blogger frequents) and might read, link to, and respond to the contents in another community member’s blog (Kumar et al., 2004). Blogging today is thus a powerful tool for establishing and maintaining online social networks, and it reduces the social distance between bloggers (Orr, 2004).

The relationship between online social interaction and subjective well-being or overall life quality is unclear. Several studies have found that Internet use and online social interaction improve subjective well-being (e.g. White et al., 1999, Wright, 2000, etc.), but others suggest that such online media and online social interaction increase social isolation and thereby decrease subjective well-being in the real world (e.g. Kraut et al., 1998, Leung and Lee, 2005, etc.). This is referred to be as “Internet Paradox”. The question addressed in this study is to explore the impact of blog use on subjective well-being.

This study posits that blogging enhances social interactions between bloggers and develops a new type of social identity on the Internet and that blogging facilitates the development of social identity. A final question addressed by this study is whether or not blogging assists in the further expression of social capital because of the blogging process. The rest of the paper is organized as follows. Hypotheses are developed in the next section, and then research model is presented. Finally, we present several concluding remarks.
HYPOTHESES DEVELOPMENT

Blog as a Tool for Social Interaction

The current study posits that people who have appropriate opportunities for social interaction through the blog will develop a virtual social identity. In addition, the enjoyment they feel in using the blog will also lead to the development of a visual social identity. Figure 1 represents a conceptual model of the rationale used in the current study.

![Diagram](image.png)

Figure 1. A Conceptual Model of Developing Virtual Social Identity through the Blog

The contents of many blogs are personal, self-expressive, and associative, but blogs can also encourage users to share their knowledge, opinions and feelings, because they constitute to social interaction. Several functions and features of blogs, such as permalinks, comments, trackbacks and blogrolls, enhance interactions between bloggers so that they can readily form social networks (Nardi et al., 2004, Orr, 2004).

According to symbolic interaction theory, “interaction” is broadly defined to include any symbolic transmission (Ashforth and Mael, 1989). Through adequate interaction enhancement between members, those who are highly socialized tend to trust other members in their community, and become committed to their community (Ridings et al., 2002). In the context of blog space, Bloggers form informal communities with other bloggers. In other words, many newcomers undergo the processes of socialization in order to become a member of these communities. Eventually, the socialized bloggers will become committed to their blog community and a virtual social identity will emerge. Social identity can be developed in the virtual world as well as the real world (Bergami and Bagozzi (2000) and Dholakia et al. (2004)).

According to Ryder (1965), “socialization” is defined as a process by which individuals become part of a group or community. It involves processes that progressively confine their behavioral potentialities within an acceptable range and prepare them for the types of roles they will be expected to play. Beckers et al. (1961) stress that interaction, including sharing and comprehending symbolic transmission between members, is an important part of the socialization.

In this regard, blogs are communication tools for social interaction. Through the individual’s interaction and use of gestures with others through various web features of blogs, exchanges occur which establish common attitudes, organize behaviors and construct meaning. If those symbols and gestures are transferred to the individual through blogs, and are then significant to the individual, the individual and the community have a shared meaning that effects communication within a community and finally, the individual can be transformed from outsider to insider status within a community. That is, interaction is a process of socialization and leads people to develop virtual social identity in blog space.

Churchill et al. (2004) suggest that certain web features of blogs can facilitate a successful interaction between users on the Internet. Such web features of blogs enhance bloggers to communicate with one another, and then they are likely to have a high level of perceived interaction. Those who undergo a high level of perceived social interaction are more likely to have strong virtual social identity in their virtual communities (H1).

Dholakia et al. (2004) pointed out that fun and relaxation through playing or otherwise interaction with others are important factors to develop social identity in online communities, providing empirical evidence of its causal relationships. In this regard, bloggers who feel fun and relaxation through blogging might have strong virtual social identity in their social networks. Thus, blogging brings pleasure and fun to bloggers (Gruhl et al., 2004) and will finally help them to develop virtual social identity (H2).
Finally, as shown in Figure 1, hypotheses are proposed as follows:

**H1:** People who experience high perceived social interaction through blogs are more likely to develop strong virtual social identity.

