

Dark patterns

Dark* patterns

The term dark pattern was first used by Harry Brignull (UX expert and PhD in Cognitive Science) in 2010 referring to:

"Tricks used in websites and apps that make you do things you didn't mean to ».

*A rich literature followed to define dark patterns.

Another term is now commonly used in the literature: Deceptive design / Deceptive patterns. The goal is to avoid any misunderstanding as to associating « dark » to something negative. We fully adhere to this precaution. As "Dark Patterns" has been used in legislation, we will for now continue to use it, for legal precision purposes.

What is the scale of the problem?

There are currently **hundreds of scientific articles** on dark patterns,
many researchers have evidenced their
high prevalence, 5 taxonomies have
been created by regulators:

- * European Data Protection Board (2023)
- *Federal Trade Commission (2022)
- * OECD (2022)
- * CNIL (2019)
- * Norwegian Consumer Council (2018)

97%

of Europeans' preferred e-commerce sites contain at least

1 dark pattern. Source: European Commission, 2022

40%

Focusing on only 3 types of dark patterns relating to

consumer protection, nearly 40% of e-retail shops contain

a dark pattern. Source: European Commission 2023

1818

Mathur et. al identified **1818 dark patterns** in 11,000 US

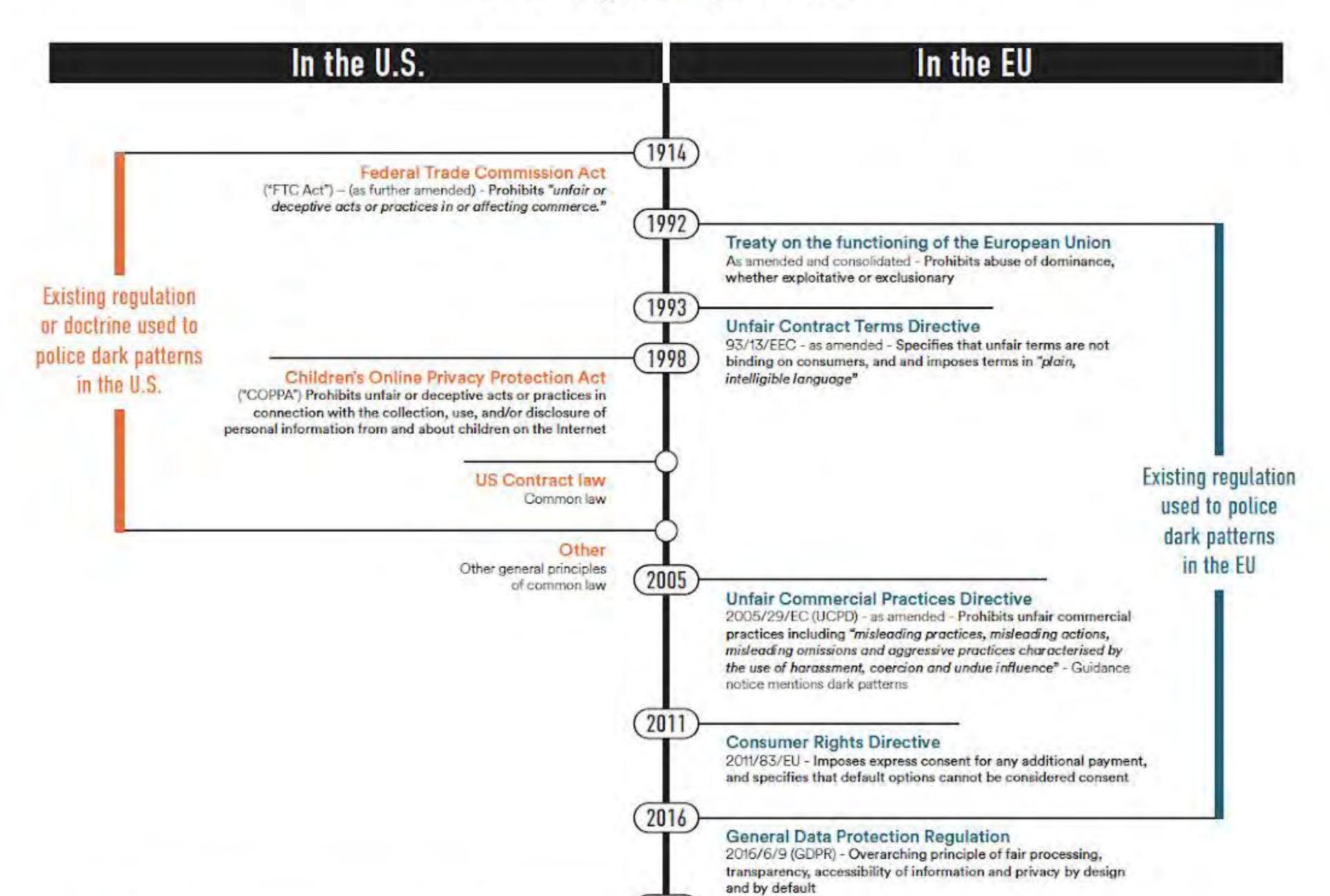
e-commerce sites, and 22 « providers of dark

patterns » Source : <u>Dark Patterns at scale</u>

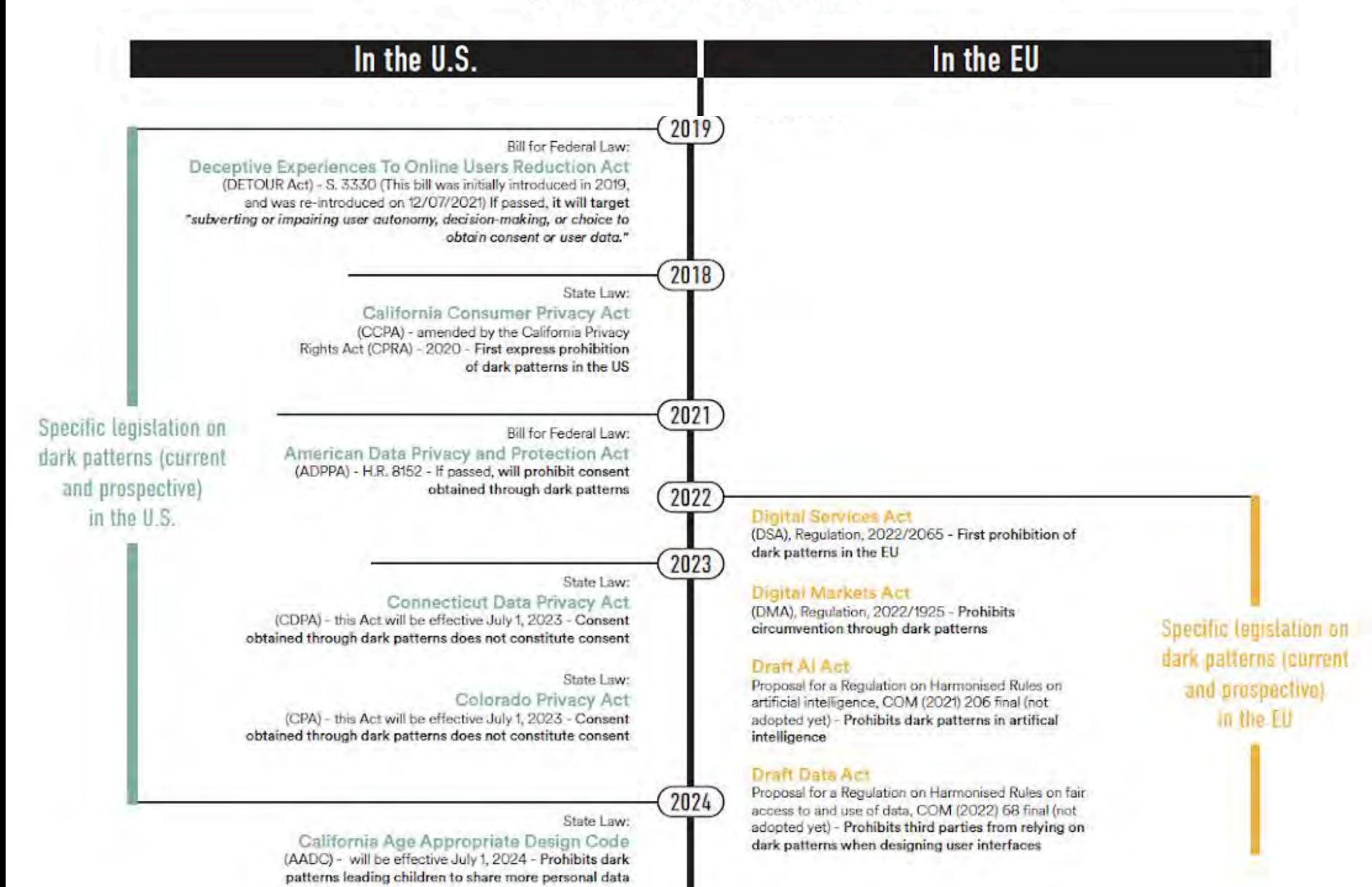
What are the harms caused by dark patterns?



