Dark Patterns

- Tricks used in websites and apps that make you do things that you didn't mean to, like buying or signing up for something.
 - GPS/Location detail
 - Sign up
 - No visible anti-action of confirmation
 - Unclear or impossible touch actions



We care about your privacy

We and our pareners:

Store and/or access information on a device

Consent III

We and our partitions process personal data such as IP address, unique ID, browsing data for:

Purposes

Select basic ads

Legitimate interests

Legitimate interests

Consent (

Create a personalised ads profile

Legitimate interests

Consent -

Select personalised ads

Legitimate interests

Consent -

Create a personalised content profile

Consent () Legitimate interests

Select personalised content

Consent (

Measure ad performance

Legitimate interests Legitimate interests Consent (

Measure content performance

Apply market research to generate

Consent -

Develop and improve products

Legitimate interests Consent ()

audience insights

Legitimate interests

Consent (

Features

Match and combine offline data sources

Link different devices

Receive and use automatically-sent device characteristics for identification

Some partners do not ask for your consent to process your data, instead, they rely on their legitimate business interest. View our list of partners to see the purposes they believe they have legitimate interest for and how you can object to it. Your choices on this site are set as service consent. This means that your settings will not be available on other sites of the publisher and you will be asked to set consent preferences for other sites and vendors. Preferences set on this site will not apply to other sites with either global or service consent. You can change your settings at any time, including by withdrawing your consent, by clicking on the button in the bottom right hand corner.