**H2:** People who experience high enjoyment of blogs are more likely to develop strong virtual social identity.

**Virtual Social Identity**

As discussed earlier, social interaction through the blog and enjoyment was proposed to affect bloggers’ virtual social identity on the Internet. Now the current study explores the role of virtual social identity in individual social life.

The current study will investigate whether virtual social identity influences individual intention to expand their online social network as social capital, as well as the impact of virtual social identity and intention to expand online social network on individual subjective well-being. Figure 2 demonstrates the related relationships and the hypotheses.

![Figure 2. A Conceptual Model of Impact of Virtual Social Identity on Social Life](image)

Social identity is defined as the individual’s knowledge that he/she belongs to a certain social group, with some emotional and value significance of him/herself to the group membership (Adams and Hogg, 1990). Tajfel (1978) agrees that social identity is a part of an individual’s self-concept which derives from his/her knowledge of his/her membership in a social group (or groups) together with the value and emotional significance attached to that membership.

Ellemers et al. (1999) and Bergami and Bagozzi (2000) point out that there are three aspects of social identity including cognitive social identity, affective social identity, and evaluative social identity. Table 1 presents the definitions of those three social identities.

<table>
<thead>
<tr>
<th>Aspects of Social Identity</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cognitive Social Identity</td>
<td>“The perceived overlap between one’s own self-concept and the identity of the group/community” (Bergami and Bagozzi, 2000)</td>
</tr>
<tr>
<td>Affective Social Identity</td>
<td>“Identification with, involvement in, and emotional attachment to the group/community” (Allen and Meyer, 1990)</td>
</tr>
<tr>
<td>Evaluative Social Identity</td>
<td>“Evaluations of self-worth deriving from one’s membership in the group/community” (Bergami and Bagozzi, 2000)</td>
</tr>
</tbody>
</table>

**Table 1 Three Aspects of Social Identity**

Cognitive social identity relates to an individualized cognitive awareness and membership in a social group/community. It refers to the assimilation of the self to the in-group prototype and, thus, depersonalizes self-conception. This transformation of self is a major process underlying group phenomena, because it brings self-conception and behavior in line with the
contextually relevant in-group prototype (Adams and Hogg, 1990). In other words, cognitive social identity transforms the self-concept from a structure based on individuality to one based on group prototypicality, in which the prototype is a fuzzy set of features describing ideal attributes of in-group membership in a particular social context (Fielding and Hogg, 1997).

While awareness of one’s membership in a group/community (cognitive social identity) seems to capture the idea of a cognitive component of one’s social identity in a group/community, affective social identity is associated with one’s emotional component (Bergami and Bagozzi, 2000). In this sense, affective social identity implies a sense of emotional involvement with the group/community, and it is useful in explaining a member’s willingness to maintain committed relationships within groups(communities) (Dholakia et al., 2004). Therefore, affective social identity is the main determinant of in-group favoritism (Ellemers et al., 1999). Shaver et al. (1987) point out that two fundamental positive emotional categories, joy and love towards the organization, are bases of affective social identity, distinguishing it from cognitive social identity.

According to Bagozzi and Dholakia (2002), evaluative social identity has been defined as “the positive or negative value connotation attached to a group member, and arises from evaluations of self-worth derived from membership.” Evaluative social identity has been found to promote actions that produce in-group welfare.

Ellemers et al. (1999) and Bergami and Bagozzi (2000) validated the construct and the sub-dimensions used to measure the distinct aspects of social identity. Their theory related to the three social identities has been applied to investigate customer behaviors on the Internet. This work is relevant to this research and we have adopted Bergami and Bagozzi (2000) and Dholakia et al. (2004)’s view of social identity as bloggers’ virtual social identity on the Internet.