Evolution of legislation policing dark patterns



Evolution of legislation policing dark patterns



Existing taxonomies

An extensive literature exists to define and categorize Dark Patterns. During our state of the art, we selected 16 taxonomies from the most recent or most acknowledged publications.

- Bongard-Blanchy, K., Rossi, A., Rivas, S., Doublet, S., Koenig, V., & Lenzini, G. (2021, June). "I am Definitely Manipulated, Even When I am Aware of it. It's Ridiculous!"-Dark Patterns from the End-User Perspective. In *Designing Interactive Systems Conference* 2021 (pp. 763-776).
- Bösch et al, 2016
- Brignull H (2010) Types of deceptive design. https://www.deceptive.design/. Accessed 01 Dec 2022
- Competition & Market Authority, 2022
- CNIL (2019). IP Report: Shaping Choices in the Digital World, From dark patterns to data protection: the influence of UX/UI design on user empowerment. Retrieved December 1, 2022, from https://linc.cnil.fr/sites/default/files/atoms/files/cnil_ip_report_06_shaping_choices_in_the_digital_world.pdf
- European Commission, 2022
- EDPB (2022). Guidelines 3/2022 on Dark patterns in social media platform interfaces: How to recognise and avoid them. Retrieved December 1, 2022, from https://edpb.europa.eu/our-work-tools/documents/public-consultations/2022/guidelines-32022-dark-patterns-social-media_en
- FTC, 2022
- Gray, C. M., Kou, Y., Battles, B., Hoggatt, J., & Toombs, A. L. (2018, April). The dark (patterns) side of UX design. In *Proceedings of the 2018 CHI conference on human factors in computing systems* (pp. 1-14).
- Jarovsky, L. (2022). Dark Patterns in Personal Data Collection: Definition, Taxonomy and Lawfulness. *Taxonomy and Lawfulness (March 1, 2022)*.
- Liguri, 2021
- Norwegian Consumer Council (Forbrukerrådet). Frobrukerrådet. (2018). Deceived by design: How tech companies use dark patterns to discourage us from exercising our rights to privacy. Retrieved December 1, 2022, from https://fil.forbrukerradet.no/wp-content/uploads/2018/06/2018-06-27-deceived-by-design-final.pdf
- Princeton, 2021

Existing taxonomies

- The first wave of taxonomies was created to identify the problem.
- The second wave focused on prevalence and identifying the basis for regulation.
- The third wave aimed at assessing the harm to consumers.

Identifying gaps

- Existing taxonomies are often overlapping but never extensive
- They are focusing on a given area of application (privacy, regulation, e-commerce, etc.).
- They are analyzing existing dark patterns (not the potential future ones).
- Taxonomies are fairly complex and not very usable by practitioners without investing significant time to have a complete overview of the various categories of dark patterns.
- Criteria are not always linked to the underlying cognitive biaises.
- Overall, these taxonomies have been problem-focused.

We therefore propose a 4th wave: solution-oriented taxonomy

Towards a new, solution-oriented taxonomy

Solution-oriented taxonomy

Our taxonomy aims at being:

- 1. **Easily usable**: accessible to all stakeholders necessary to solve the problem: designers, developers, digital marketers, lawyers, researchers, regulatory bodies and judges, and easy to memorize;
- 2. **Easily actionable**: each dark pattern has one or several generic (non-branded) example(s), for accessibility and training purposes, and each has a corresponding (non-branded) fair pattern as a remedy;
- 3. Sustainable and future-proof: anchored on cognitive biases to be more robust against new forms of dark patterns which will appear, encompassing wider categories not strictly based on types of design or types of language

OUR METHODOLOGY

Mapping of the existing

Analysing the groups

Identifying the risks

Defining corresponding fair patterns

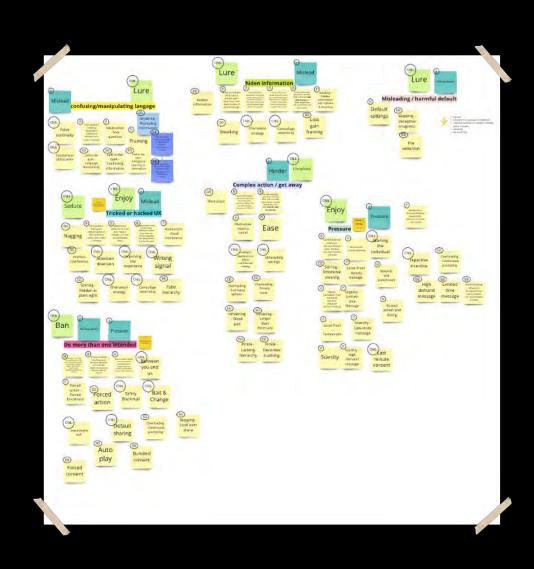
And grouping similar itemps

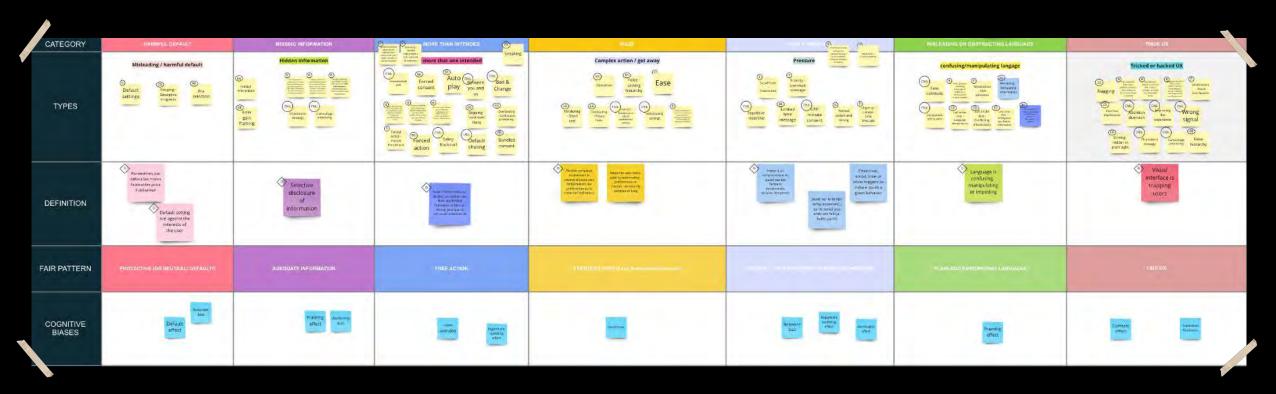
Analysing the groups created based on 3 criteria: consistency (ensure that they group criteria in an homogeneous way), distinctiveness (ensure that every group is different than the others), macro level (ensure that the new category is applicable to several area of application and future-proof)

Identify the risks for each pattern, associate the cognitive biases involved and defining the new categories

Defining corresponding fair patterns, based on literature review and our experience of user tested projects







OUR USABLE TAXONOMY WITH COUNTERMEASURES: FAIR PATTERNS

HARMFUL DEFAULT

DEFINITION

Default setting are against the interests of the user.

MAIN COGNITIVE BIASES

- Default effect
- Optimistic bias

MAIN RISKS

Control, freedom, monetary, personal

MISSING INFORMATION

DEFINITION

Selective disclosure of information.

MAIN COGNITIVE BIASES

- Framing effect
- Anchoring bias

MAIN RISKS

Control, cognitive, monetary, personal data

MAZE

DEFINITION

Make the user tasks, path to information, preferences or choices unnecessarily complex or long.

MAIN COGNITIVE BIASES

Overchoice

MAIN RISKS

Control, monetary, freedom, cognitive, personal data

PUSH & PRESSURE

DEFINITION

Emotional, social, time or other triggers to induce/push a given behavior.

