



# Designing for Mindful Human-Computer Interaction

The Dark (Patterns) Side of UX Design  
Alberto Monge Roffarello

# Outline

- From design patterns to dark patterns
- Dark patterns in social media
- Attention-capture dark patterns

# Generating Design Solutions: Design Patterns

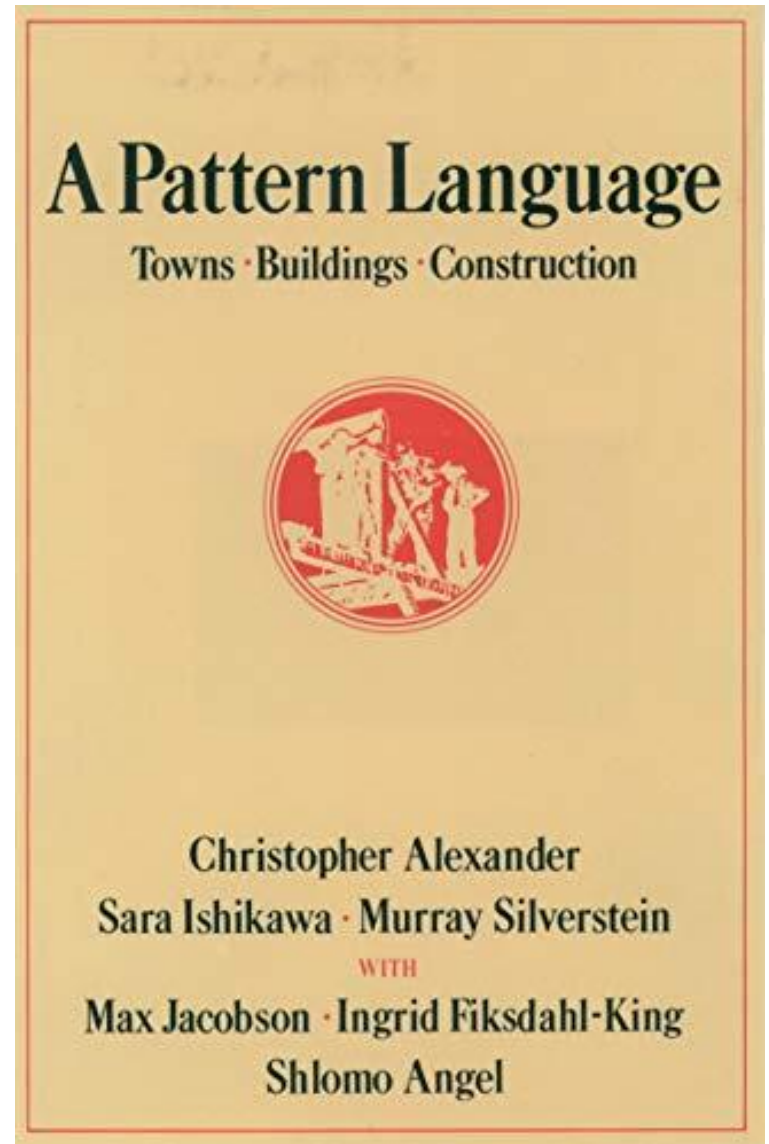
- **Design Patterns:** well-proven solutions that solve commonly recurring problems
  - they suggest a specific solution for the specific problem;
  - the solution has been tested by others;
  - the solution can be reused.

# Design = Solutions

- Design is about solution
- Unfortunately, designers often reinvent things, so that it is hard to know:
  - **how** things were done before
  - **why** things were done in a certain way
  - **how** to reuse solutions

# Design Patterns

- Design patterns were first used in architecture
- The idea was introduced by the architect Christopher Alexander, who defined a design pattern in this way: *"Each pattern describes a problem that occurs over and over again in our environment, and then describes the core of the solution to that problem, in such a way that you can use this solution a million times over, without ever doing it the same way twice."*



# Design Patterns

- They are a way to communicate common **design problems** and **related solutions**
  - Design patterns are recurring solutions that solve common design problems
- They not too general and not too specific
  - use a solution “a million times over, without ever doing it the same way twice”
- They are a ***shared language***
  - Design patterns are standard reference points for designers
  - They allow for debate over alternatives, where merely mentioning the name of a design pattern implicitly carries much more meaning than merely the name
  - They are readable by non-experts

# Design Patterns As a New Literary Form

- A *literary form* is an agreement between the writer and the reader
  - A letter always starts with “Dear ...” and ends with some letter closings (e.g., “Best regards”)
- We can think about design patterns as a new literary form
  - They define certain **things** to be in a certain **place** with a certain **meaning**

# Design Patterns Description

## 243 SITTING WALL\*\*



1124

... if all is well, the outdoor areas are largely made up of positive spaces—POSITIVE OUTDOOR SPACES (106); in some fashion you have marked boundaries between gardens and streets, between terraces and gardens, between outdoor rooms and terraces, between play areas and gardens—GREEN STREETS (51), PEDESTRIAN STREET (100), HALF-HIDDEN GARDEN (111), HIERARCHY OF OPEN SPACE (114), PATH SHAPE (121), ACTIVITY POCKETS (124), PRIVATE TERRACE ON THE STREET (140), OUTDOOR ROOM (163), OPENING TO THE STREET (165), GALLERY SURROUND (166), GARDEN GROWING WILD (172). With this pattern, you can help these natural boundaries take on their proper character, by building walls, just low enough to sit on, and high enough to mark the boundaries.

If you have also marked the places where it makes sense to build seats—SEAT SPOTS (241), FRONT DOOR BENCH (242)—you can kill two birds with one stone by using the walls as seats which help enclose the outdoor space wherever its positive character is weakest.

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In many places walls and fences between outdoor spaces are too high; but no boundary at all does injustice to the subtlety of the divisions between the spaces.

Consider, for example, a garden on a quiet street. At least somewhere along the edge between the two there is a need for a seam, a place which unites the two, but does so without breaking down the fact that they are separate places. If there is a high wall or a hedge, then the people in the garden have no way of being connected to the street; the people in the street have no way of being connected to the garden. But if there is no barrier at all—then the division between the two is hard to maintain. Stray dogs can wander in and out at will; it is even uncomfortable to sit in the garden, because it is essentially like sitting in the street.

1125

## CONSTRUCTION

*The problem can only be solved by a kind of barrier which functions as a barrier which separates, and as a seam which joins, at the same time.*

A low wall or balustrade, just at the right height for sitting, is perfect. It creates a barrier which separates. But because it invites people to sit on it—invites them to sit first with their legs on one side, then with their legs on top, then to swivel round still further to the other side, or to sit astride it—it also functions as a seam, which makes a positive connection between the two places.

Examples: A low wall with the children's sandbox on one side, circulation path on the other; low wall at the front of the garden, connecting the house to the public path; a sitting wall that is a retaining wall, with plants on one side, where people can sit close to the flowers and eat their lunch.

Ruskin describes a sitting wall he experienced:

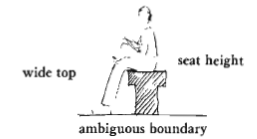
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Therefore:

Surround any natural outdoor area, and make minor boundaries between outdoor areas with low walls, about 16 inches high, and wide enough to sit on, at least 12 inches wide.

1126

## 243 SITTING WALL



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Place the walls to coincide with natural seat spots, so that extra benches are not necessary—SEAT SPOTS (241); make them of brick or tile, if possible—SOFT TILE AND BRICK (248); if they separate two areas of slightly different height, pierce them with holes to make them balustrades—ORNAMENT (249). Where they are in the sun, and can be large enough, plant flowers in them or against them—RAISED FLOWERS (245). . . .

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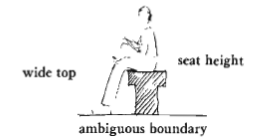
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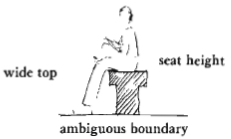
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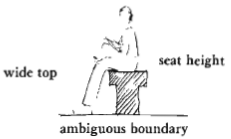
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**Examples of solutions**




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**Problem statement**

In many places walls and fences between outdoor spaces are too high; but no boundary at all does injustice to the subtlety of the divisions between the spaces.

Consider, for example, a garden on a quiet street. At least somewhere along the edge between the two there is a need for a seam, a place which unites the two, but does so without breaking down the fact that they are separate places. If there is a high wall or a hedge, then the people in the garden have no way of being connected to the street; the people in the street have no way of being connected to the garden. But if there is no barrier at all—then the division between the two is hard to maintain. Stray dogs can wander in and out at will; it is even uncomfortable to sit in the garden, because it is essentially like sitting in the street.

1124 1125

CONSTRUCTION

*The problem can only be solved by a kind of barrier which functions as a barrier which separates, and as a seam which joins, at the same time.*

A low wall or balustrade, just at the right height for sitting, is perfect. It creates a barrier which separates. But because it invites people to sit on it—invites them to sit first with their legs on one side, then with their legs on the other—it is still further to the other side, which makes it function as a seam, which makes it a place.