MANAGE SETTINGS

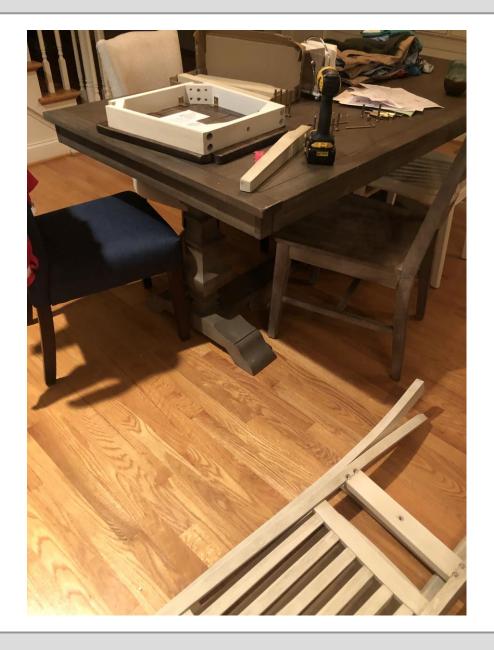
SAVE & EXIT

ACCEPT ALL



MIS3506 - Fall 2021

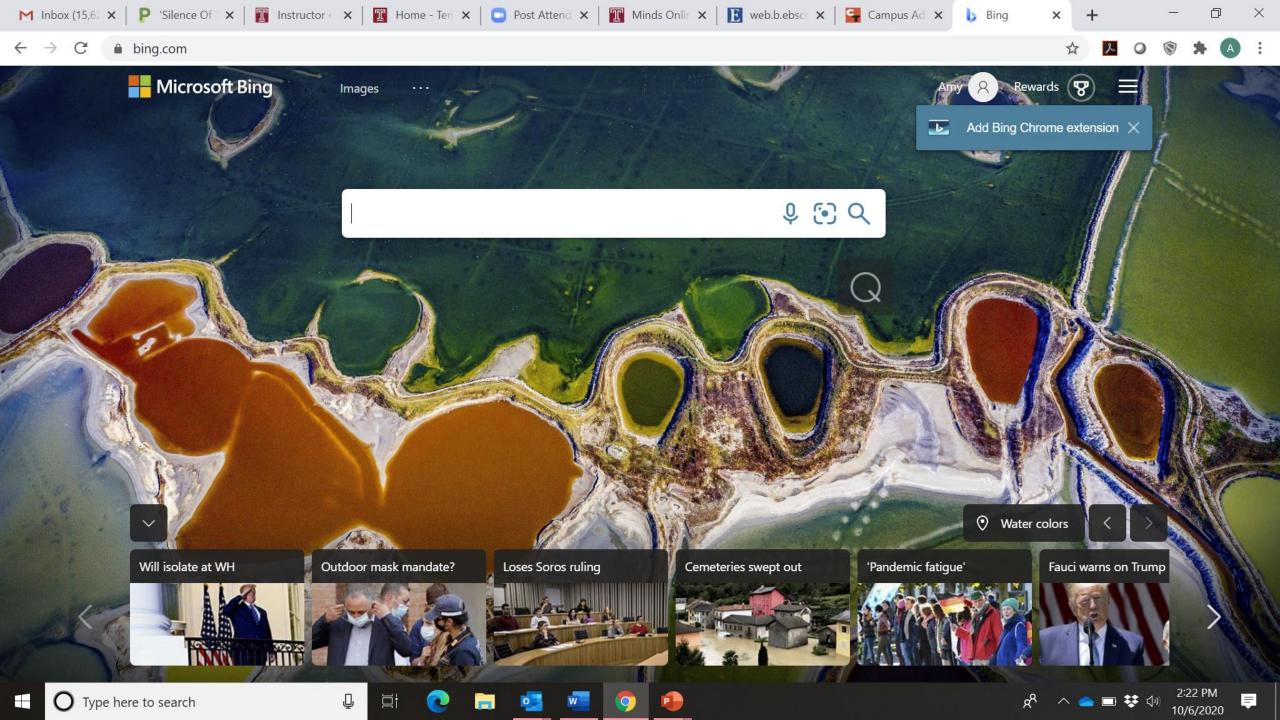
Lavin



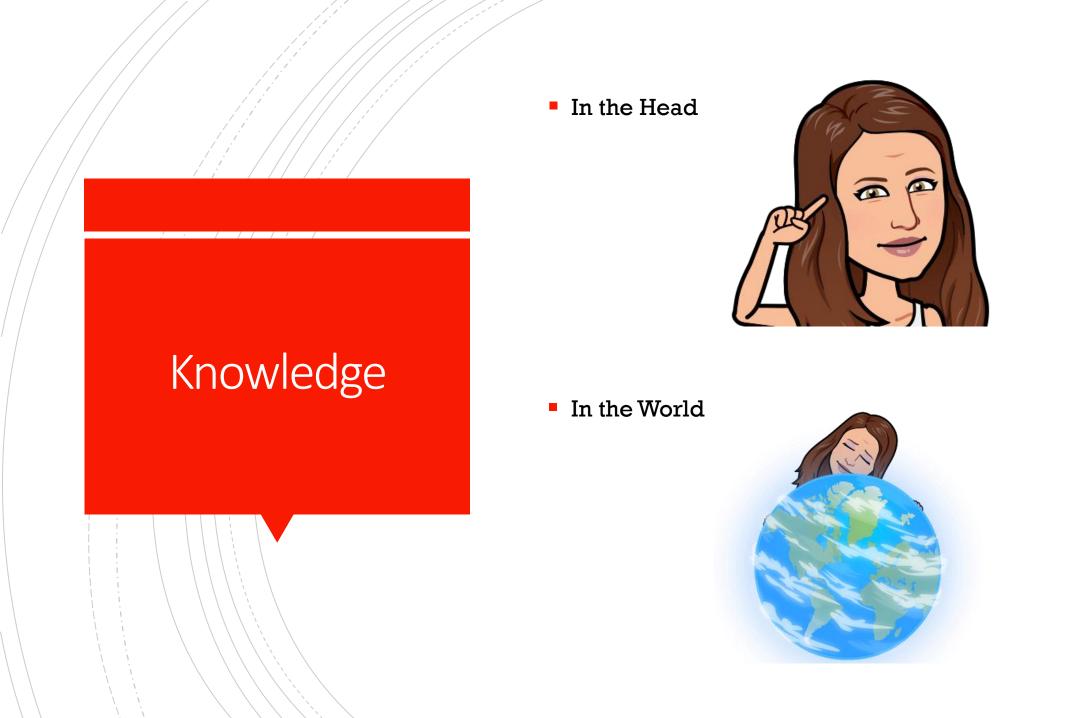








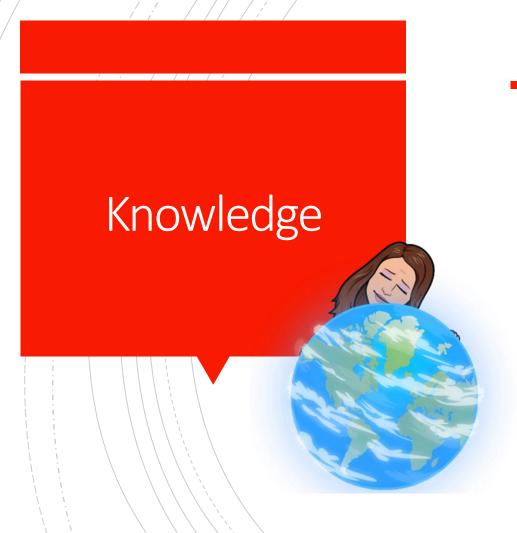






In the Head

- Memory
- Efficient Readily available
- Requires Learning
- Ease of use at first encounter is low
- Designer has freedom better UX



■ In the World

- Information is Perceivable
- Interpretation substitutes for learning
- Less efficient if you have to stop to learn
- Ease of use at first encounter is high
- Can be ugly requires a deep skillset



- In the World
 - Knowledge Of (Easy!)
 - Declarative Knowledge
 - Facts and Rules
 - Knowledge How (Not so Easy!)
 - Procedural Knowledge
 - Tacit Knowledge







If the user doesn't have it memorized... could take a while to interpret needs

First impression could be tricky



Lack of freedom for the designer

Thoughts

• How can you as the designer improve the User's Experience armed with this knowledge?

Constraints

- In the World Natural Constraints
 - Restrict behavior
 - Physical features
 - Right tighty/lefty loosey

- In the Head Cultural Constraints
 - Reading in different cultures
 - Behavioral constraints/Restrictions on behavior
 - Colors

"Knowledge" in the Head & the World

Constraints Simplify Memory

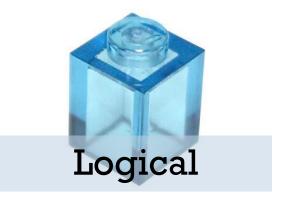


Knowledge in the world: Constraints









Poor mapping Good mapping

Best: Controls are mounted directly on the item

Second Best: Controls
are as close as
possible to the object
being controlled

Third Best: Controls are arranged in the same spatial configuration as the object being controlled

Mapping



MIS3506 – Spring 2020

Lavin