MAIN COGNITIVE BIASES

- Restreint bias
- Hyperbolic updating effect
- Bandwagon effect

MAIN RISKS

Control, freedom, monetary, personal data, cognitive

MISLEADING OR OBSTRUCTING LANGUAGE

DEFINITION

Language is confusing, manipulating or impeding.

MAIN COGNITIVE BIASES

Framing effect

RISKS

Cognitive, control, freedom, personal data

MORE THAN INTENDED

DEFINITION

Sequence of events, clicks, or flows that force the user to do or give more than they intended.

MAIN COGNITIVE BIASES

- Loss aversion
- Hyperbolic updating effect

MAIN RISKS

Control, freedom, monetary, personal data

TRICK UX

DEFINITION

Visual interface is trapping users.

MAIN COGNITIVE BIASES

- Contrast effect
- Functional fixedness

MAIN RISKS Cognitive

NEUTRAL OR PROTECTIVE DEFAULT

DEFINITION

For adults: default settings are neutral For minors: default settings are protective.

ADEQUATE INFORMATION

DEFINITION

Sufficient information for the users' intended action. Additional suggestions clearly identify as such.

SEAMLESS PATH

DEFINITION

preferences or choices are as easy when they're in the users' interest than when they're in the company's interest

Ensure users tasks, path to information,

INFORMATION

NON-INTRUSIVE

DEFINITION

Absence of trigger to push a behavior not initiated by the user

PLAIN AND EMPOWERING LANGUAGE

DEFINITION

Language so clear that users easily fins what they need, understand it upon first reading, and understand the consequence of their choices

FREE ACTION

DEFINITION

Empower users to understand the consequences of their choices (especially in terms of spending more or sharing more personal data)