Examples: A low wall with the children's sandbox on one side, circulation path on the other; low wall at the front of the garden, connecting the house to the public path; a sitting wall that is a retaining wall, with plants on one side, where people can sit close to the flowers and eat their lunch.

Ruskin describes a sitting wall he experienced:

Last summer I was lodging for a little while in a cottage in the country, and in front of my low window there were, first, some beds of daisies, then a row of gooseberry and currant bushes, and then a low wall about three feet above the ground, covered with stone-cress. Outside, a corn-field, with its green ears glistening in the sun, and a field path through it, just past the garden gate. From my window I could see every peasant of the village who passed that way, with basket on arm for market, or spade on shoulder for field. When I was inclined for society, I could lean over my wall, and talk to anybody; when I was inclined for science, I could botanize all along the top of my wall—there were four species of stone-cress alone growing on it; and when I was inclined for exercise, I could jump over my wall, backwards and forwards. That's the sort of fence to have in a Christian country; not a thing which you can't walk inside of without making yourself look like a wild beast, nor look at out of your window in the morning without expecting to see some one else's face.


*Paths, N*

**Examples of solutions**

Surround any natural outdoor area, and make minor boundaries between outdoor areas with low walls, about 16 inches high, and wide enough to sit on, at least 12 inches wide.

1126

243 SITTING WALL



**References to other patterns**

Place the walls to coincide with natural seat spots, so that extra benches are not necessary—SEAT SPOTS (241); make them of brick or tile, if possible—SOFT TILE AND BRICK (248); if they separate two areas of slightly different height, pierce them with holes to make them balustrades—ORNAMENT (249). Where they are in the sun, and can be large enough, plant flowers in them or against them—RAISED FLOWERS (245). . . .

1127

# Design Patterns Balance Forces

- Design patterns solve a problem **of conflicting forces**
- Example:
  - People are naturally drawn towards light
  - But like to sit

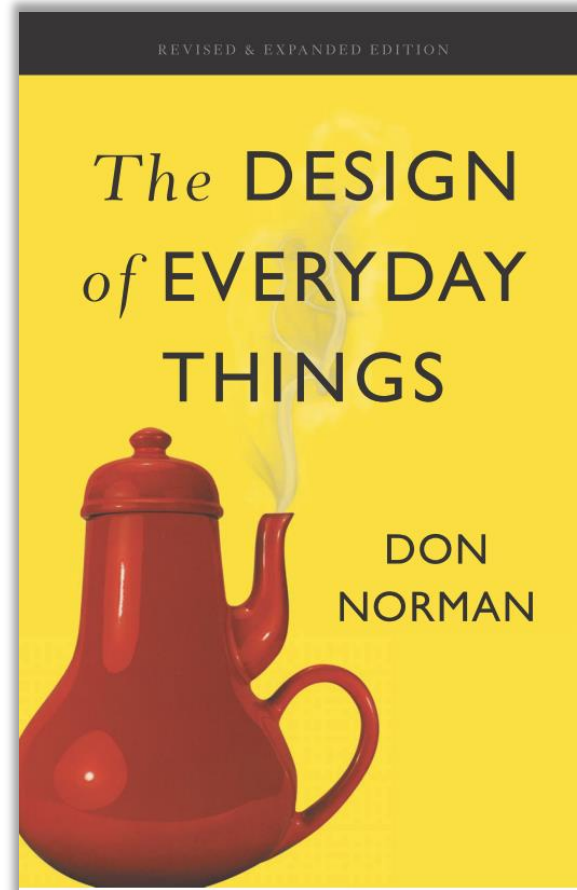
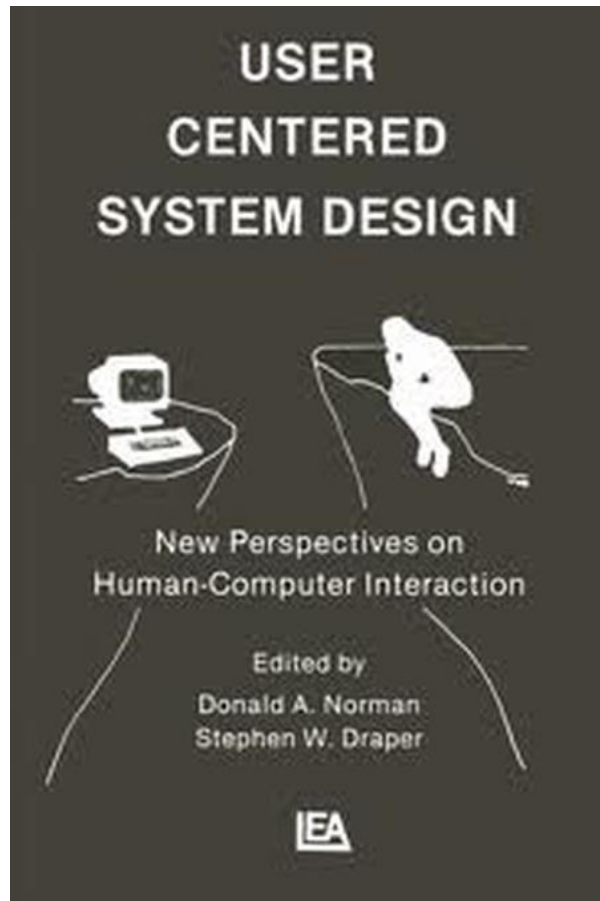
# Design Patterns Balance Forces

- Design patterns solve a problem of **conflicting forces**
- Example:
  - People are naturally drawn towards light
  - But like to sit
- Solution:
  - Alexander's **Window Seat** pattern





# Patterns in HCI



# UI Design Patterns

- Each user interface is unique and has its own set of goals and data, but...
  - This does not mean that we should force users to learn new conventions to operate them!
- With UI design patterns, we can accelerate our users understanding of the interface

# UI Design Patterns

## Design patterns

User Interface Design patterns are recurring solutions that solve common design problems. Design patterns are standard reference points for the experienced user interface designer.

Dwell into the patterns below to learn a common language of web design.

Design patterns provide a common language between designers. They allow for debate over alternatives, where merely mentioning the name of a design pattern implicitly carries much more meaning than merely the name.

### User Interface Design Patterns

Getting input	Navigation	Dealing with data	Social
<b>Forms</b> <ul style="list-style-type: none"><li>Password Strength Meter</li><li>Structured Format</li><li>Captcha</li><li>Rule Builder</li><li>Keyboard Shortcuts</li><li>Drag and drop</li><li>Inplace Editor</li><li>Preview</li><li>Expandable Input</li><li>Autosave</li><li>Input Prompt</li><li>Good Defaults</li><li>Fill in the Blanks</li><li>WYSIWYG</li><li>Input Feedback</li></ul>	<b>Tabs</b> <ul style="list-style-type: none"><li>Navigation Tabs</li><li>Module Tabs</li></ul> <b>Jumping in hierarchy</b> <ul style="list-style-type: none"><li>Breadcrumbs</li><li>Fat Footer</li><li>Notifications</li><li>Modal</li><li>Home Link</li><li>Shortcut Dropdown</li></ul> <b>Menus</b> <ul style="list-style-type: none"><li>Vertical Dropdown Menu</li><li>Accordion Menu</li><li>Horizontal Dropdown Menu</li></ul> <b>Content</b>	<b>Tables</b> <ul style="list-style-type: none"><li>Alternating Row Colors</li><li>Sort By Column</li><li>Table Filter</li></ul> <b>Formatting data</b> <ul style="list-style-type: none"><li>Frequently Asked Questions (FAQ)</li><li>Dashboard</li><li>Copy Box</li></ul> <b>Images</b> <ul style="list-style-type: none"><li>Gallery</li><li>Slideshow</li><li>Image Zoom</li></ul> <b>Search</b> <ul style="list-style-type: none"><li>Autocomplete</li><li>Search Filters</li></ul>	<b>Reputation</b> <ul style="list-style-type: none"><li>Collectible Achievements</li><li>Testimonials</li><li>Leaderboard</li></ul> <b>Social interactions</b> <ul style="list-style-type: none"><li>Activity Stream</li><li>Auto-sharing <small>Mini</small></li><li>Friend list <small>Mini</small></li><li>Reaction</li><li>Chat</li><li>Follow</li><li>Invite friends</li><li>Friend</li></ul>

<https://ui-patterns.com/patterns>

# Dark Patterns

Deceptive designs that go against users' best interests

# Dark Patterns

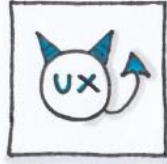
- The term “dark pattern” was coined in 2010 by **Harry Brignull**, a design practitioner
- The aim was to include all those designs that are **deliberately** adopted to promote choices that are not in the user’s best interest

# Dark Patterns

- **Harry Brignull** published a gallery of dark patterns on the [www.darkpatterns.org](http://www.darkpatterns.org)
- He launched an hall of shame campaign on Twitter using the hashtag **#darkpatterns**

# Dark Patterns ... or Deceptive Designs

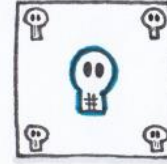
- Many organizations are moving away from the oppressive terminology typical in computer science
  - For example from “master/slave” to “parent/child” and from “blacklist” to “block list”
- In the case of “dark patterns,” the association of “dark” with harm is problematic
  - it may reinforce the racist heuristic of viewing people with darker skin tones as evil (i.e., the “bad is black” effect)
- There are nowadays alternative names for dark patterns as well, such as **deceptive designs**



# DARK PATTERNS

©KRISZTINA SZEROVAY  
WWW.SKETCHINGFORUX.COM

UX Knowledge Base Sketch #29



DARK PATTERNS ARE



## TRICKS

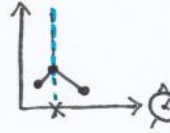
THAT MAKE THE USERS DO THINGS THEY DID NOT MEANTO.

