## SVVE 632 - Design & Development of User Interfaces

Fall 2022



George Mason
University

Dr. Kevin Moran

#### Week 15:

#### UI/UX Ethics



#### Administrivia



- HW Assignment 5 Due Thursday!
- Course Evaluations Open Until Sunday December
   4th
- Optional Final Exam Review Session: During Office Hours Thursday (12/1) & Tuesday (12/6)
  - Thursday React Review
  - Tuesday User Centered Design Review

## Today's Class



• Part I: Quick Lecture on UI/UX Ethics

• Part II: Begin Final Exam Review

## Ethics of UI Design







## Ul Design Ethics

What are our responsibilities to users as UI/UX Designers?





- Existential Values in UX Design
- III or Misdirected Intent
- Benevolent Intent

#### Existential Values



- What are your values as a designer?
  - A focus on facilitating user tasks
  - Broadening access to technology
  - Expressing truth to users and hiding misinformation
  - Refraining from collecting data
- How do those values align with the business directives of your company?
- How will you encode your values into your intent, and reconcile it with your business?





- Balancing a user's needs with business needs can be tricky
- Sometimes, business needs may be prioritized, leading to harmful or misdirected intent
- Prominent Example of this:
  - Dark Patterns

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#### Dark Patterns

#### 1,818 Instances of Dark Patterns on Shopping websites, falling into 15 main types

https://webtransparency.cs.princeton.edu/dark-patterns/

#### 81

#### Dark Patterns at Scale: Findings from a Crawl of 11K Shopping Websites

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JONATHAN MAYER, Princeton University, USA
MARSHINI CHETTY, University of Chicago, USA
ARVIND NARAYANAN, Princeton University, USA

Dark patterns are user interface design choices that benefit an online service by coercing, steering, or deceiving users into making unintended and potentially harmful decisions. We present automated techniques that enable experts to identify dark patterns on a large set of websites. Using these techniques, we study shopping websites, which often use dark patterns to influence users into making more purchases or disclosing more information than they would otherwise. Analyzing ~53K product pages from ~11K shopping websites, we discover 1,818 dark pattern instances, together representing 15 types and 7 broader categories. We examine these dark patterns for deceptive practices, and find 183 websites that engage in such practices. We also

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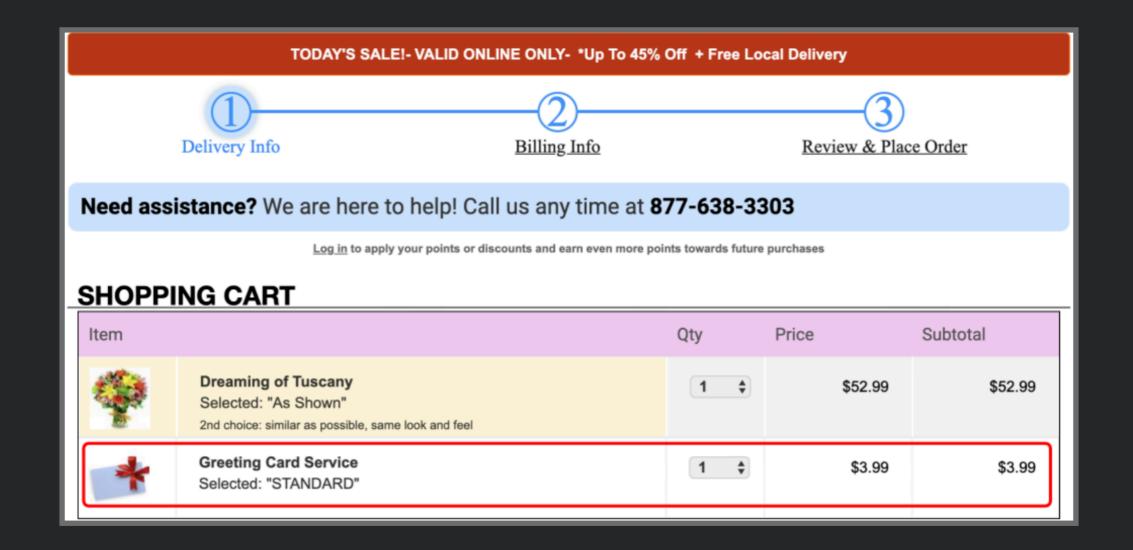
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# s.HC] 20 Sep 2019