Bagozzi and Dholakia (2002) and Ashforth and Mael (1989) pointed out that people who have strong social identity tends to desire to, at least, maintain their positions in the group, showing strong loyalty and commitment to the group. They are more likely to expand their social networks because they want to maintain the structure of their groups and their own positions in the group as well (H3).

Many previous studies indicated that strong social identity increases satisfaction (e.g. Ashforth and Mael, 1989), and social identity is known to provide satisfaction associated with self-worth, deriving from one’s membership in the group or community (Bergami and Bagozzi, 2000). In other words, social identity is strongly connected to satisfaction in the context of “group.” Furthermore, this study posits that bloggers’ highly developed virtual social identity will provide more satisfaction in their life as an index of subjective well-being. Thus, this study proposes that virtual social identity through blogging will also influence bloggers’ global life satisfaction (H4).

Social networks are considered as social capital of individual, and the results of social network frequently become embodied in diverse satisfactions under certain circumstances (e.g. job satisfaction in workplace) (Flap and Voelker, 2001). Thus, the current study also proposes that stronger intention to expand online social network will yield higher global life satisfaction (H5).

Finally, as represented in Figure 2, following hypotheses are proposed:

H3: People who have strong virtual social identity are more likely to have strong intention to expand their online social network

H4: People who have strong virtual social identity are more likely to be satisfied with their own lives

H5: People who have strong intention to expand their online social network are more likely to be satisfied with their own lives.

RESEARCH MODEL

This study establishes a research model based on two conceptual models and five hypotheses proposed above. Those conceptual models and hypotheses are integrated into a structural equation model as shown in Figure 3. As suggested by Bergami and Bagozzi (2000), virtual social identity is classified as three different aspects of virtual social identity, including Cognitive Social Identity, Affective Social Identity, and Evaluative Social Identity. Accordingly, each hypothesis, except for H5, is separated into three different sub-hypotheses in order to examine each path coefficient.
Instrument Development

This study uses cross sectional design via a survey questionnaire composed of measures based on a literature review. Survey research is the most efficient approach for this study, in that individual psychological and their social issues will be mainly dealt with.

This study operationalizes latent variables from Figure 3 on the basis of the literature review. All measures were taken directly or adapted from previous studies. Measures for the three aspects of social identities were mainly adapted from Allen and Meyer (1990) and Bergami and Bagozzi (2000). Each question on virtual social identity limits the scope of social relationship to in-boundary of each BSP because blogs located in two different BSP boundaries cannot form over-boundary communities easily; that is, services provided by different BSPs are mutually exclusive.

As an index of subjective well-being, the “Satisfaction With Life Scale (SWLS)” was adopted for this study. An advantage of using the SWLS is addressed in that this scale asks the person for their overall evaluation of their life, rather than summing across their satisfaction with specific domains, to obtain a measure of global life satisfaction (Diener et al., 1985). Thus, the SWLS is a very useful and efficient tool in investigating the relationship between individual judgments of life satisfaction and unidentified effects on it. Detailed measure items for this study are provided in Appendix A.

Data Collection

Data was collected using both a paper-based survey and a web-based survey system. Approximately 3,000 flyers/e-mails asking for participation and survey questionnaires were distributed. A total of 204 responses were collected (response rate 6.8%) and a total of 172 were usable among them.

All participants were residents of the U.S., and all of them had managed their own personal blogs for at least 3 weeks or longer. The average was 13.25 months. 56.7% of subjects were male and 42.4% were female. The age of respondents ranged from 18 to 53 years old, and the average age was 24.91 years old. Most of them (67.5%) answered that they used or managed their own blog 2 – 10 hours per week, and the average was 4.87 hours per week. In addition, on average, they spent 4.95 hours per week visiting and reading other’s blogs.