FINE LINE BETWEEN INFLUENCING USERS' BEHAVIOR AND TRICKING THEM!

DARK PATTERNS CAN WORK IF SOMEONE IS LOOKING FOR SHORT-TERM RESULTS.

vs.

USING DARK PATTERNS HAS A NEGATIVE IMPACT IN THE LONG-TERM



ONLY INITIAL SUCCESS, NOT SUSTAINABLE



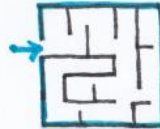
USERS WILL SWITCH TO MORE ETHICAL PRODUCTS / SERVICES

## THE MOST COMMON TYPES



### FORCED CONTINUITY

FREE TRIAL → CHANGES TO A PAYING SCHEME WITHOUT WARNING



### ROACH MOTEL

THE START IS EASY (SIGNUP/SUBSCRIPTION), QUITTING IS HARD



### GROWTH HACKING THROUGH SPAMMING

YOU BECOME THE SPAMMER WITHOUT KNOWING IT



### DELIBERATE MISDIRECTION

FOCUSING THE USERS' ATTENTION ON THE MORE EXPENSIVE OPTION, HIDING THE CHEAPER WAY



### OBSCURED PRICING

MAKING IT HARD TO COMPARE THE PRICES



### SNEAK INTO BASKET

A RANDOM ADDITIONAL ITEM APPEARS IN YOUR BASKET (WITHOUT YOUR CONSENT)



### BAIT & SWITCH

USE A CONVENTION, PATTERN IN A WAY TO MAKE THE USER FALSELY ASSUME SOMETHING



### DISGUISED ADS

AN AD LOOKING LIKE ANOTHER TYPE OF CONTENT / NAVIGATION



### ROADBLOCK

A POP-UP INTERRUPTS YOUR INTENDED ACTION



### HIDDEN COSTS

AT THE CHECKOUT, A NEW, UNEXPECTED COST APPEARS



### PRIVACY ZUCKERING

SHARING MORE PRIVATE INFO THAN YOU WANT



### MISINFORMATION

E.G. CONFUSING COLOR, CONTRAST LANGUAGE






TRICK QUESTIONS  
CHECK BOX TREACHERY



# Dark Patterns in HCI

- Gray et al., *The Dark (Patterns) Side of UX Design*, CHI 2018, <https://doi.org/10.1145/3173574.3174108>
- Mathur et al., *Dark Patterns at Scale: Findings from a Crawl of 11K Shopping Websites*, CSCW 2019, <https://doi.org/10.1145/3359183>
- Gunawan et al., *A Comparative Study of Dark Patterns Across Web and Mobile Modalities*, CSCW 2021, <https://doi.org/10.1145/3479521>
- Mathur et al., *What Makes a Dark Pattern... Dark?: Design Attributes, Normative Considerations, and Measurement Methods*, CHI 2021, <https://doi.org/10.1145/3411764.3445610>

# Dark Patterns Taxonomies

 <p><b>NAGGING</b></p> <p>Redirection of expected functionality that persists beyond one or more interactions.</p>	 <p><b>OBSTRUCTION</b></p> <p>Making a process more difficult than it needs to be, with the intent of dissuading certain action(s).</p> <p><b>INCLUDES:</b> Brignull "Roach Motel," "Price Comparison Prevention," and "Intermediate Currency"</p>	 <p><b>SNEAKING</b></p> <p>Attempting to hide, disguise, or delay the divulging of information that is relevant to the user.</p> <p><b>INCLUDES:</b> Brignull "Forced Continuity," "Hidden Costs," "Sneak into Basket," and "Bait and Switch"</p>	 <p><b>INTERFACE INTERFERENCE</b></p> <p>Manipulation of the user interface that privileges certain actions over others.</p> <p><b>INCLUDES:</b> Hidden Information, Preselection, Aesthetic Manipulation, Toying with Emotion, False Hierarchy, Brignull "Disguised Ad," and "Trick Questions"</p>	 <p><b>FORCED ACTION</b></p> <p>Requiring the user to perform a certain action to access (or continue to access) certain functionality.</p> <p><b>INCLUDES:</b> Social Pyramid, Brignull "Privacy Zuckering," and Gamification</p>
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Gray et al., *The Dark (Patterns) Side of UX Design*, CHI 2018, <https://doi.org/10.1145/3173574.3174108>

# Dark Patterns Taxonomies

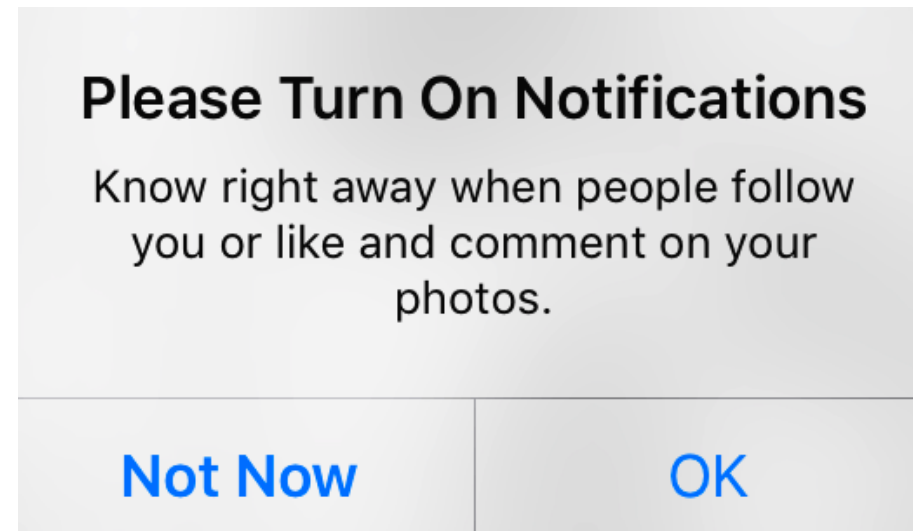
**NAGGING**

OBSTRUCTION

SNEAKING

INTERFACE INTERFERENCE

FORCED ACTION



Gray et al., *The Dark (Patterns) Side of UX Design*, CHI 2018, <https://doi.org/10.1145/3173574.3174108>

# Dark Patterns Taxonomies

NAGGING

**OBSTRUCTION**

SNEAKING

INTERFACE INTERFERENCE

FORCED ACTION



Gray et al., *The Dark (Patterns) Side of UX Design*, CHI 2018, <https://doi.org/10.1145/3173574.3174108>

# Dark Patterns Taxonomies

NAGGING

OBSTRUCTION

**SNEAKING**

INTERFACE INTERFERENCE

FORCED ACTION

You have been unsubscribed from all future mailings

I agree to the Privacy Statement. In particular, I consent to the transfer of my personal information to other countries, including the United States, for the purpose of hosting and processing the information as set forth in the Privacy Statement. [ - ]

I understand that these countries may not have the same data protection laws as the country from which I provide my personal information. I have the right to withdraw my consent at any time. For more information, click [here](#).

\*You can unsubscribe from Marketing emails at any time. Please note that opting-out of Marketing communications does not affect your receipt of business communications that are important to your interaction with Salesforce, such as support/service communications, security updates, event registration updates or account management communications.

