Lecture 6: Real-World Observations

CS 181W Fall 2022

Review: Types of studies

- Interviews: conversations with individuals
- Focus groups: discussions with groups
- Surveys: asynchronous questions
- Experimental Studies: randomized multi-condition studies
- Usability Testing: observations of tool use
- Cognitive Walkthrough: expert evaluation
- Diary Studies: contemporary record of real-world behavior
- Observational Studies: records of behavior in the wild
- Mixed-methods studies

Observe real world activity

observation of real-world activity

naturallyoccurring risk Many data collection challenges

Usually not conducive to a controlled

experiment

Events of interest may be infrequent

Ways to observe real world activity

- Diaries
- Experience samplingreal-time surveys
- Ethnographic studies
- Contextual inquiry interviewing in context

- Instrumented software
- Logs (web server, help desk, etc.)

DIARY STUDIES

Diary Studies

Benefits

- High ecological validity
 - perform task in context of normal activities
 - behave and respond naturally
- Rich longitudinal data

Limitations

- Still self-reported
- A lot of work for participants
- Interesting events may occur rarely

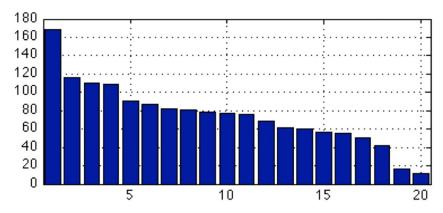
How to do a diary study

- Participants may record words on paper, on a computer, on a mobile device, with camera, with voice recorder
 - Unstructured and open ended, or filling out form
- Various possible frequencies:
 - Once per day diaries ("Every evening, write down the most frustrating thing that happened that day")
 - quick entries throughout the day ("Record every time you log-in to an account")
- Provide clear instructions and expectations
- A lot of work for participants, pay them well

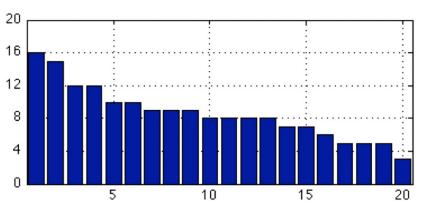
Example: Diary Study

- Method: Provided hard-copy diary and asked participants to carry it throughout their day
- Frequency: Record each time a password event occurred (type password to login, click to login with saved password, not auto login)
- Duration: 2 weeks
- Study Population: 20 participants, mostly students

Example: Diary Study



Distribution of Pwd Events



Distribution of Accounts

	Level of Concern					
	1	2	3	4	5	total
none	1	6	22	27	46	60.3%
autofill	2	10	12	5	21	30.0%
writte down	1	0	0	1	5	4.1%
pwd manag	0	0	0	0	0	0.0%
other	1	3	0	2	4	5.9%
total	5	19	34	35	76	

OBSERVATIONAL STUDIES

Observational Studies

Benefits

- High ecological validity
 - perform task in context of normal activities
 - behave and respond naturally
- Rich longitudinal data

Limitations

- People don't like being watched
 - may not agree to participate
 - may change behavior if they feel watched
- Instrumentation / collecting data can be hard
- Interesting events may occur rarely

How to do an observational study

Instrumented Software

- Software that records participants' behavior
- e.g., browser extension, "spyware"

Logs

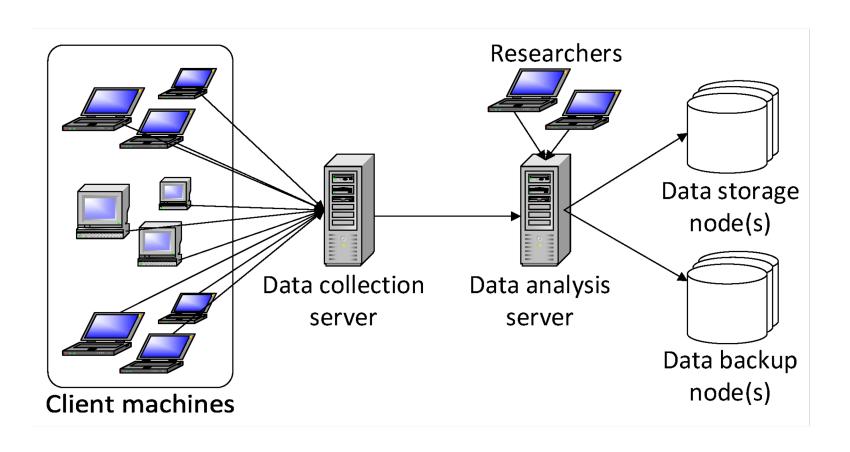
- Log records record behavior by all users
- Can be analyzed
- e.g., server logs, help desk records