They were also asked to provide the name of the BSP (Blogging Service Provider) they use. 34 subjects used Xanga and 33 of them used Blogspot. These two leading BSP were followed by Myspace (14), Livejournal (14), Cyworld (14), MSNspace (12), etc. in the sample.
Methods

Data analysis was performed using the Partial Least Squares (PLS) method, as well as several other statistical methods for the assessment of measurement model and structural model. PLS has the advantage that it is quite robust with regard to several inadequacies (e.g. skewness or multicollinearity of the indicators, misspecification of the structural model) and that the latent variable scores always conform to the true values (Haenlein and Kaplan, 2004).

We used measurement model to test the composite reliability and AVE (Average Variance Extracted) and investigated the convergent validity, cross-loading matrix and the correlation matrix with square root of AVE.

The composite reliability and AVE of each latent variable used in this study are provided in Appendix A. All composite reliability is higher than .80 and AVE is higher than .60. These results support that the measurement model has strong convergent validity. Then, cross-loadings of each item are explored and compared across all latent variables. Cross-loading matrix is provided in Appendix B, which indicates that both strong convergent validity and discriminant validity exist in the measurement model. All PLS factor loadings on this construct are quite high, greater than 0.70, and all cross-loadings are lower than .70.

In addition, Table 2 examines the ratio of the square root of the AVE of each latent variable over the correlations of this variable with respect to all the other variables.

<table>
<thead>
<tr>
<th>Latent Variable</th>
<th>(1)</th>
<th>(2)</th>
<th>(3)</th>
<th>(4)</th>
<th>(5)</th>
<th>(6)</th>
<th>(7)</th>
<th>(8)</th>
</tr>
</thead>
<tbody>
<tr>
<td>(1) Social Interaction through the Blog</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>(.849)</td>
</tr>
<tr>
<td>(2) Enjoyment of the Blog</td>
<td>.599</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>(.958)</td>
</tr>
<tr>
<td>(3) Cognitive Social Identity</td>
<td>.435</td>
<td>.360</td>
<td>(.861)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>(4) Affective Social Identity</td>
<td>.564</td>
<td>.526</td>
<td>.511</td>
<td>(.877)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>(5) Evaluative Social Identity</td>
<td>.490</td>
<td>.422</td>
<td>.458</td>
<td>.703</td>
<td>(.939)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>(6) Intention to Expand Online Social Network</td>
<td>.609</td>
<td>.641</td>
<td>.407</td>
<td>.458</td>
<td>.457</td>
<td>(.931)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>(7) Attitude toward the Tax Policy (marker variable)</td>
<td>.047</td>
<td>.083</td>
<td>-.072</td>
<td>.068</td>
<td>-.003</td>
<td>.028</td>
<td>(.763)</td>
<td></td>
</tr>
</tbody>
</table>

*Note: The number in parenthesis is the square root of AVE

Table 2. Correlations of the Latent Variables and the Square Root of the AVE

In Table 2, diagonal elements in parenthesis are correlations of each construct with its measure, which is the square root of AVE. Off-diagonal elements are correlations between constructs. As shown in Table 2, each construct is more highly correlated with its measures than with any other constructs. This indicates that strong discriminant validity exists among the constructs.

A marker variable, “Attitude towards the Tax Policy” was placed between the dependent variable and the independent variables to examine the common method variance artifact. After data collection, we found that there were around zero correlations between the marker and other variable, which means that the data collected was not contaminated by common method variance (see Table 2).

Results

Finally, Figure 4 illustrates the results of model testing.
As shown in Figure 4, H1, H2, and H5 are supported, and H3 and H4 are partially supported in the sample. Each path coefficients from “Social interaction through the blog” to three aspects of social identity is .342, .399, and .370, respectively. Each coefficient from “Enjoyment of the blog” to three aspects of social identity is .154, .293, and .200, respectively. $R^2$ value of each virtual social identity is medium high (.205, .373, and .266) which means that the variance of virtual social identity in the sample can be well accounted for by these two constructs, “Social interaction through the blog” and “Enjoyment of the blog.”