Save All Changes

Gray et al., *The Dark (Patterns) Side of UX Design*, CHI 2018, <https://doi.org/10.1145/3173574.3174108>

# Dark Patterns Taxonomies

NAGGING

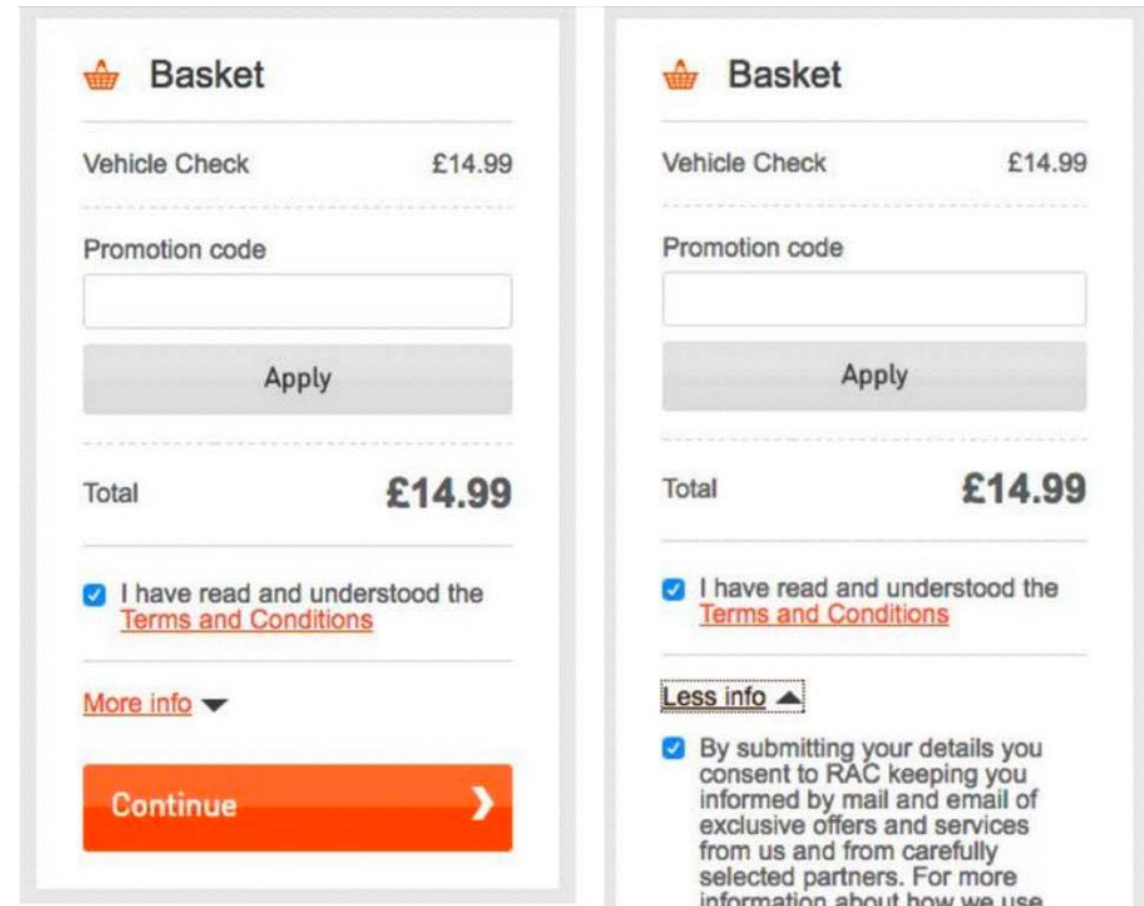
OBSTRUCTION

SNEAKING

**INTERFACE**

**INTERFERENCE**

FORCED ACTION



Gray et al., *The Dark (Patterns) Side of UX Design*, CHI 2018, <https://doi.org/10.1145/3173574.3174108>

# Dark Patterns Taxonomies

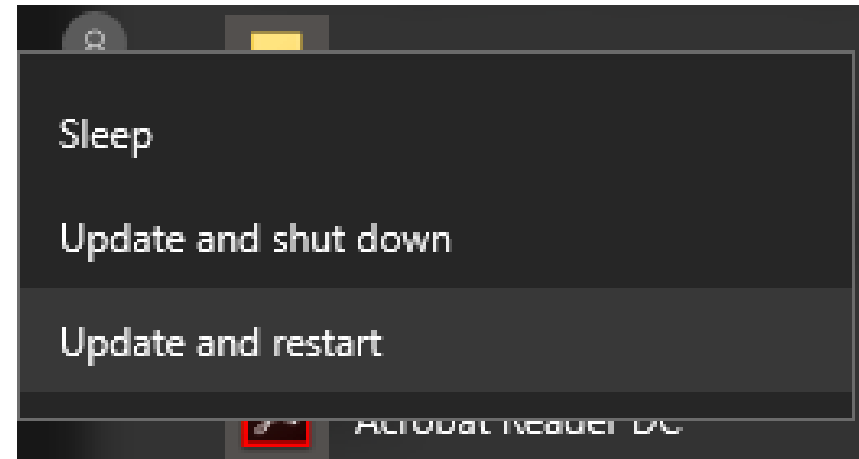
NAGGING

OBSTRUCTION

SNEAKING

INTERFACE INTERFERENCE

**FORCED ACTION**



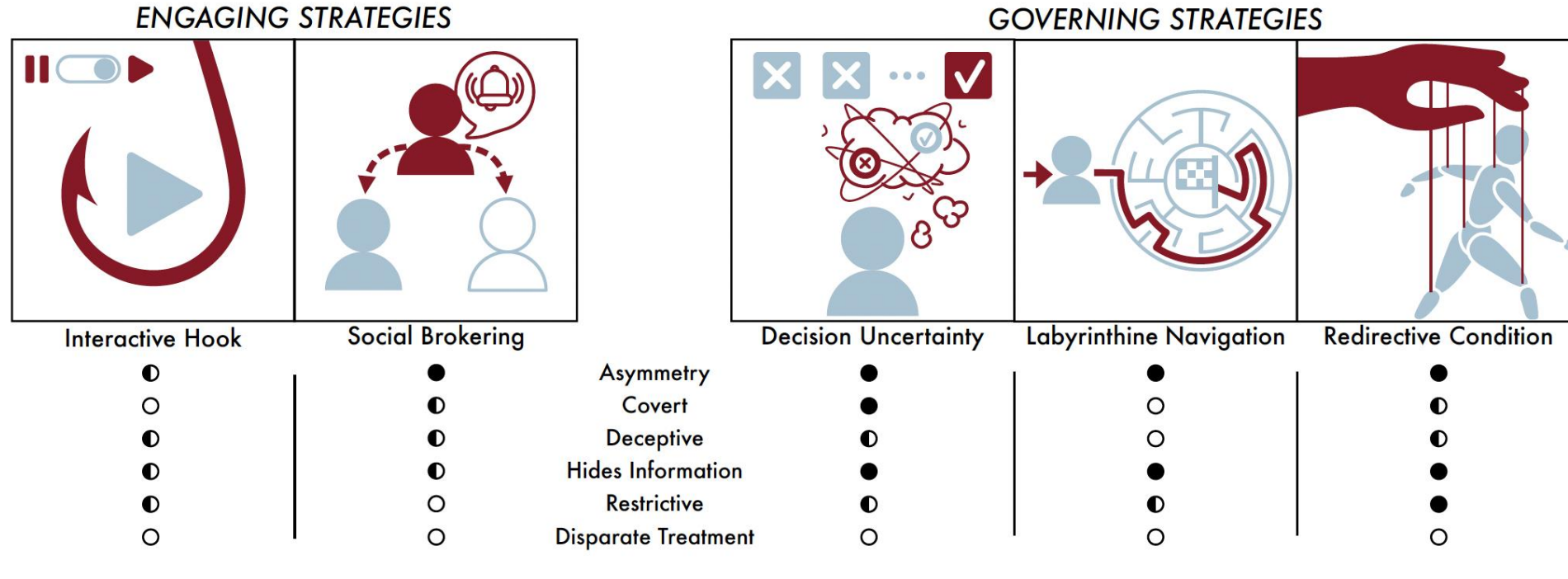
Gray et al., *The Dark (Patterns) Side of UX Design*, CHI 2018, <https://doi.org/10.1145/3173574.3174108>

# Dark Patterns in Social Media

Unethical design practices in social network services

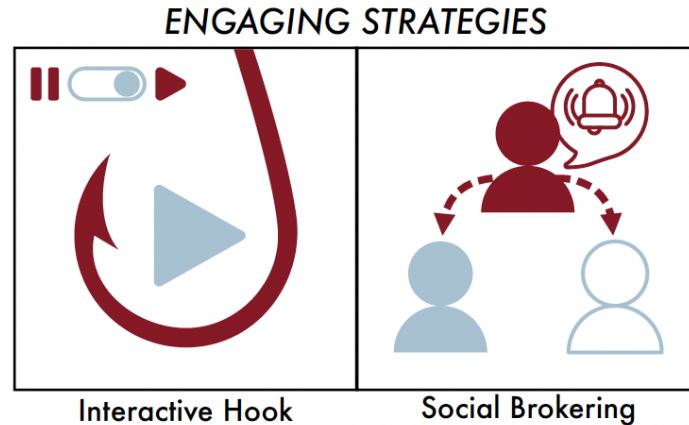


# Dark Patterns in Social Media



Mildner et al., *About Engaging and Governing Strategies: A Thematic Analysis of Dark Patterns in Social Networking Services*, CHI 2023, <https://dl.acm.org/doi/10.1145/3544548.3580695>

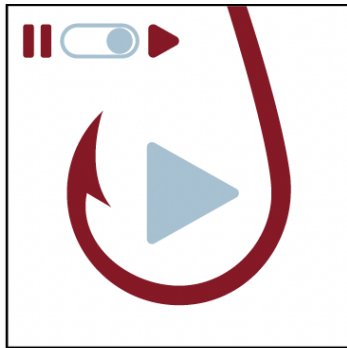
# Engaging Strategies



Engaging strategies cover dark patterns where the goal is to keep users **occupied** and **entertained** for as long as possible.