Example: Security Behavior Observatory (SBO)

- Network of instrumented home Windows computers
- ~200 active participants
 - Home computer users who have consented to our data collection
 - Own a Windows Vista 7, 8, or 10 personal computer
 - Paid \$10/month plus extra for surveys and interviews
- Natural observation + surveys and interviews



SBO architecture



SBO data related to passwords

- Hashes of passwords
- Length, strength, characters in each class (upper/lowercase, digits, special characters)

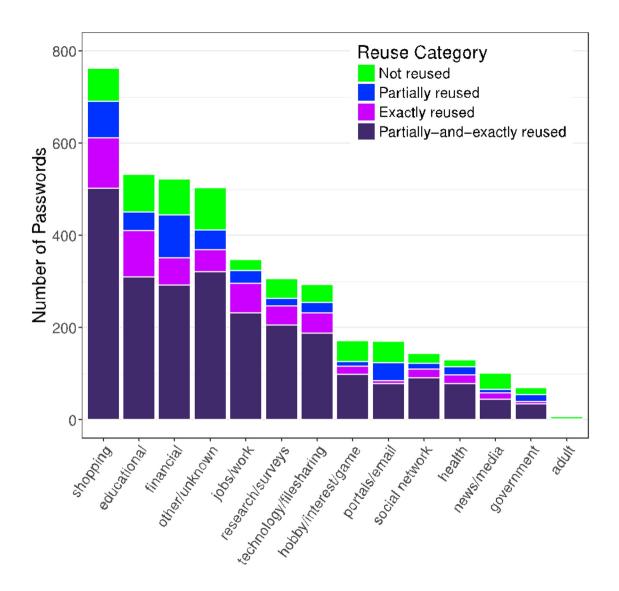


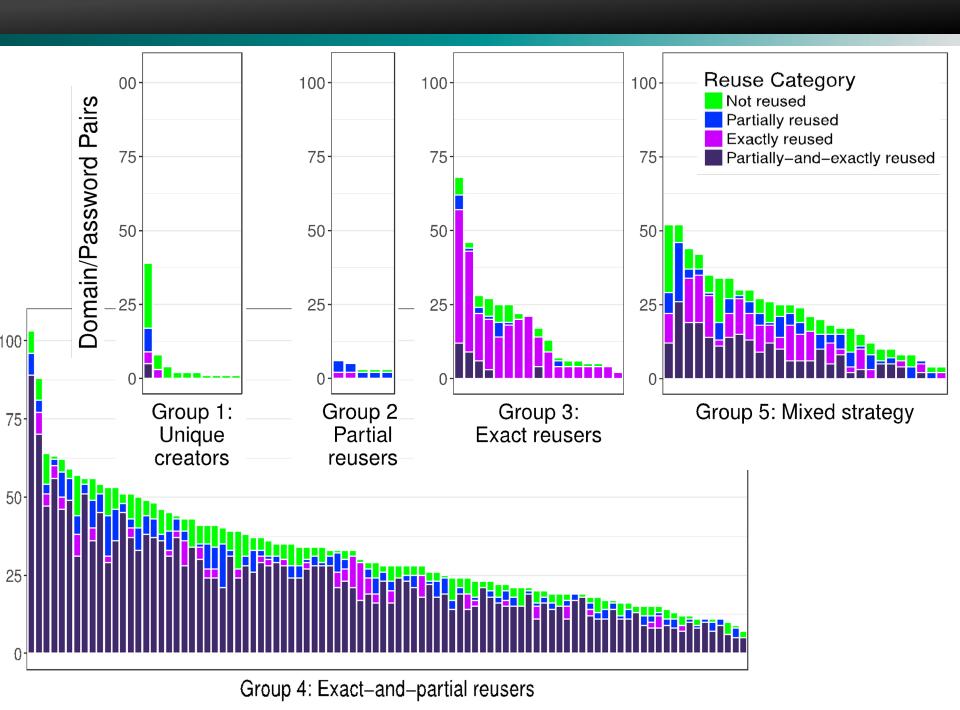
People reuse their passwords a lot

 On average, participants had 26 accounts with 10 distinct passwords

- Percentage of accounts:
 - With non-reused passwords: 21%
 - With only-exactly-reused passwords: 16%
 - With only-partially-reused passwords: 12%
 - With exactly-and-partially-reused passwords: 51%