The result of H3 shows that about 28% of the variance of the bloggers’ intention to expand online social network are accounted for by their virtual social identity on the Internet. This finding implies that a person who has high level of virtual social identity more tends to vigorously expand their online social network as their social capital.

The result of H4 and H5 shows that virtual social identity and the intention accounts for 14% of the variation in “Satisfaction with life” in the sample ($R^2=.142$). Among three aspects of virtual social identity, only cognitive social identity turned out to be significant effect on life satisfaction. This can be explained that the stronger feelings of overlap between one’s own self-concept and the identity of virtual community that they belong to, the stronger global satisfaction with life bloggers feel. This finding associated with H4 supports the role of virtual cognitive social identity as an antecedent of overall life satisfaction (path coefficient = .241). However, neither emotional attachment to the community (Affective social identity), nor evaluation of self-worthy in the community (Evaluative social identity) were significant predictors of global life satisfaction. Accordingly, it is concluded that global satisfaction with life in the real world can be achieved partially through social identity developed through appropriate online social interactions with other bloggers on the Internet. In addition, the result of H5 shows that one’s strong willingness to expand their online social networks also turned out to influence their global life satisfaction, supporting and extending Flap and Voelker (2001)’s view on the link between “social capital” and “satisfaction.”

**CONCLUSION**

The main goal of this study was to investigate the impact of blog use on the subjective well-being of bloggers. It was found that both perceived online social interaction through blog and enjoyment of the blog help users develop virtual social identity online. When three aspects of virtual social identity, including cognitive, affective, and evaluative social identity, were manifested, users were highly motivated to expand their online social networks. This motivation was turned out to assist users to feel global life satisfaction, the index of subjective well-being in this study. Cognitive social identity among others turned out to be a strong predictor of bloggers’ global satisfaction with life as well. In summary, effective online social interactions with other bloggers through the web features of blogs increase overall quality of life and subjective well-being in
the real world. The findings illustrate that blogs, as a new communication medium, enhance social networks through virtual social identity development and improves quality of life. We have also found that blog is a useful Internet communication medium which provides an explanation for the disappearance of the “Internet Paradox.”

REFERENCES


APPENDIX A. OPERATIONALIZATION OF LATENT VARIABLES

Social Interaction through the Blog (Churchill et al., 2004, Kim et al., 2003) C.R.=.888, AVE=.725

SI1. I share ideas with my friends efficiently through the feature of the blog interface
SI2. I express my feelings or emotions to my friends efficiently through the features of the blog interface
SI3. Overall I think I am satisfied with interaction with my friends though the features of the blog interface

Enjoyment of the Blog (Pierce et al., 2003, Gruhl et al., 2004) C.R.=.957, AVE=.917

EB1. I feel pleasure when I use my blog
EB2. I feel comfort when I use my blog

Cognitive Social Identity(Ellemers et al., 1999, Bergami and Bagozzi, 2000) C.R.=.896, AVE=.742

CS1. I believe I am similar to my friends on the BSP sites
CS2. I perceive an overlap between my self-identity and my friends group on the BSP sites
CS3. Imagine that one of the circles at the left in each row represents your own self-definition or identity and the other circle at the right represents the identity of your friend group on the BSP sites you use. Please indicate which case (A, B, C, D, E, F, G, or H) best describes the levels of overlap between your own and your friend group’s identities

A. Far apart
B. Close together but separate
C. Very small overlap
D. Small overlap
E. Moderate overlap
F. Large overlap
G. Very large overlap
H. Complete overlap


AS1. I am emotionally attached to the group of my friends on the BSP sites
AS2. I feel feelings of belongingness towards the group of my friends on the BSP sites
AS3. I am happy to spend time with the group of my friends on the BSP sites
AS4. I enjoy discussing the group of my friends on the BSP sites with people outside it
AS5. The group of my friends on the BSP sites has a great deal of personal meaning for me

Evaluative Social Identity (Dholakia et al., 2004, Bergami and Bagozzi, 2000) C.R.=.957, AVE=.882

ES1. I am a valuable member of the group of my friends on the BSP sites
ES2. I am an important member of the group of my friends on the BSP sites
ES3. I feel that I am respected by my friends of the group on the BSP sites
**Intention to Expand Online Social Network (Zeithaml et al., 1996) C.R.=.929, AVE=.867**

IE1. I recommend this BSP to others

IE2. I will say positive things about this BSP to other people

**Satisfaction with Life (Diener et al., 1985) C.R.=.905, AVE=.657**

SL1. In most ways my life is close to my ideal.