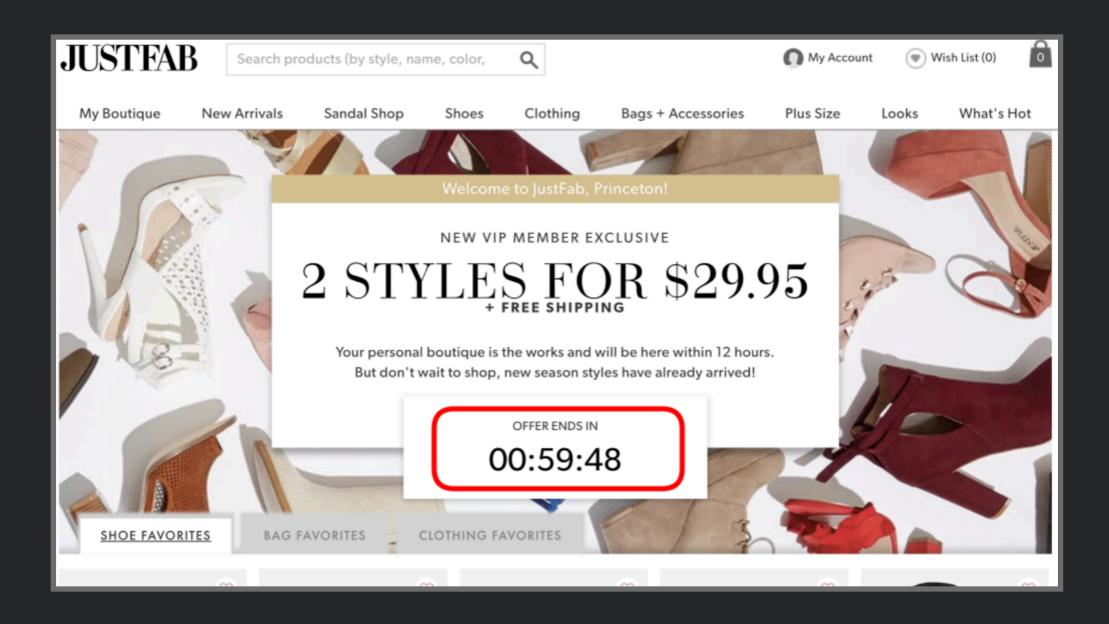


## Dark Patterns: Sneaking



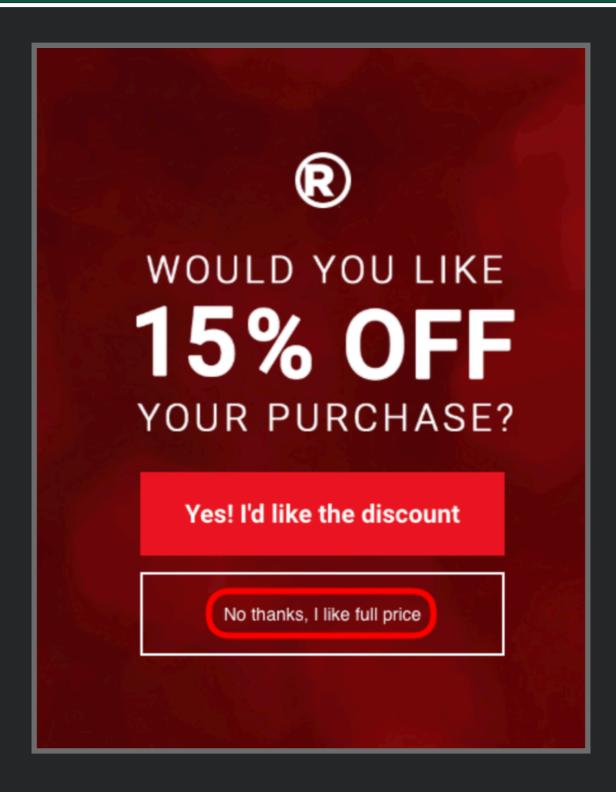


## Dark Patterns: Urgency



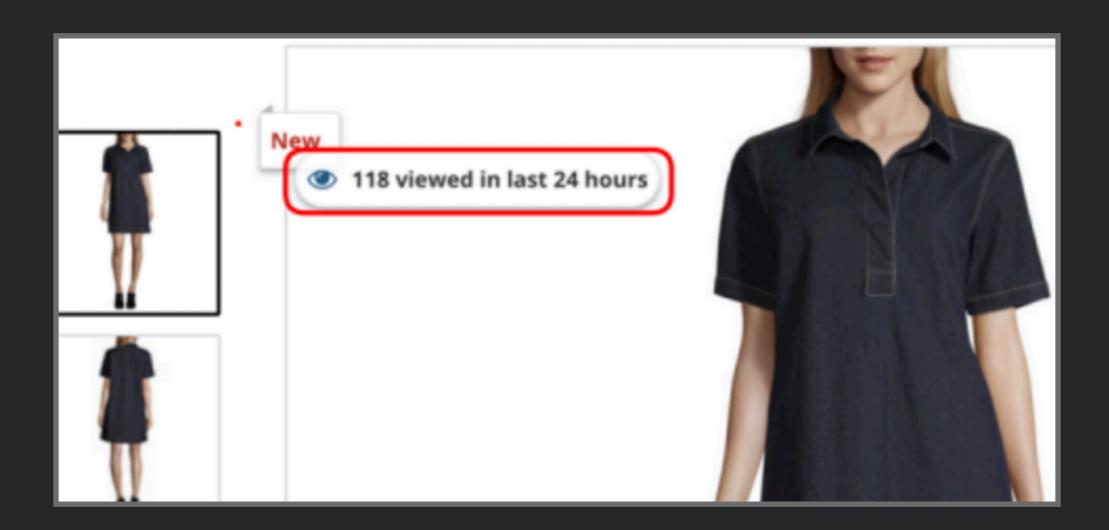


#### Dark Patterns: Misdirection



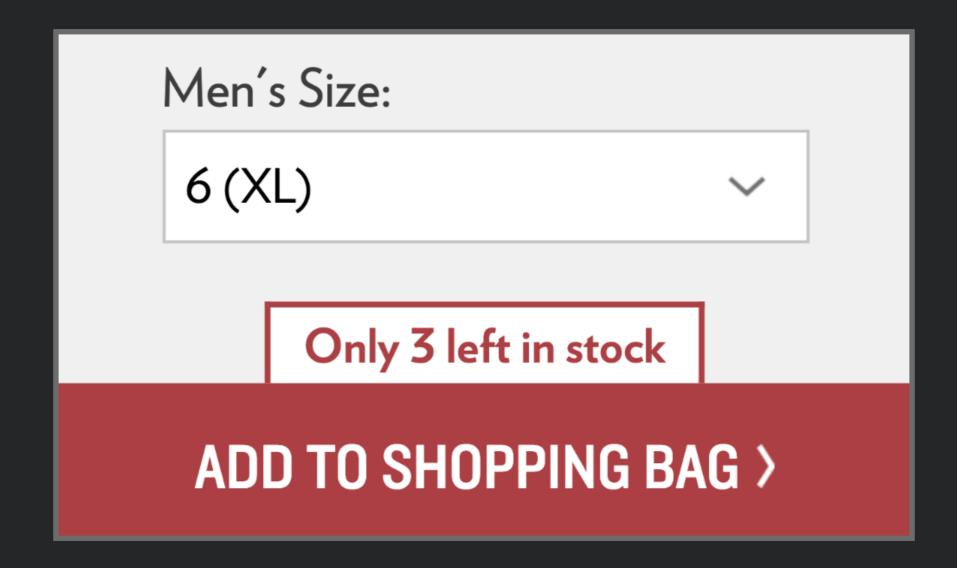


#### Dark Patterns: Social Proof



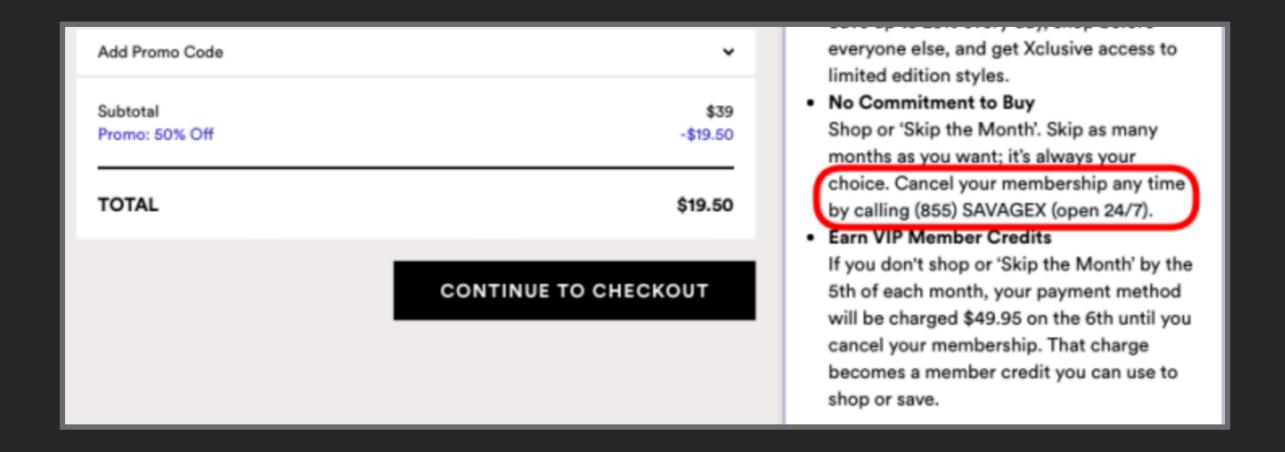


## Dark Patterns: Scarcity



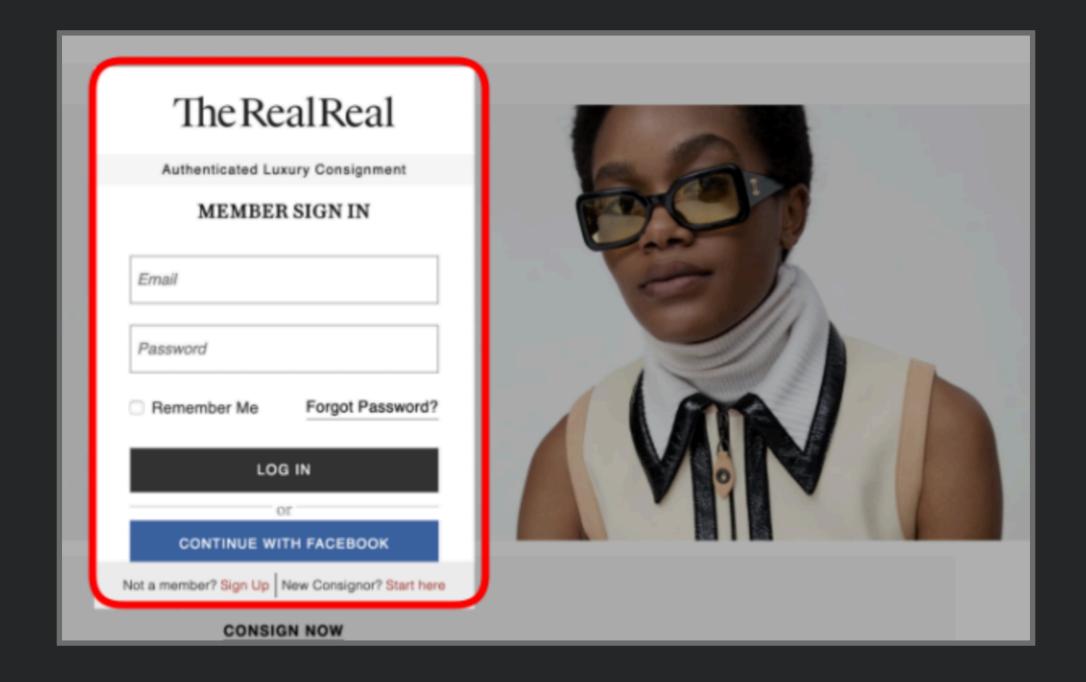








#### Dark Patterns: Forced Action





## Additional Reading

#### https://arxiv.org/pdf/2101.04843.pdf

#### What Makes a Dark Pattern... Dark?

Design Attributes, Normative Considerations, and Measurement Methods

ARUNESH MATHUR, Princeton University
JONATHAN MAYER, Princeton University
MIHIR KSHIRSAGAR, Princeton University

There is a rapidly growing literature on dark patterns, user interface designs—typically related to shopping or privacy—that researchers deem problematic. Recent work has been predominantly descriptive, documenting and