Lots of reuse across almost all categories of websites





Worst observed outcome



Interview study

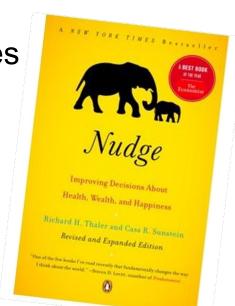
- Contacted 21 participants with evidence of malware or insecure behavior and invited them to 1-hour phone interview
- Conducted interviews with 12 participants
- Topics:
 - Security engagement maintaining computer, updating software, performing independent research before installing new software, etc.
 - **Security state** presence or absence of anti-virus software, how up-to-date Windows and vulnerable software is, etc.
 - Security outcomes presence or absence of malware or suspicious software

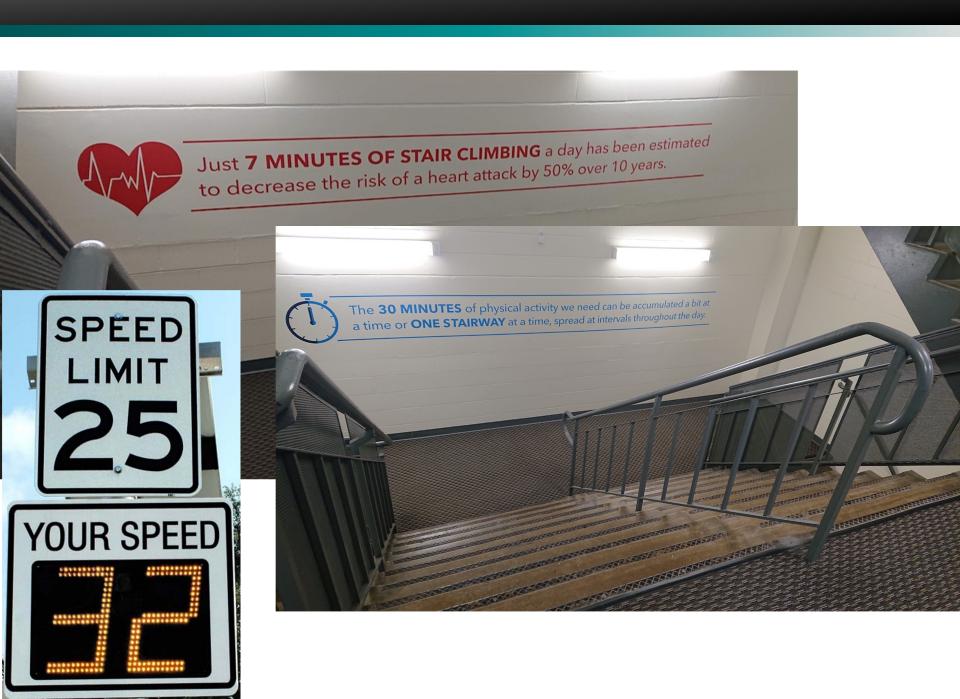
Level of engagement ≠ level of security

- Engagement didn't always lead to better security state
 - Some disengaged users had secure computers
 - Some engaged users didn't install security updates
- Good security state didn't always lead to good security outcomes
 - Some very engaged users who maintained good security state still had lots of malware
 - Some disengaged users with poor security state, had little or no malware
- If users have incorrect understanding of security, their efforts may not be effective

Example: CMU privacy nudges project

- Design and test systems that anticipate and exploit cognitive and behavioral biases that hamper privacy and security decision making
- Goals: Help overcome biases without limiting freedom
 - Understand biases
 - Understand problems (regrets)
 - Prototype and evaluate nudges





Step 1: A Qualitative Study of Regrets on Facebook

- Semi-structured interviews + diary study
 - 19 FB users recruited from Craiglist
 - 12 interviewees logged daily FB experience for a month
- Online survey
 - 492 US FB users who had regrets recruited from MTurk

What do people regret on FB?