Mildner et al., *About Engaging and Governing Strategies: A Thematic Analysis of Dark Patterns in Social Networking Services*, CHI 2023, <https://dl.acm.org/doi/10.1145/3544548.3580695>

# Interactive Hook



Interactive Hook

Design mechanisms that use **rewarding schemes** to keep users entertained and spend more time on a service.



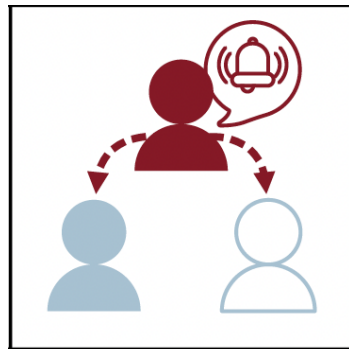
Facebook



Instagram

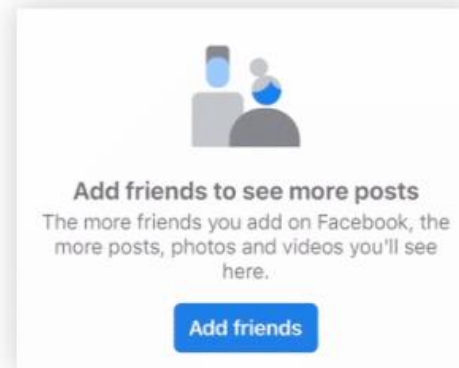
Mildner et al., *About Engaging and Governing Strategies: A Thematic Analysis of Dark Patterns in Social Networking Services*, CHI 2023, <https://dl.acm.org/doi/10.1145/3544548.3580695>

# Social Brokering



Social Brokering

Design mechanisms that nudge users to create **multiple connections** with people (e.g. based on similar characteristics) while suggesting new people to connect to, leading users to **share more** than they may want to a wider public.

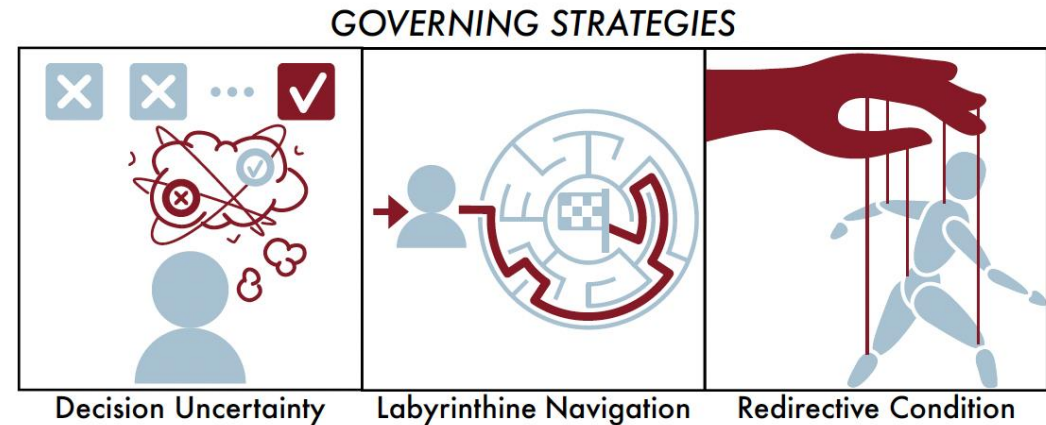


Facebook

Mildner et al., *About Engaging and Governing Strategies: A Thematic Analysis of Dark Patterns in Social Networking Services*, CHI 2023, <https://dl.acm.org/doi/10.1145/3544548.3580695>

# Governing Strategies

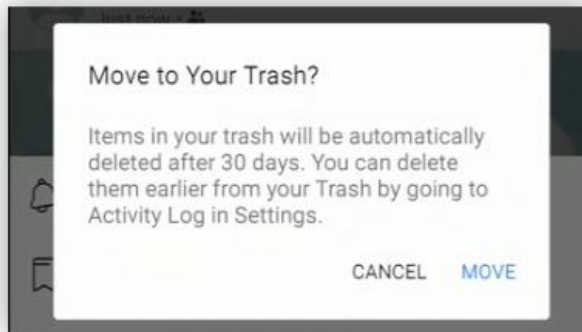
Governing strategies describe interface designs that navigate **users' decision-making** towards the designers' and/or platform providers' goals. Essentially, these are designed to **control or govern user behaviour**.



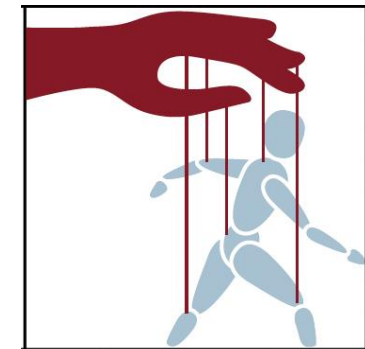
Mildner et al., *About Engaging and Governing Strategies: A Thematic Analysis of Dark Patterns in Social Networking Services*, CHI 2023, <https://dl.acm.org/doi/10.1145/3544548.3580695>

# Redirective Condition

Choice limitations that force users to overcome **unnecessary obstacles** before being able to achieve their goals.



Facebook

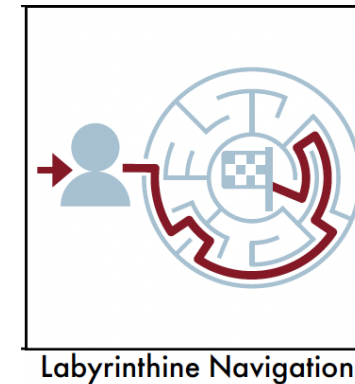


Redirective Condition

Mildner et al., *About Engaging and Governing Strategies: A Thematic Analysis of Dark Patterns in Social Networking Services*, CHI 2023, <https://dl.acm.org/doi/10.1145/3544548.3580695>

# Labyrinthine Navigation

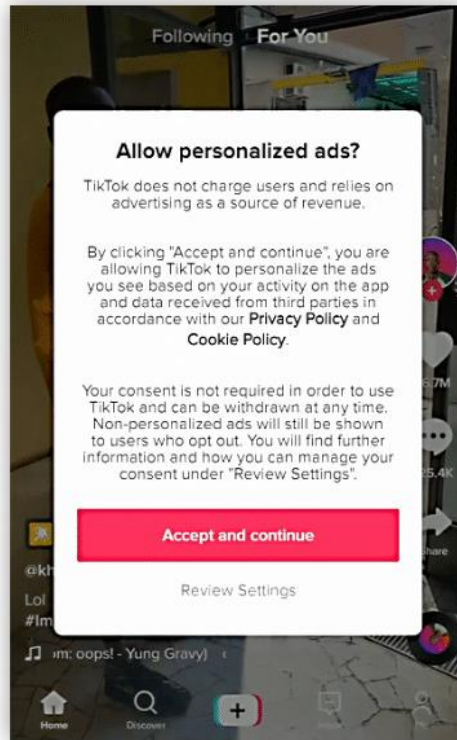
Nested interfaces that are easy to **get lost in**, disabling users from choosing preferred settings.



This pattern is often seen in ***social media settings menus***.

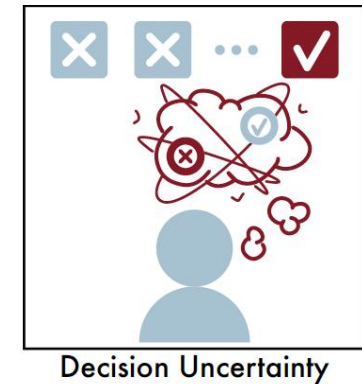
Mildner et al., *About Engaging and Governing Strategies: A Thematic Analysis of Dark Patterns in Social Networking Services*, CHI 2023, <https://dl.acm.org/doi/10.1145/3544548.3580695>

# Decision Uncertainty



TikTok

Dark pattern that **confuses users** by diminishing their ability to assess situations, leaving them **clueless** as to what is expected of them or what options are available.