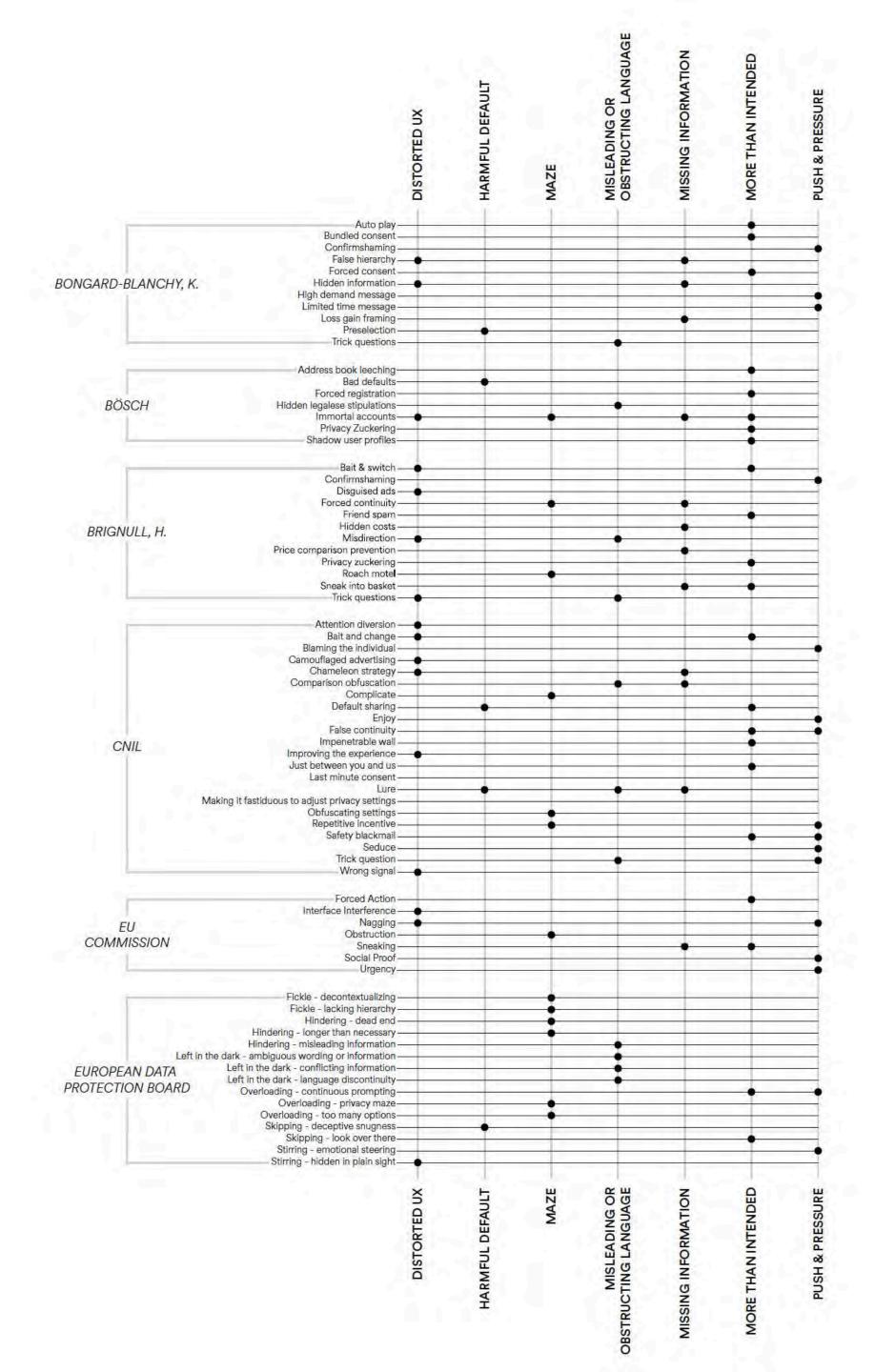
FAIR UX

DEFINITION

Visual interface respects users' intended actions and choices

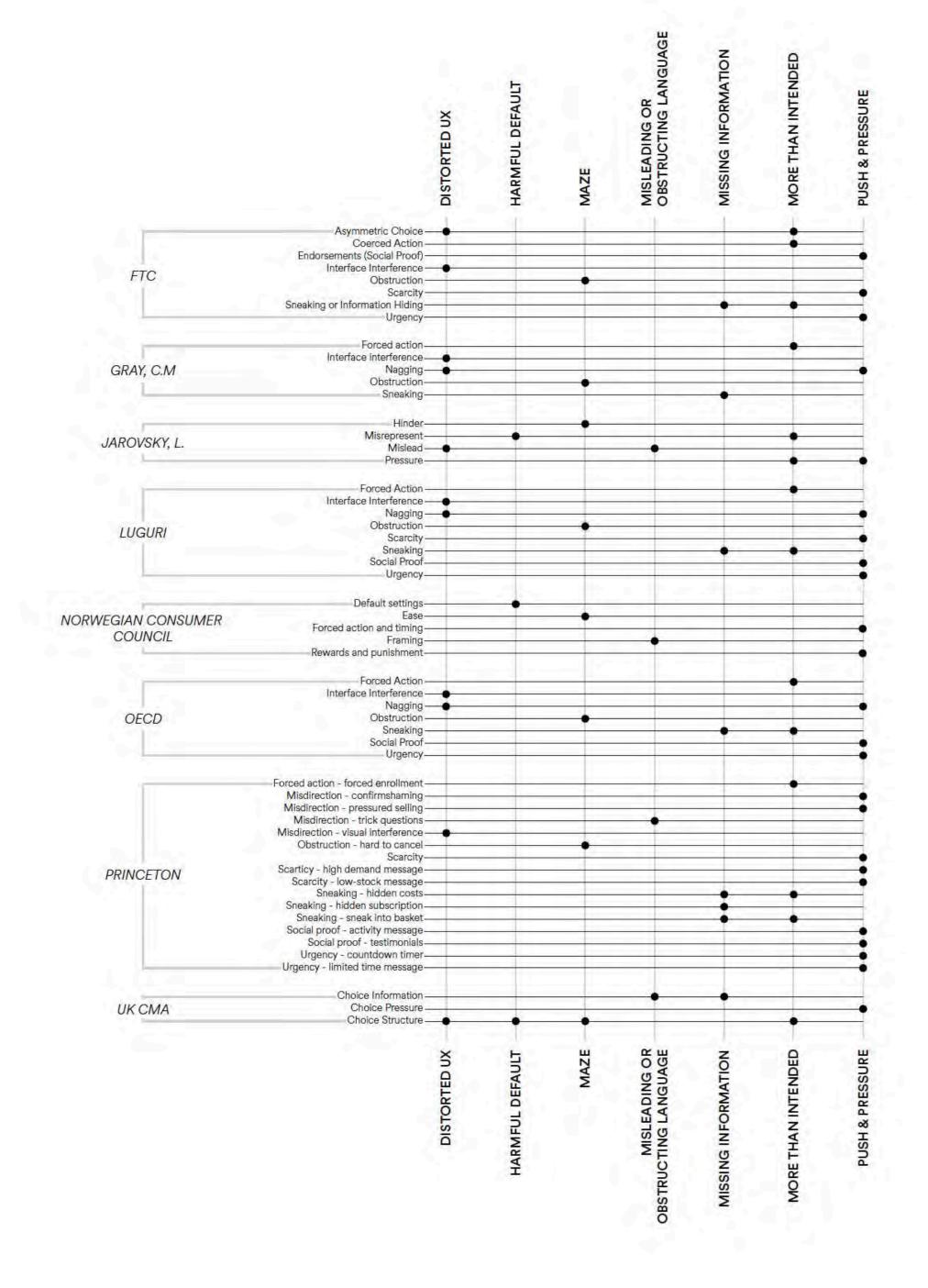
Correspondance table

In this new taxonomy, all DP from the 16 taxonomies are included and overlapping is avoided.



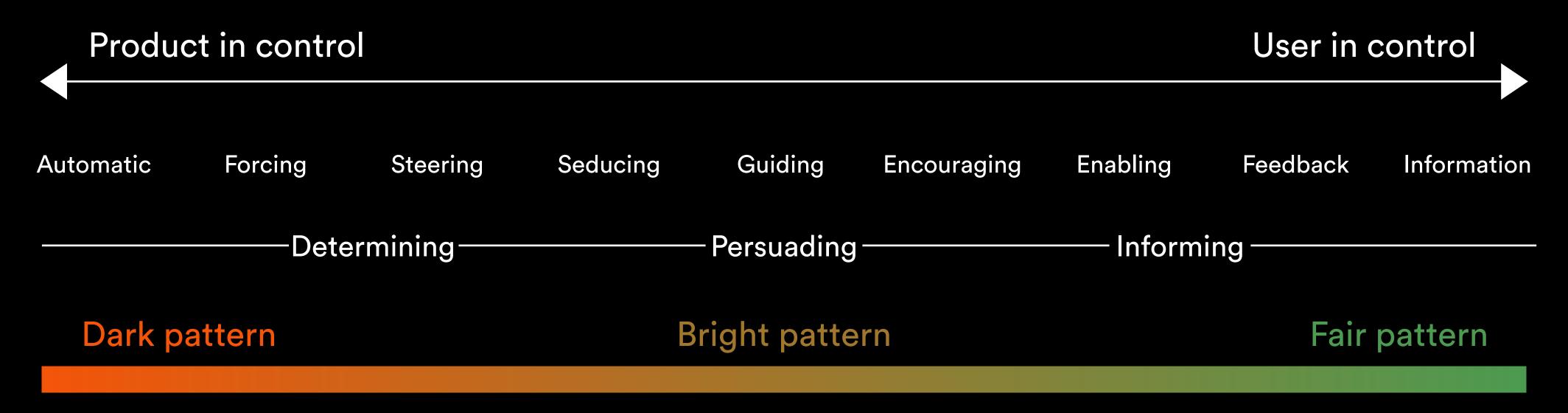
Correspondance table

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From Dark patterns to *Fair* patterns

From dark patterns to fair patterns



Distribution of control between the user and the product when designing for behavior change (Adapted from Zachrisson et al., 2012, p.363)

Rationale to creating fair patterns

Shifting away from consent or nudging users towards privacy- or consumer-friendly options (i.e. influencing the decisions of individuals or groups towards good choices (as judged by themselves) through minor changes in the choice environment without compromising freedom of choice, Thaler & Sunstein, 2009) means giving up on humans' capacity to make their own informed choices online. Given the ever increasing prevalence of digital in our lives, it seems all the more dangerous.

As "active optimists", we'd rather bet on people's intelligence, once "equipped" with the right knowledge and tools to freely decide for themselves. Building on "light patterns", we also rely on Jarovsky's "Autonomy Preserving Protective Measures" (APPMs), and her definition of autonomy:

« The ability of an individual to independently

- think (understand, reflect),
- decide (critically evaluate) and
- choose (act, implement choice)

according to his own preferences and values. »

Fair patterns:

Interfaces that empower users to make their own, enlightened, free choices

- Fair as opposed to deceiving and misleading dark patterns, but equipping users with the right knowledge and tools, to preserve their autonomy which is a central human attribute;
- Fair because they empower users to make their own choices, while avoiding paternalism (inspired by Jarovsky's APPM's);
- Fair because users are « equipped » with context and provided with actual choice;
- Fair to foster sustainability of digital economy (inspired by the fairness by design duty proposed by the CMA)

Goals pursued	Criteria
Triggering System 2 Avoiding consent fatigue namely due to perception of lack of control	- Enabling action, i.e. explaining consequences of choices - Short-term boost: explaining legal concepts in plain language, while keeping the technical term for longer term learning curve, quiz and rewards for learning more - Long-term boost: empowering users to measure their learning progress in not just identifying dark patterns but also resisting them and taking action (eg reporting dark patterns to halls of shame, regulators or NGO's to prompt class actions) - Enhancing perception of control: meaningful control tools by users (not just perception of control) eg dashboards
Limiting cognitive effort in System 2	 Succinct "dosis" of information at the right time of the journey Clearly distinguishing between what's mandatory and optional Limited mental effort to make choices according to users' preferences eg the call-to-action button on the right-hand-side is the one that corresponds to the action that the user initiated herself/himself Formatting: minimum font size for minimum cognitive effort and ease of reading sufficient contrast sufficient spacing icons to support understanding (but not if ends up overloading the page)
Fighting salience bias (sensitivity to frames).	- balanced information, ie presenting options in a strictly equivalent way (button size, colors etc)

Fair pattern Checklist

Fair pattern Checklist

Goals pursued	Criteria
Fighting status quo bias	 Neutral defaults (or protective defaults for vulnerable users eg minors) Periodic reminders to adjust choices, and warnings
Correcting information asymmetry	 Providing context and guidance Plain, succinct and empowering language: language is so clear that users easily find what they need, understand it upon first reading, and understand the consequences of their choice
Creating a learning curve	 Relevant and educative information Short-term and long-term boosts Transparency in format and goals User tested, in particular for cognitive load and autonomy-enhancement
Enhancing ability to choose	 Easily accessible Actual choice exists Clarity Meaningful information: providing context and stakes, including long-term consequences, Timely information: the right information at the right time of the user journey