- Posts about
 - Personal information/issues about themselves or others
 - Sex
 - Relationships
 - Profanity
 - Alcohol and drug use
 - Jokes
 - Lies
 - Information about work or company

- Friending and unfriending
- Photo tagging
- Using Faceook applications

Unintended audience

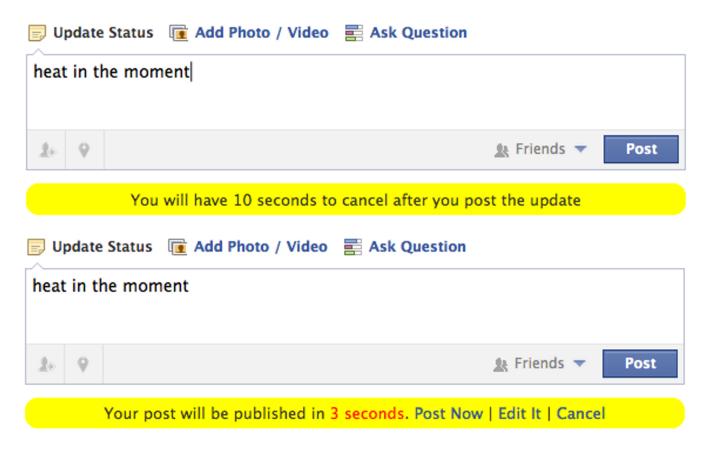
- More than 1/3 regrets involved unintended audience
- 70% unintended audience included Facebook friends ("friends-only" not enough!)
- 10% unintended audience their Facebook friends showed their posts to others

Underlying cause of regrets

- Didn't mean to
- Not thinking
 - Very excited or angry
- Lack of awareness of how post/tweet will be perceived by others

Lack of awareness of audience

Timer nudge (stop and think)



Sentiment nudge (how post will be perceived)



Profile picture nudge (audience feedback)





These people and ANYONE ON THE INTERNET can see your post.

Step 2: Exploratory study methodology

- Implemented nudges as Chrome plugins + FB app
- Recruited active Facebook users for 3-week study
- Within subjects study
 - ~10 days in control (no nudge)
 - ~10 days in treatment (nudge)
- Collected behavioral data
- Conducted follow-up surveys and interviews
- Payment: \$40 for completion + \$10 for interview
- 21 participants (13 follow-up interview)

Results

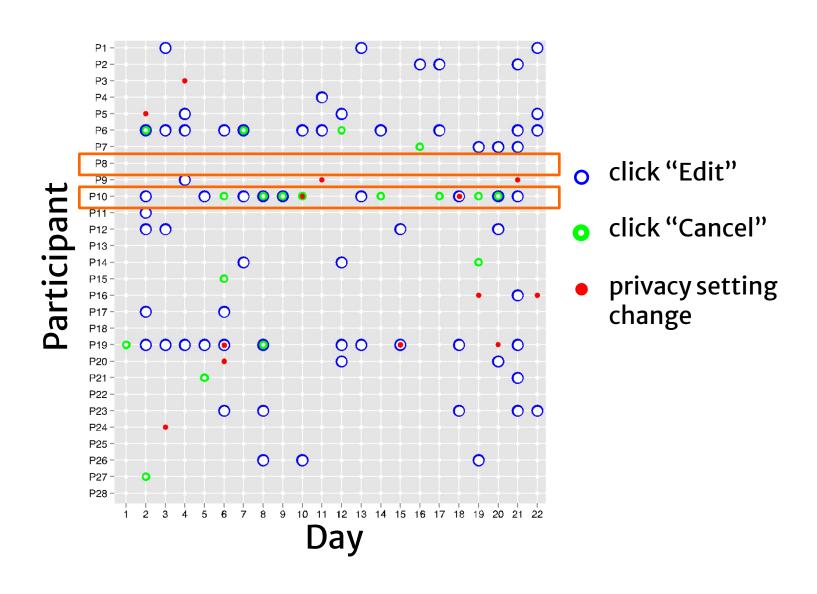
- Picture nudge increased awareness of audience
 - Users reported rephrasing/correcting/cancelling posts, changing privacy settings, unfriending
- Timer encouraged participants to stop and think
- Participants didn't like being judged by sentiment nudge
 - Positive sentiment useless
 - Negative sentiment annoyed users
 - Tool not very accurate

Audience + timer nudge



Step 3: 6-week observational study

- Conducted during April and May 2013
- Advertised on Craigslist (a dozen large US cities)
- Within-subject design: 1st half, no nudge; 2nd half, nudge
- Mid-term survey and final survey
- 28 participants
- Checked Facebook daily for changes that would break our Chrome pluggin or FB app and had developer on standby to fix