Decision Uncertainty

Mildner et al., *About Engaging and Governing Strategies: A Thematic Analysis of Dark Patterns in Social Networking Services*, CHI 2023, <https://dl.acm.org/doi/10.1145/3544548.3580695>



# Attention-Capture Dark Patterns

A focus on engaging and governing practices (even outside SSNs)

# Attention-Capture Dark Patterns

- We conducted a systematic literature review that develops and defines the concept of Attention Capture Dark Patterns (ACDPs)
  - Definition
  - Characteristics and Impacts
  - Typology of 11 patterns

Monge Roffarello A., Lukoff K., De Russis L., *Defining and Identifying Attention Capture Damaging Patterns in Digital Interfaces*, CHI 2023, to appear.

# Attention-Capture Dark Patterns: Definition

- A recurring pattern in digital interfaces that a designer **uses to** exploit psychological vulnerabilities and **capture attention**, often leading the user to lose **track of their goals**, lose their **sense of time and control**, and later **feel regret**
- The goal of ACDPs is to maximize continuous usage, daily visits, and interactions (e.g., clicks, shares, likes, etc.).
- They make users more likely to visit a digital service again and click on similar types of rewarding content, thus creating a «**trap**» for the user that enables the **stakeholder's goal**

# Attention-Capture Dark Patterns: Strategies

- Typically, they ACDPs the need for autonomous decision making by "automating" processes and functions
- Paradoxically, they can **improve the usability** of a platform:
  - user interface improvements and simplifications are sometimes a deliberate choice of designers and tech companies to promote a frequent and continuous use of technology;
  - the trade-off between usability and persuasion is critical, especially when there are ambiguities in the designer's intentions.

# Attention-Capture Dark Patterns: Strategies

- The psychological vulnerabilities exploited by ACDPs can be of various type:
  - *Variable reward*: even the task of predicting an outcome is itself rewarding and triggers the release of dopamine.
  - *Reward depletion*: scrolling through posts and videos that you have already seen, while hoping for new items to appear.
  - *Immediate gratification*: people generally favor the choice that offers immediate gratification, e.g., watching a new catchy video, at the expense of long-term goals.

# Attention-Capture Dark Patterns: Impacts

- ACDPs may negatively affect people's digital well-being
  - They promote **“digital addiction”**
  - They undermine users' **attention** and **productivity**
  - They undermine users' **sense of agency** and self-control
  - They result in a later **sense of regret**

# Exercise

- Take your smartphone or PC and open one of the apps/websites you use most often
- How many attention-capture damaging patterns are you able to identify?

<https://polito.padlet.org/albertomonge/pattern>

# Attention-Capture Dark Patterns: Typology

Pattern Name	Description
<i>P1 - Infinite Scroll</i>	As the user scrolls down a page, more content automatically and continuously loads at the bottom.
<i>P2 - Casino Pull-to-refresh</i>	When the user swipes down on their smartphone, there is an animated reload of the page that may or may not reveal new appealing content.
<i>P3 - Neverending Autoplay</i>	A new video is automatically played when the current one finishes. There is never a point for the user to stop and reflect, and the option to turn off autoplay is hidden or non-existent.
<i>P4 - Guilty Pleasure Recommendations</i>	Personalized suggestions that prey on individual consumer frailty to target user's guilty pleasures and increase use time.
<i>P5 - Disguised Ads and Recommendations</i>	Advertisements and recommendations, e.g., posts and sponsored pages, that are disguised as normal content into social networks' newsfeeds.
<i>P6 - Recapture Notifications</i>	Notifications that are deliberately sent to recapture users' attention and have them start a new usage session, e.g., notifications with recommended content or notifications about content the user has never interacted with.
<i>P7 - Playing by Appointment</i>	Users are forced to use a digital service at specific times as defined by the service, otherwise the user may lose points and achievements.
<i>P8 - Grinding</i>	Users are forced to repeat the same process several times to unlock an achievement, e.g., a new level in a video game or a badge on a social network.
<i>P9 - Attentional Roach Motel</i>	Registering to and accessing attention-capture digital services is easy, while operations like logout or canceling an account are painfully difficult.
<i>P10 - Time Fog</i>	A pattern through which designers reduce users' awareness of time spent, e.g., by hiding the smartphone's clock.
<i>P11 - Fake Social Notifications</i>	The platform sends messages pretending to be another user or social notifications about some content the user has never interacted with.

- We used **everyday language**:
  - Christopher Alexander advocated for patterns that are 'alive,' which spark inspiration for the designers and capture the imagination of the public.
- We focused on patterns leading to **attentional harms**:
  - we excluded attention-capture patterns more related to financial aspects, e.g., countdown timers on shopping websites.
- We used specific **contexts**:
  - not all patterns are harmful all of the time

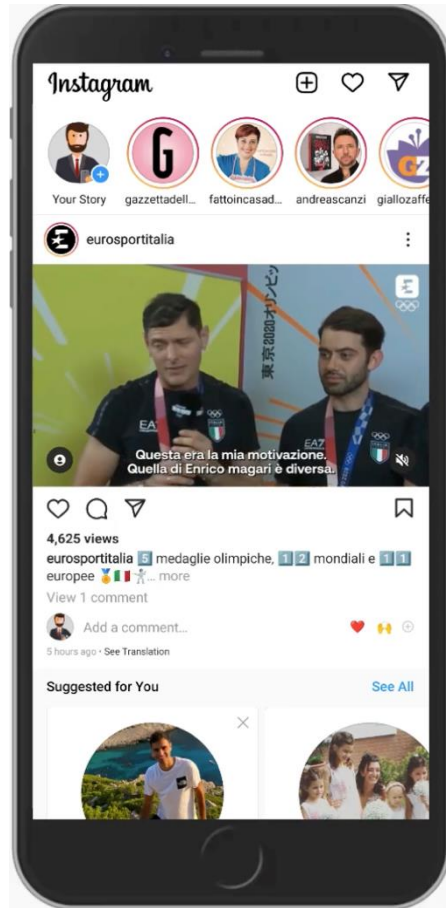


# Infinite Scrolling



- As the user scrolls down a page, more content **automatically** and **continuously loads** at the bottom.
- It **decreases** the **effort** required to browse content and promotes **“endless”** usage sessions.
- It exploits **variable reward techniques**.
- Common in social media.

# Casino Pull-to-refresh



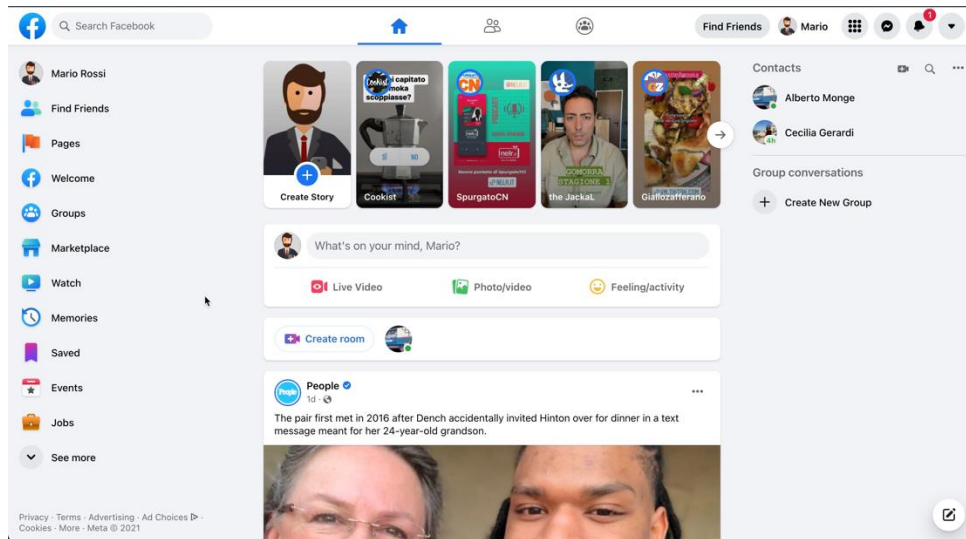
- When the user **swipes down** on their smartphone, there is an **animated reload** of the page that **may or may not** reveal new appealing content.
- Users may be tempted to refresh compulsively, hoping to receive new content.
- It exploits **variable reward techniques**:
  - similar to **slot machines**.
- Common in social media (accessed through a mobile interface).