SL2. The conditions of my life are excellent.

SL3. I am satisfied with my life.

SL4. So far I have gotten the important things I want in life.

SL5. If I could live my life over, I would change almost nothing.

### APPENDIX B. CROSS-LOADING FOR THE MEASUREMENT MODEL

<table>
<thead>
<tr>
<th></th>
<th>SI</th>
<th>EB</th>
<th>CS</th>
<th>AS</th>
<th>ES</th>
<th>EL</th>
<th>SL</th>
</tr>
</thead>
<tbody>
<tr>
<td>SI1</td>
<td>0.847</td>
<td>0.447</td>
<td>0.307</td>
<td>0.458</td>
<td>0.388</td>
<td>0.453</td>
<td>0.066</td>
</tr>
<tr>
<td>SI2</td>
<td>0.875</td>
<td>0.523</td>
<td>0.383</td>
<td>0.444</td>
<td>0.365</td>
<td>0.462</td>
<td>0.058</td>
</tr>
<tr>
<td>SI3</td>
<td>0.826</td>
<td>0.547</td>
<td>0.408</td>
<td>0.523</td>
<td>0.480</td>
<td>0.614</td>
<td>0.274</td>
</tr>
<tr>
<td>EB1</td>
<td>0.574</td>
<td>0.956</td>
<td>0.330</td>
<td>0.492</td>
<td>0.395</td>
<td>0.616</td>
<td>0.233</td>
</tr>
<tr>
<td>EB2</td>
<td>0.574</td>
<td>0.960</td>
<td>0.358</td>
<td>0.514</td>
<td>0.413</td>
<td>0.613</td>
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</tr>
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<td>CS1</td>
<td>0.380</td>
<td>0.299</td>
<td>0.879</td>
<td>0.493</td>
<td>0.404</td>
<td>0.290</td>
<td>0.034</td>
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<td>CS2</td>
<td>0.386</td>
<td>0.380</td>
<td>0.889</td>
<td>0.446</td>
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<td>0.387</td>
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<td>CS3</td>
<td>0.357</td>
<td>0.241</td>
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<td>0.380</td>
<td>0.427</td>
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<tr>
<td>AS1</td>
<td>0.443</td>
<td>0.425</td>
<td>0.508</td>
<td>0.876</td>
<td>0.585</td>
<td>0.354</td>
<td>-0.012</td>
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<td>AS2</td>
<td>0.559</td>
<td>0.520</td>
<td>0.472</td>
<td>0.916</td>
<td>0.648</td>
<td>0.443</td>
<td>0.102</td>
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<tr>
<td>AS3</td>
<td>0.489</td>
<td>0.431</td>
<td>0.450</td>
<td>0.885</td>
<td>0.656</td>
<td>0.357</td>
<td>0.102</td>
</tr>
<tr>
<td>AS4</td>
<td>0.502</td>
<td>0.475</td>
<td>0.421</td>
<td>0.831</td>
<td>0.557</td>
<td>0.442</td>
<td>0.219</td>
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<tr>
<td>AS5</td>
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<td>0.442</td>
<td>0.390</td>
<td>0.875</td>
<td>0.634</td>
<td>0.396</td>
<td>0.082</td>
</tr>
<tr>
<td>ES1</td>
<td>0.440</td>
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<td>0.954</td>
<td>0.430</td>
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<tr>
<td>ES2</td>
<td>0.453</td>
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<td>0.955</td>
<td>0.403</td>
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