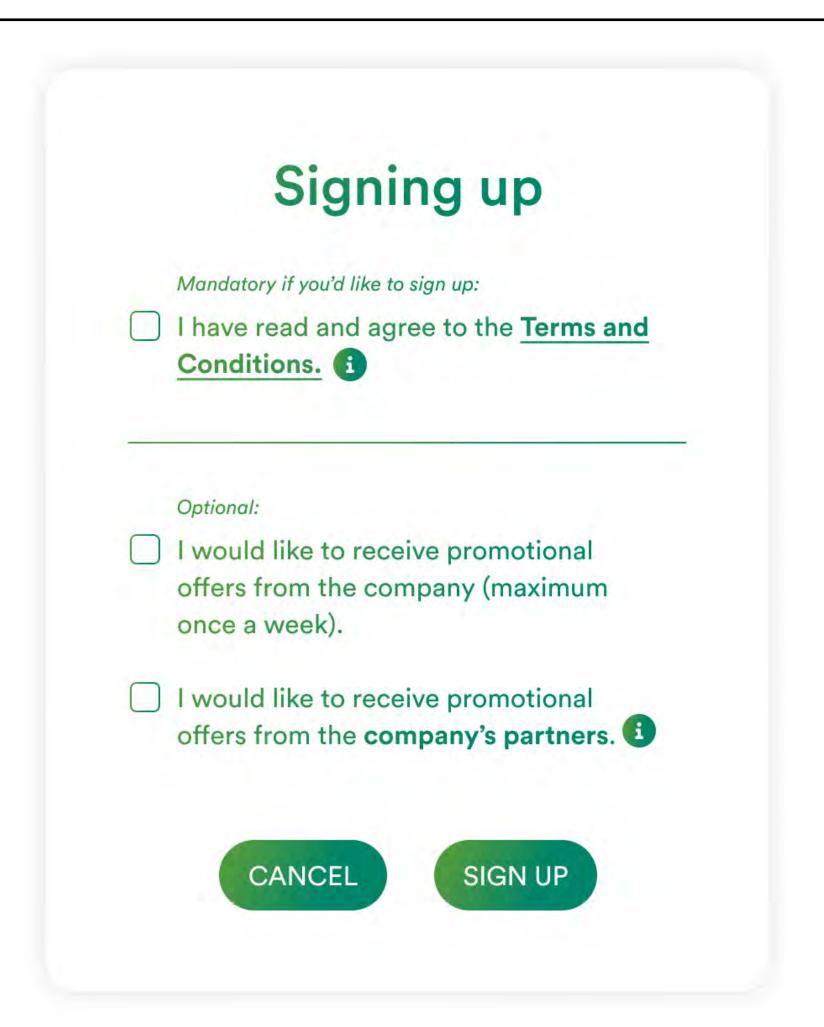
What it looks like in practice

HARMFUL DEFAULT

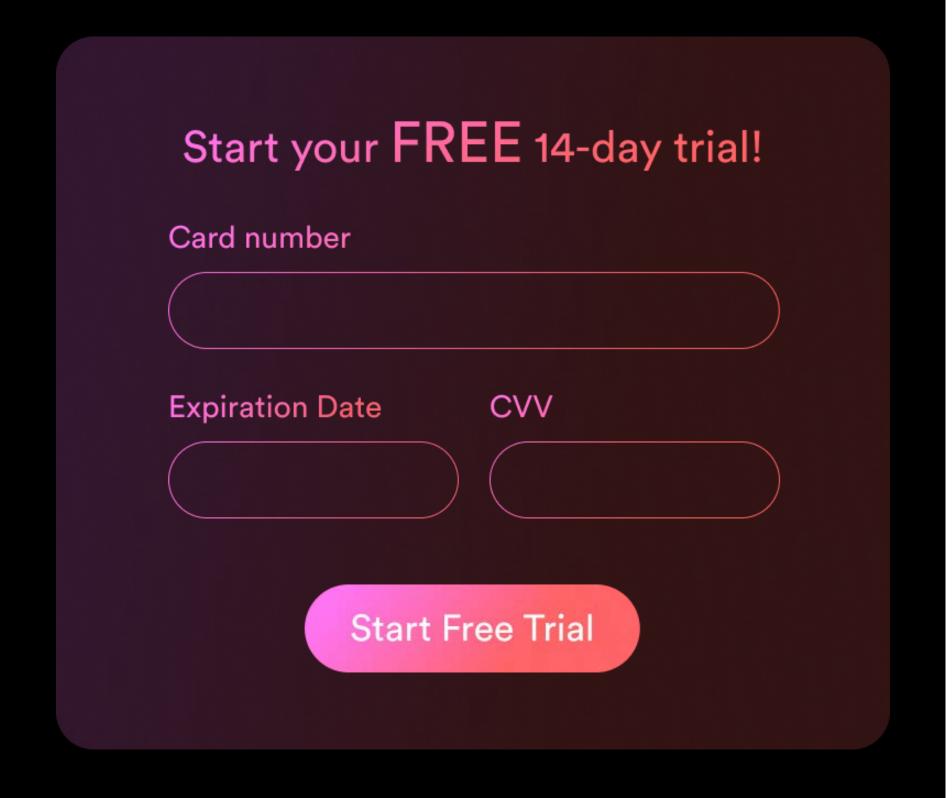
NEUTRAL OR PROTECTIVE DEFAULT

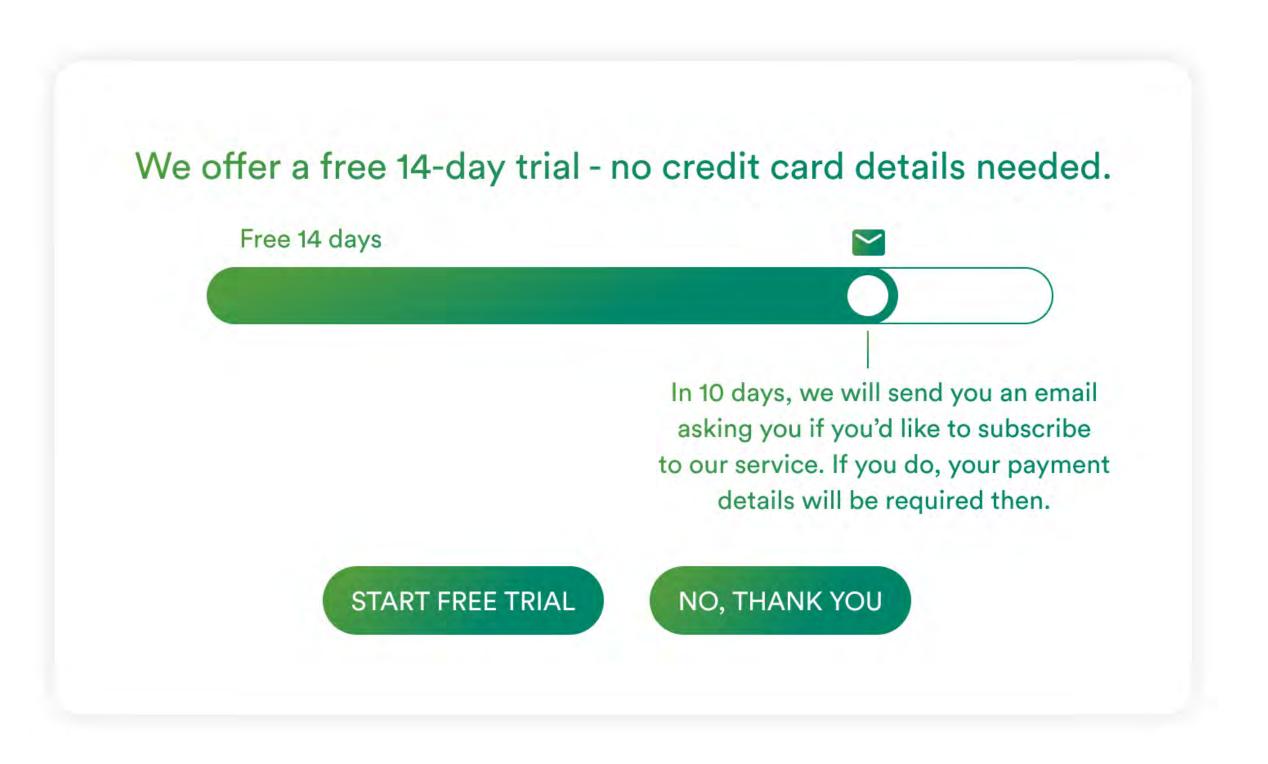
I would like to sign up,
I agree to the Terms & Conditions,
to receive promotional offers and
emails from our company and its
partners.