# Neverending Autoplay



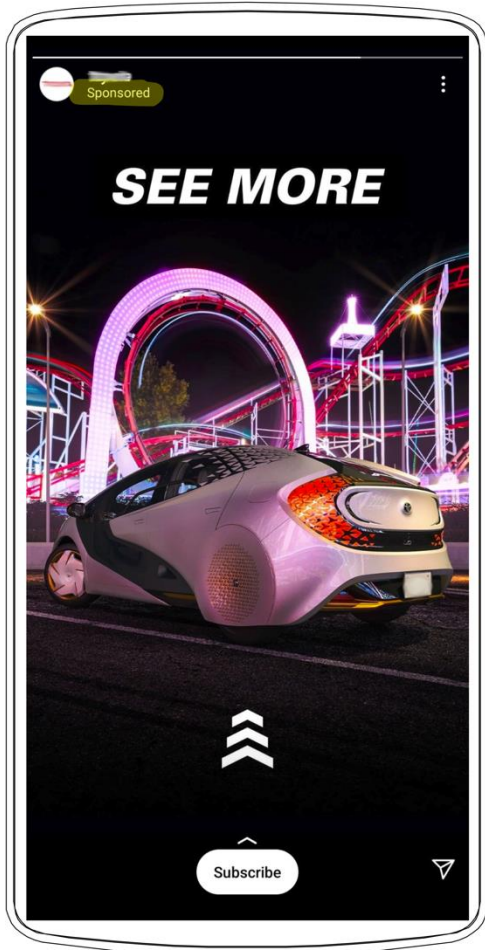
- A new video is **automatically played** when the current one finishes. There is never a point for the user to **stop** and **reflect**, and the option to turn off autoplay is hidden or non-existent.
- Autoplay may be **useful** in some circumstances, e.g., listening to music on YouTube while working.
- It can **prolong** usage sessions ( «*let me see this new video and then I will close the app!*»).
- It exploits **variable reward techniques** and reduces the **user's autonomy**.
- Common on social media and video-streaming platforms.

# Guilty-Pleasure Recommendations



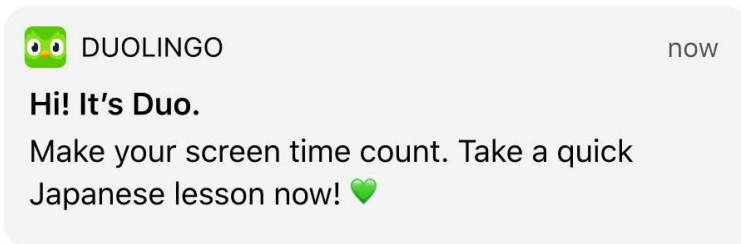
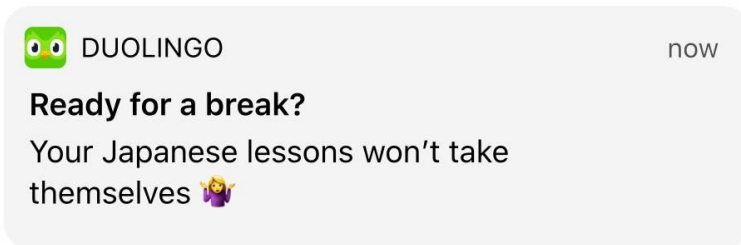
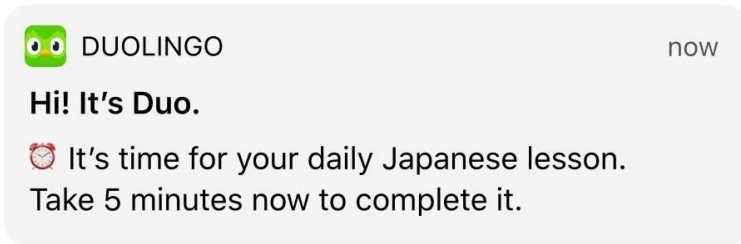
- They are based on:
  - previous user's interactions (**Content-Based**);
  - preferences of similar users (**Collaborative Filtering**).
- Recommendations are useful if the goal of the platform matches the user's goals (**value-alignment problem**).
- They can become a «**trap**» for keeping the user's attention on the platform against the user's will.
- They exploit **variable reward techniques**.
- Common on social media and video-streaming platforms.

# Disguised Ads and Recommendations



- Extension of the **Brignul's Disguised Ads**.
- Ads and recommendations are **camouflaged** as normal content:
  - sponsored stories;
  - tweets from people that the user is not following ('you might like').
- It likely increases the chances of **prolonging usage sessions**.
- Newsfeeds become a representation of what the social network expects will elicit the most clicks based on prior behavior, rather than a representation of the user's preferences:
  - most users are not able to process such a **misalignment!**
- Common on social media.

# Recapture Notifications

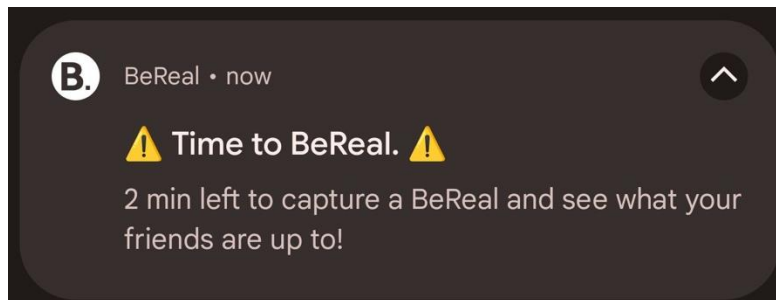
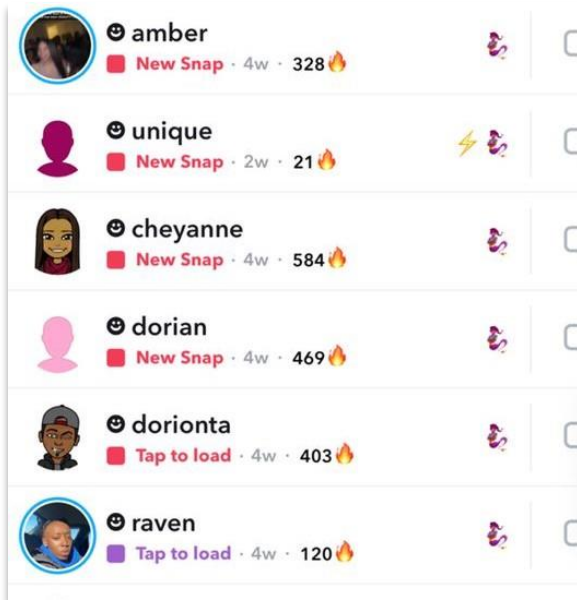


- *“if I didn’t have things popping up every 30 minutes like ‘this has happened’ I don’t think I would think about Facebook.”*

Lyngs et al., CHI 2020

- Notifications that are **deliberately** sent to **recapture the attention** of a user who escaped or left a digital service for some period of time:
  - used as a **pretext** to make user unlock a device and going into apps or websites to engage further;
  - typically activated **by default**.
- Common on social media, video streaming platforms, and messaging applications.

# Playing by Appointment



- Force users to use a digital service at **specific times** as defined by the service, rather than the user.
- Engineered to encourage users to **re-visit** a digital service to avoid losing the possibility of earning something, e.g., points or even the ability to progress in a game.
- Common on video games (mostly on social networks) and social media in general.

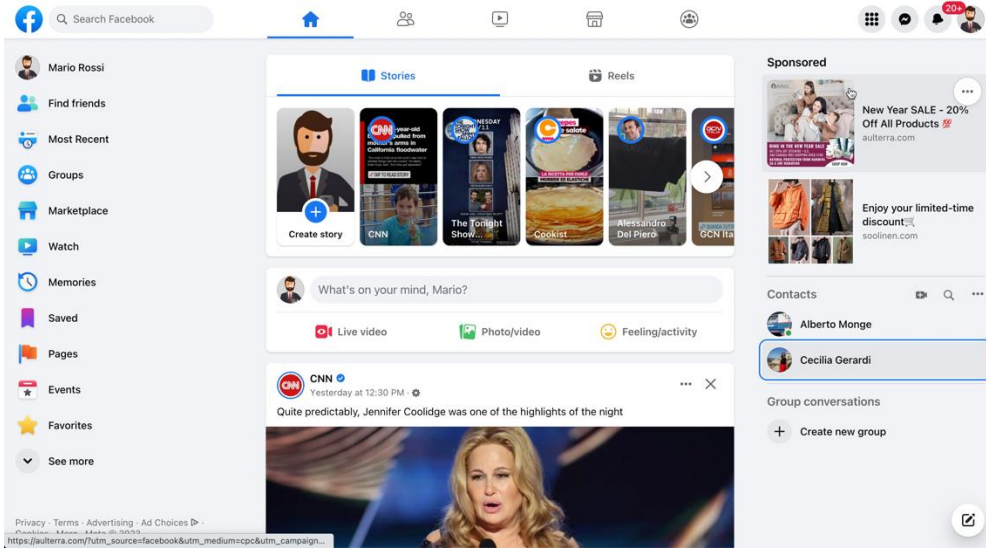
# Grinding



- Force users to **repeat** the same process several times **to unlock** an achievement.
- Digital services “consume” the user’s time and attention by increasing engagement and promising a **later achievement**, e.g., a new level in a video game or a badge on a social network.
- Common on video games and social media.