Improved awareness



"It was a snide remark and then one of the pictures that popped up was one of the people I work with. It is probably not the best idea"

Stop and think



Qualitative Feedback

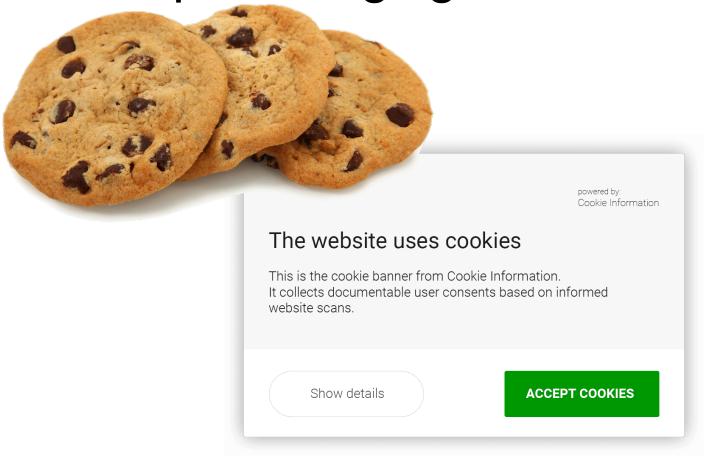
Positive

- "That was almost the 'Oh wow' moment when I realized that more people could see my posts than I thought about"
- "It helped me avoid getting into fights on Facebook because you have to stop and think."
- "I used it to correct grammatical errors or statuses that looked off."

Negative

- "I don't need the full 10 sec delay"
- "there is no way to protect people from posting embarrassing information online while mad or upset...it's human nature to be stupid sometimes."
- Technical glitches: e.g., slow performance

Example: Nudging in Cookie Banners



Types of Nudging

[This website] uses cookies to analyze your usage of this site, to embed videos and social media, and to personalize the ads you see. Do you consent to this use? You can find more information in our Privacy Policy.

Accept

Decline

[This website] uses cookies to analyze your usage of this site, to embed videos and social media, and to personalize the ads you see. Do you consent to this use? You can find more information in our Privacy Policy.

Accept

Decline

[This website] uses cookies to analyze your usage of this site, to embed videos and social media, and to personalize the ads you see. Please select which of our partners you allow to use cookies. You can find more information in our Privacy Policy.

| Facebook | YouTube | Google Analytics | Google Fonts | Ionic | Google Ads

[This website] uses cookies to analyze your usage of this site, to embed videos and social media, and to personalize the ads you see. Please select the types of cookies we are allowed to use. You can find more information in our Privacy Policy.

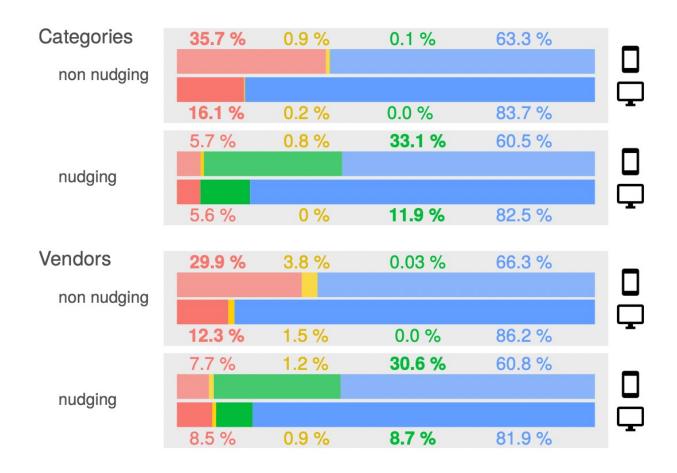
- Necessary
- ☑ Personalization & Design
- ☑ Analytics
- ☑ Social Media
- ☑ Marketing

Submit

Experimental Design

- Partnered with German ecommerce website
 - 15-20k visitors/month
 - based on WordPress
- Modified cookie banner plugin to have different conditions and log user behavior
- Notified users of study after 30 seconds

Results



Exercise: Observational Studies

Design an observational study that investigates how people use Duo two-factor authentication at the 5Cs.

A3: Part 1

- Let's do a diary study!
- Record every time you use Duo to log in
 - only counts if you have to approve/do something with Duo
 - Doesn't count if auto logs-in



Real-World Observations