Sign up



ADEQUATE INFORMATION

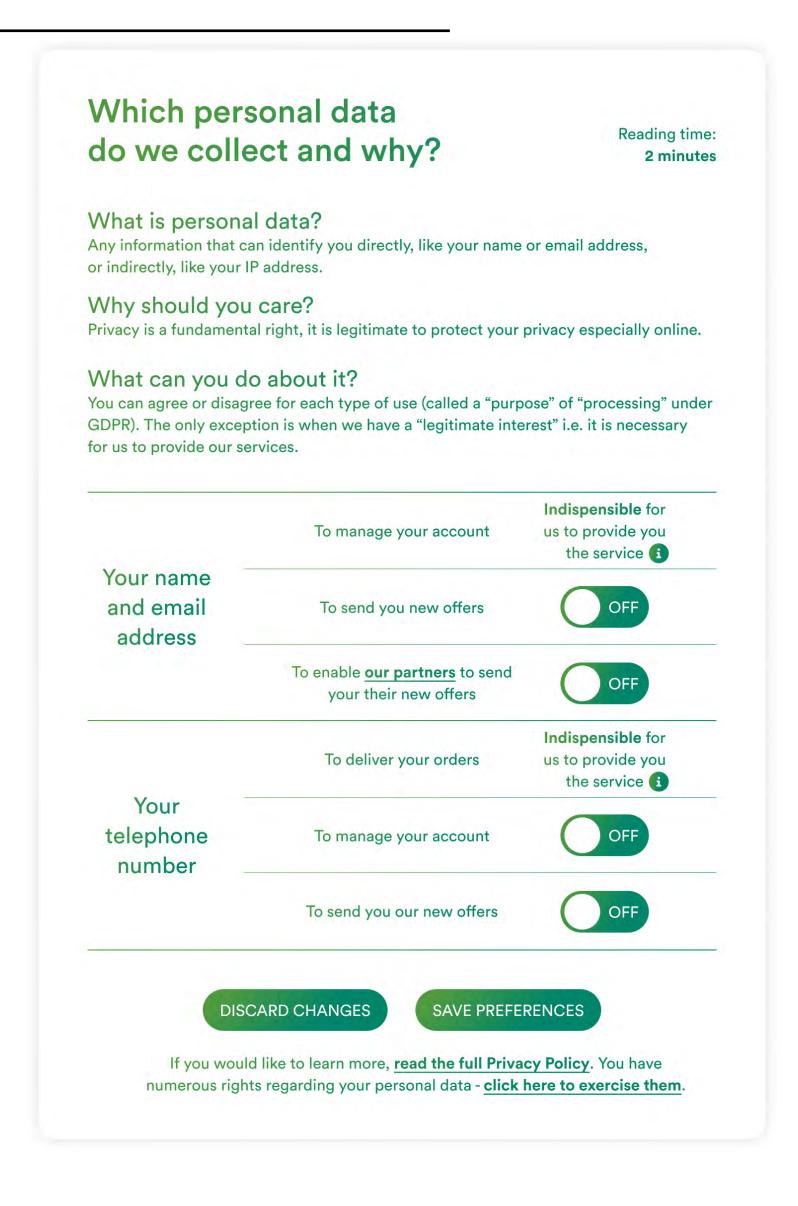




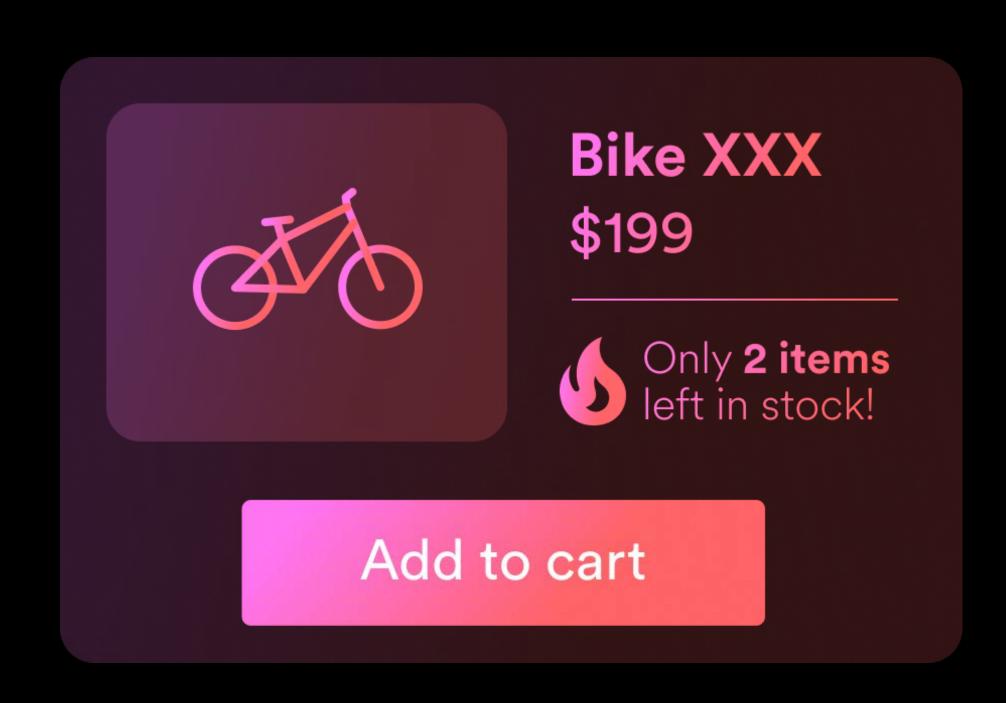
MAZE SEAMLESS PATH

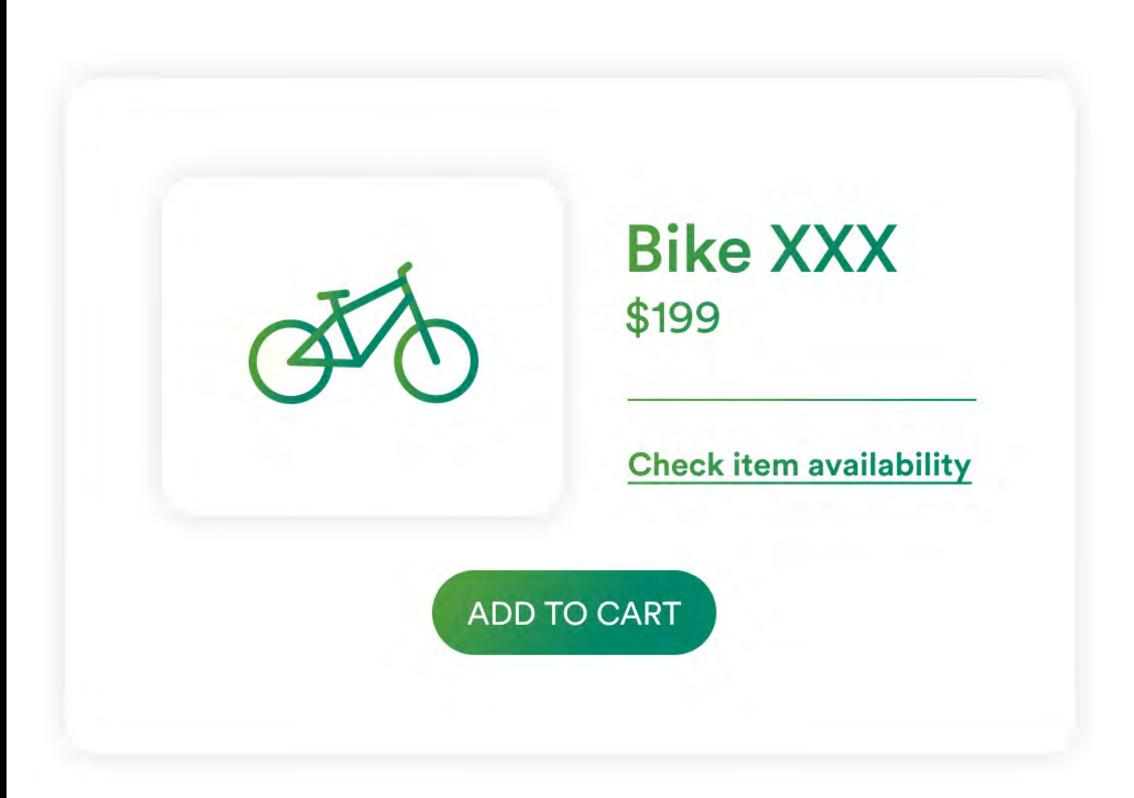
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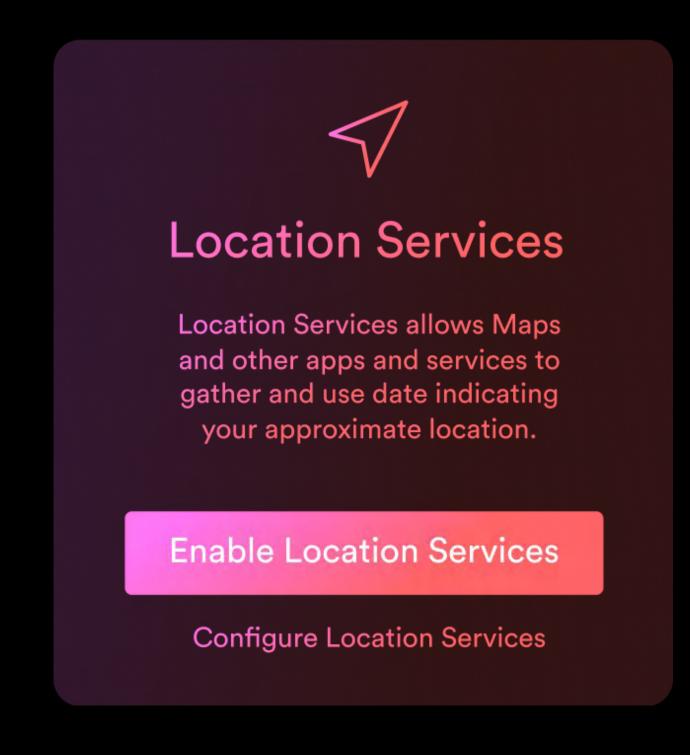
NON-INTRUSIVE INFORMATION