# Attentional Roach Motel



- Extension of the **Brignul's Roach Motel**.
- Easy to get in, hard to get out:
  - it may be exploited to make account settings difficult to access, e.g., to hinder the possibility of **logging out** from a digital service.
- Affect how alternatives are perceived by promoting a predefined action:
  - may exploit deceptive visualizations that leverage the **salience bias**.
- Common on social media.

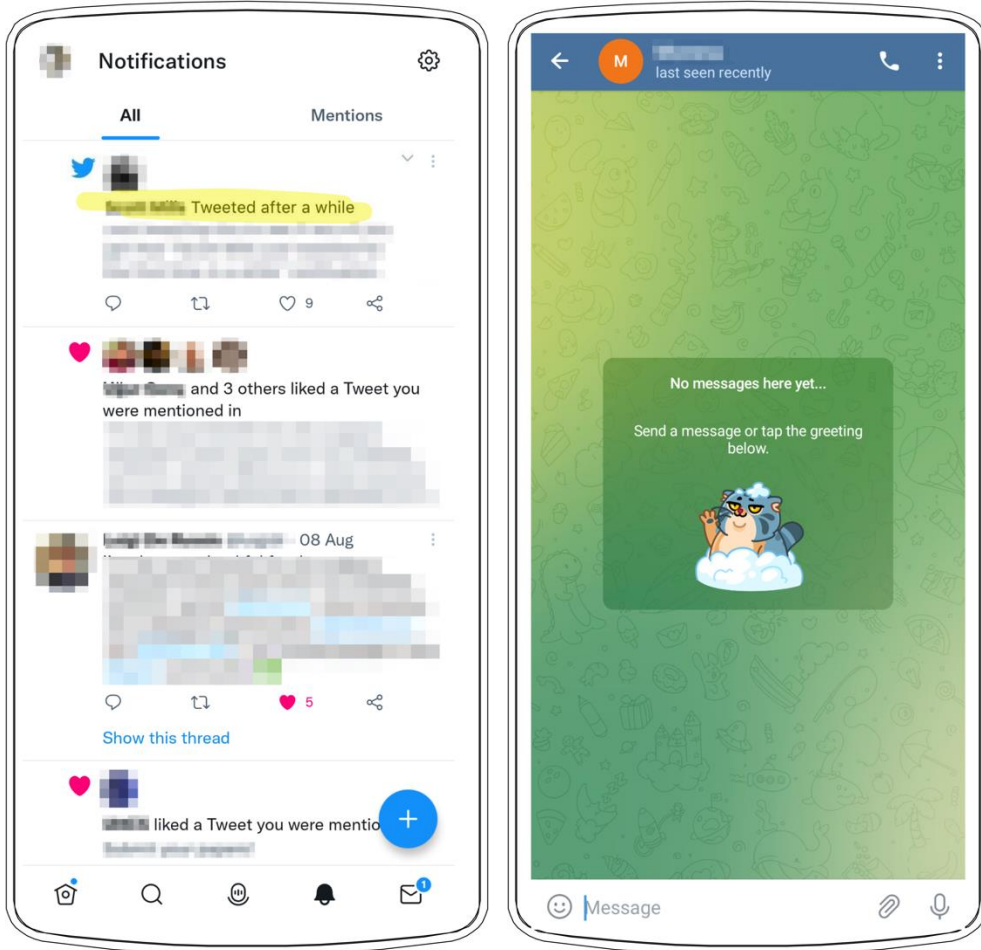
# Time Fog



Incomplete Timestamp

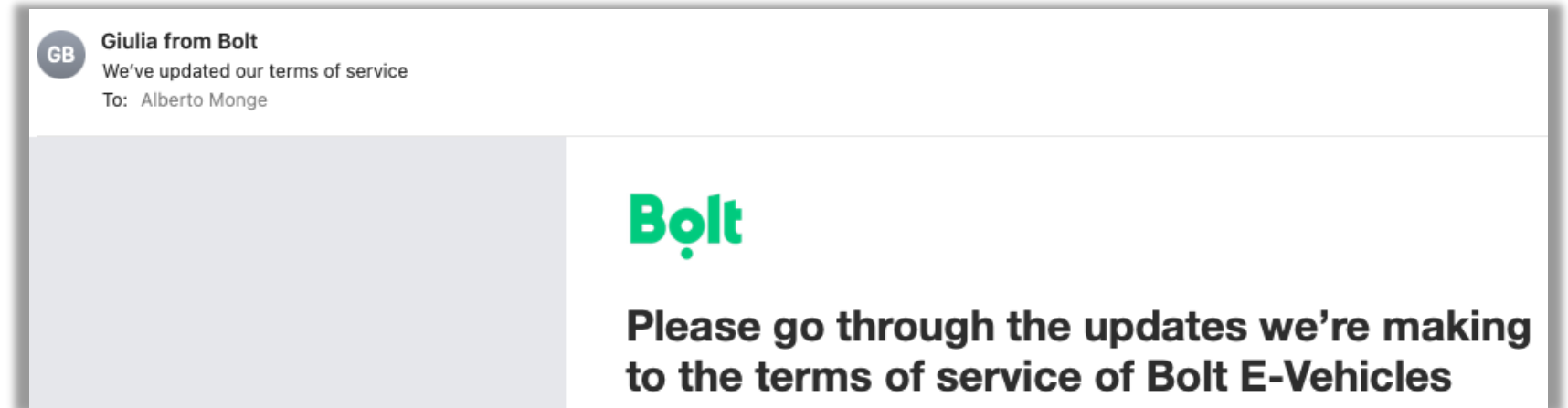
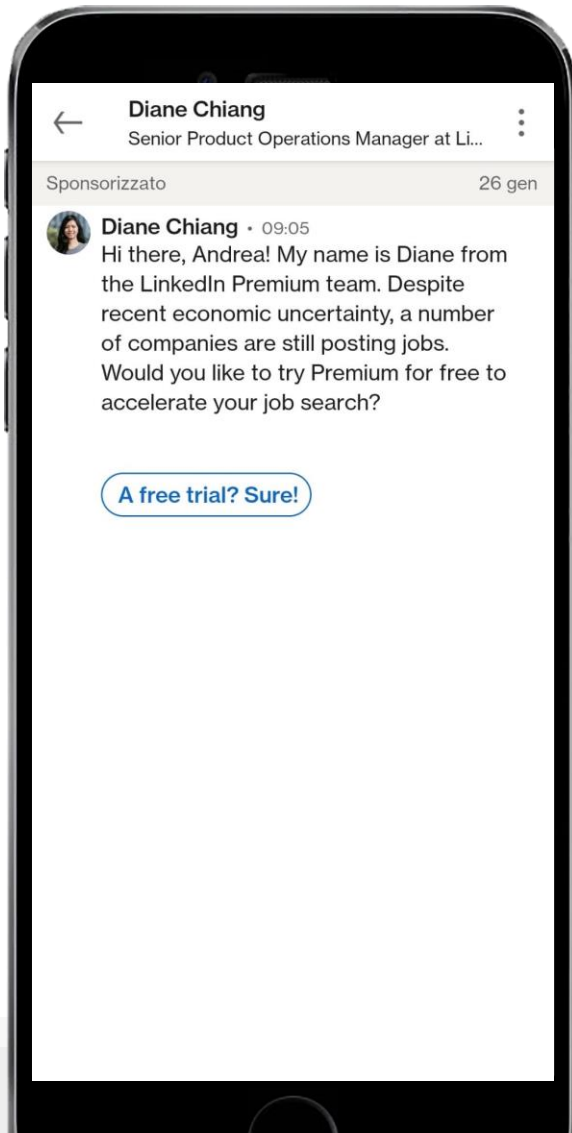
- Designers deliberately induce **unawareness** by reducing autonomy of monitoring user **time spent**.
- Designed to reduce the possibilities to get feedback on the time spent, e.g., by hiding the video elapsed time, thus increasing the chances of longer usage sessions:
  - may exploit deceptive visualizations that leverage the **salience bias**.
- Common on video streaming platforms.

# Fake Social Notifications



- Deceive users with **false social activities and information**:
  - digital services that pretend to be real users;
  - notifications about activities of unknown people.
- Violate the expectation that the received messages should actually be from a real person.
- May leverage may leverage on our **herd instinct bias** of replicating others' actions, as well as on the **spotlight effect**, i.e., an egocentric bias that lead us to perform behaviors that elicitsocial approval.
- Common on video games (mostly on social networks), social media, and messaging apps.

# Fake Social Notifications



# References

- Some material from
  - <https://hci.stanford.edu/courses/cs147/2022/wi/lectures/16-design-patterns.pdf>
  - <https://hci.rwth-aachen.de/cthci-ss2020>
  - [https://www.youtube.com/watch?v=aB6us\\_txi54](https://www.youtube.com/watch?v=aB6us_txi54)
- Slides on design patterns are from the Human-Computer Interaction course of the Politecnico di Torino (<http://bit.ly/polito-hci>)

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