categorizing objectionable user interfaces. These contributions have been invaluable in highlighting specific designs for researchers and policymakers. But the current literature lacks a conceptual foundation: What makes a user interface a dark pattern? Why are certain designs problematic for users or society?

We review recent work on dark patterns and demonstrate that the literature does not reflect a singular concern or consistent definition, but rather, a set of thematically related considerations. Drawing from scholarship in psychology, economics, ethics, philosophy, and law, we articulate a set of normative perspectives for analyzing dark patterns and their effects on individuals and society. We then show how future research on dark patterns can go beyond subjective criticism of user interface designs and apply empirical methods grounded in normative perspectives.

#### **ACM Reference Format:**

Arunesh Mathur, Jonathan Mayer, and Mihir Kshirsagar. 2021. What Makes a Dark Pattern... Dark?: Design Attributes, Normative Considerations, and Measurement Methods. In *CHI Conference on Human Factors in Computing Systems (CHI '21), May 8–13, 2021, Yokohama, Japan.* ACM, New York, NY, USA, 27 pages. https://doi.org/10.1145/3411764.3445610

#### 1 INTRODUCTION

Recent scholarship has called attention to dark patterns, user interface designs that researchers deem problematic. The preponderance of academic literature on dark patterns has curated collections of objectionable user interface designs [3, 21] and highlighted the frequency of dark patterns in specific contexts, such as privacy settings [4], online



## Moving Forward: Benevolent Intent

- A Benevolent or "thoughtful" intent is what we should strive for
- This is where the user's needs are considered above all else
- Business goals are balanced, but the designing for the user is a core value
- This can be difficult to achieve, but I sincerely believe this necessary.