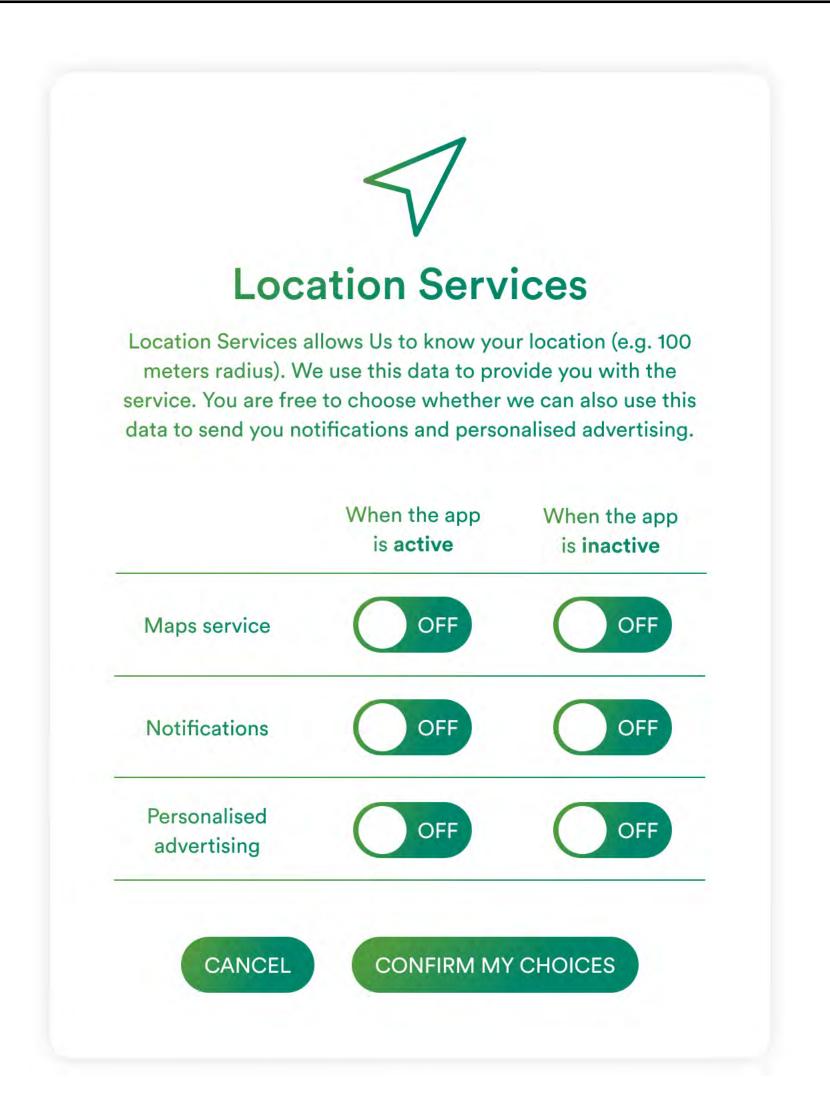




MISLEADING OR OBSTRUCTING LANGUAGE

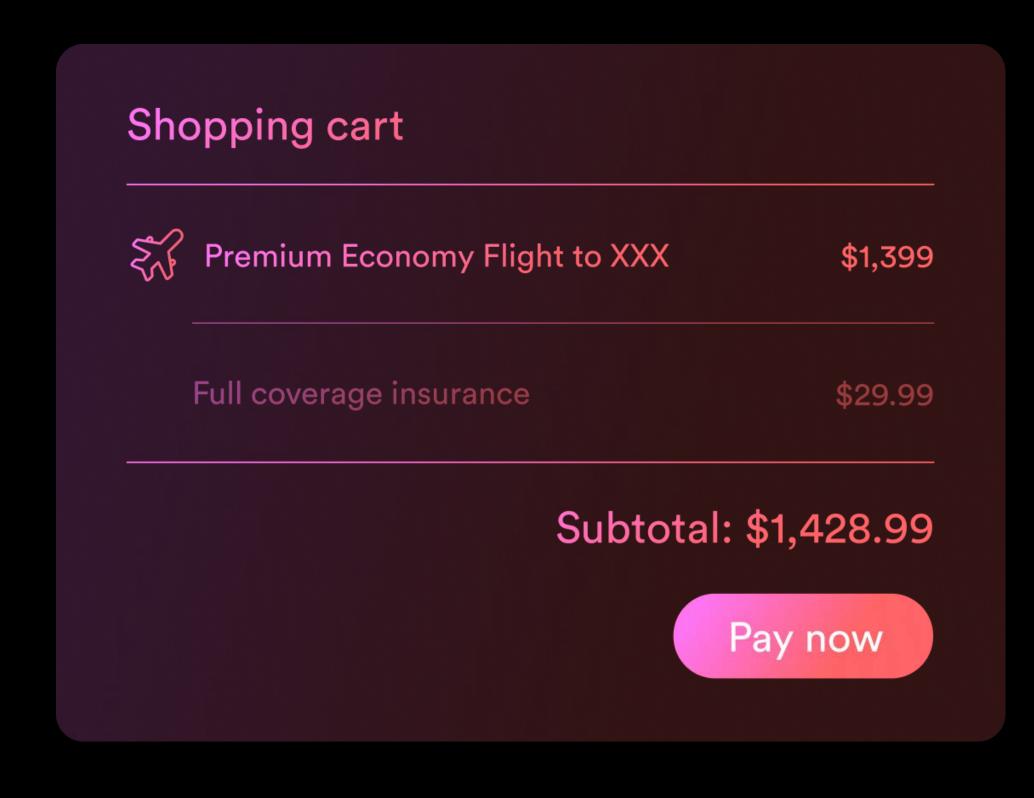
PLAIN AND EMPOWERING LANGUAGE

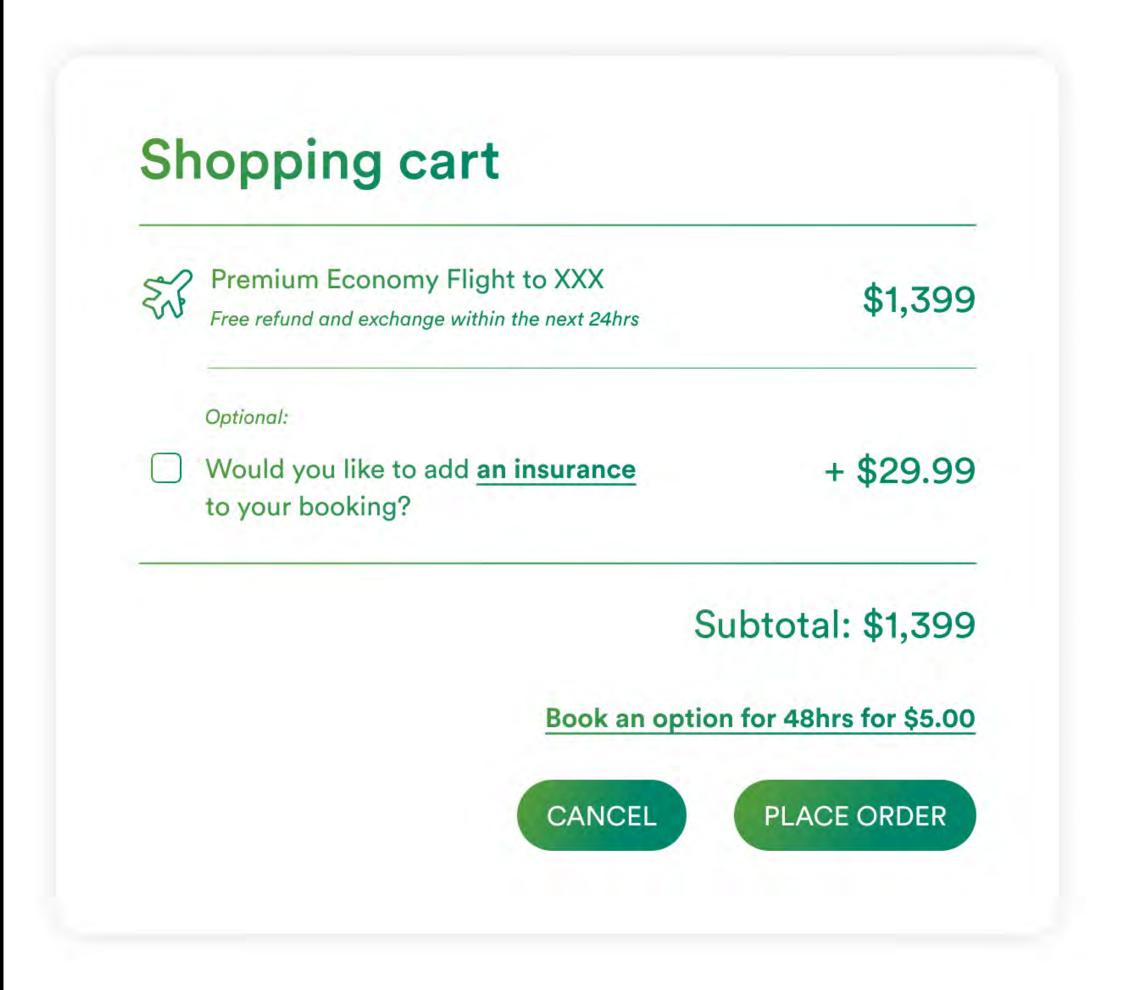


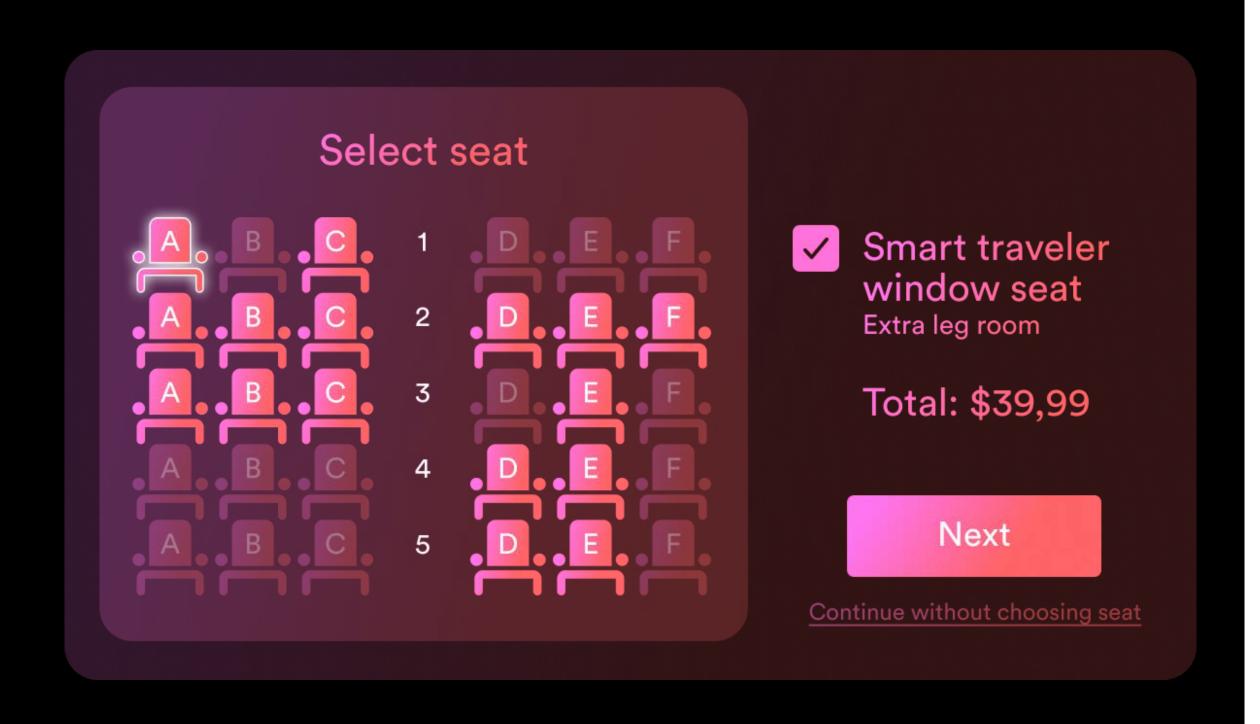


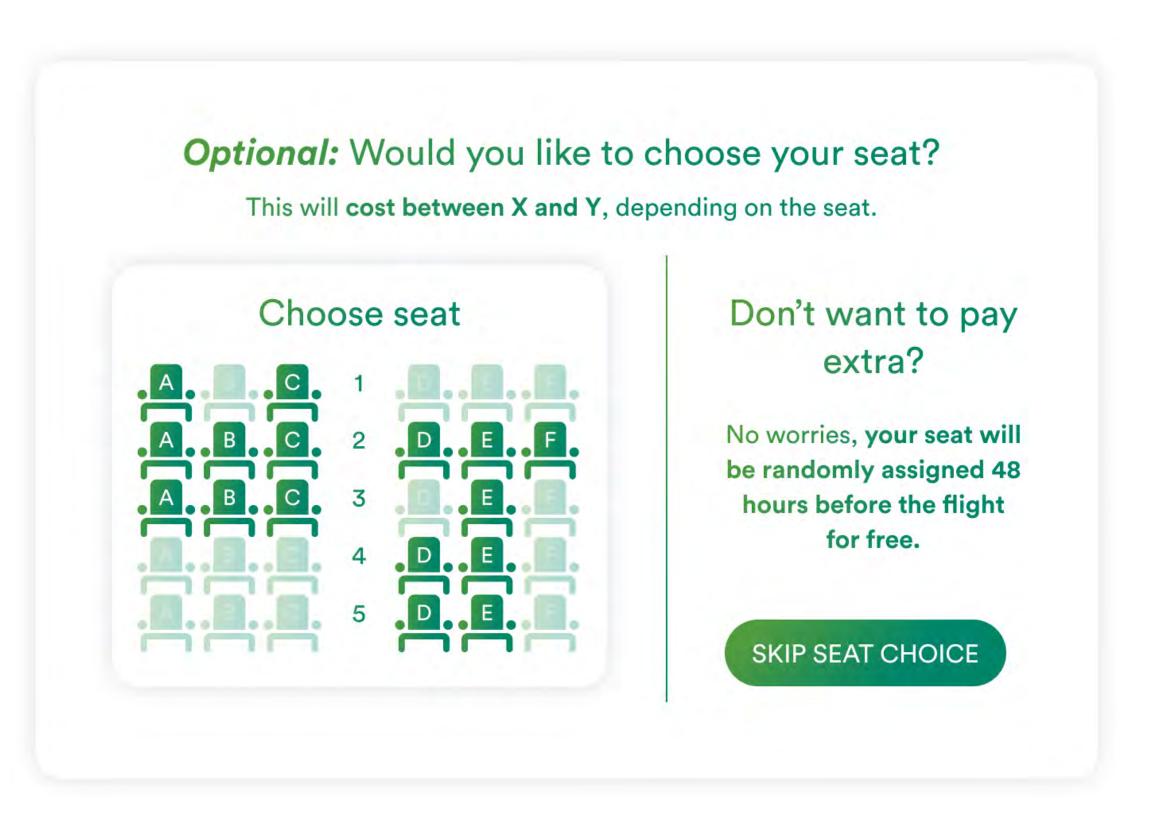
MORE THAN INTENDED

FREE ACTION





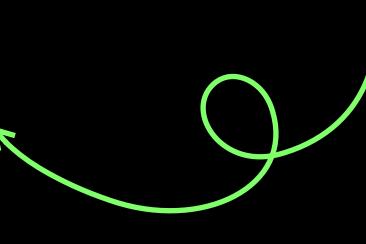




Thank you! Any questions?

fairpatterns.com





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WINNER
Marie Potel-Saville

WAST INNOVATIVE PRIVACY PROJECT

W@PRIVACY AWARDS

Recognizing outstanding women making an impact on privacy.







SHORTLISTED
Innovation in Sustainability & ESG



TIMES

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