

1/14/26

USABLE SECURITY AND PRIVACY

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CSCI 588: INTRODUCTION TO HUMAN  
FACTORS IN SECURITY AND PRIVACY

# TODAY'S COURSE

- ▶ What is usable security and privacy?
- ▶ Why is usable security and privacy hard?
- ▶ How do we make security and privacy more usable?

# WHAT DO YOU THINK IT MEANS FOR S&P TO BE USABLE?

# THE HUMAN THREAT

“Humans are incapable of securely storing high-quality cryptographic keys, and they have unacceptable speed and accuracy when performing cryptographic operations... but they are sufficiently pervasive that we must design our protocols around their limitations.”

-- C. Kaufman, R. Perlman, and M. Speciner.

*Network Security: PRIVATE Communication in a PUBLIC World.* 2nd edition. Prentice Hall, page 237, 2002.

# WHY SHOULD SECURE SYSTEMS CONSIDER USABILITY?

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**SwiftOnSecurity**  
@SwiftOnSecurity

**Unusable security is un-used security.**

5:13 PM · Oct 10, 2015 · Twitter for iPhone

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## HOW CAN A LACK OF USABILITY LEAD TO BAD SECURITY/PRIVACY?

- ▶ Security vs productivity
- ▶ Humans take the path of least resistance
  - ▶ When security is hard, humans will circumvent it
- ▶ User error and fatigue - confusing/excessive warnings/interfaces lead to fatigue
- ▶ Leads to:
  - ▶ Failed adoption
  - ▶ Increased vulnerability
  - ▶ Lost productivity and cost

## KEY CHALLENGES OF USABILITY

- ▶ Security terminology is complex and confusing
- ▶ Security is a secondary task
- ▶ Human capabilities are limited
- ▶ Misaligned priorities
- ▶ Habituation

# CHALLENGE #1: SECURITY TERMINOLOGY IS COMPLEX AND CONFUSING

Phishing

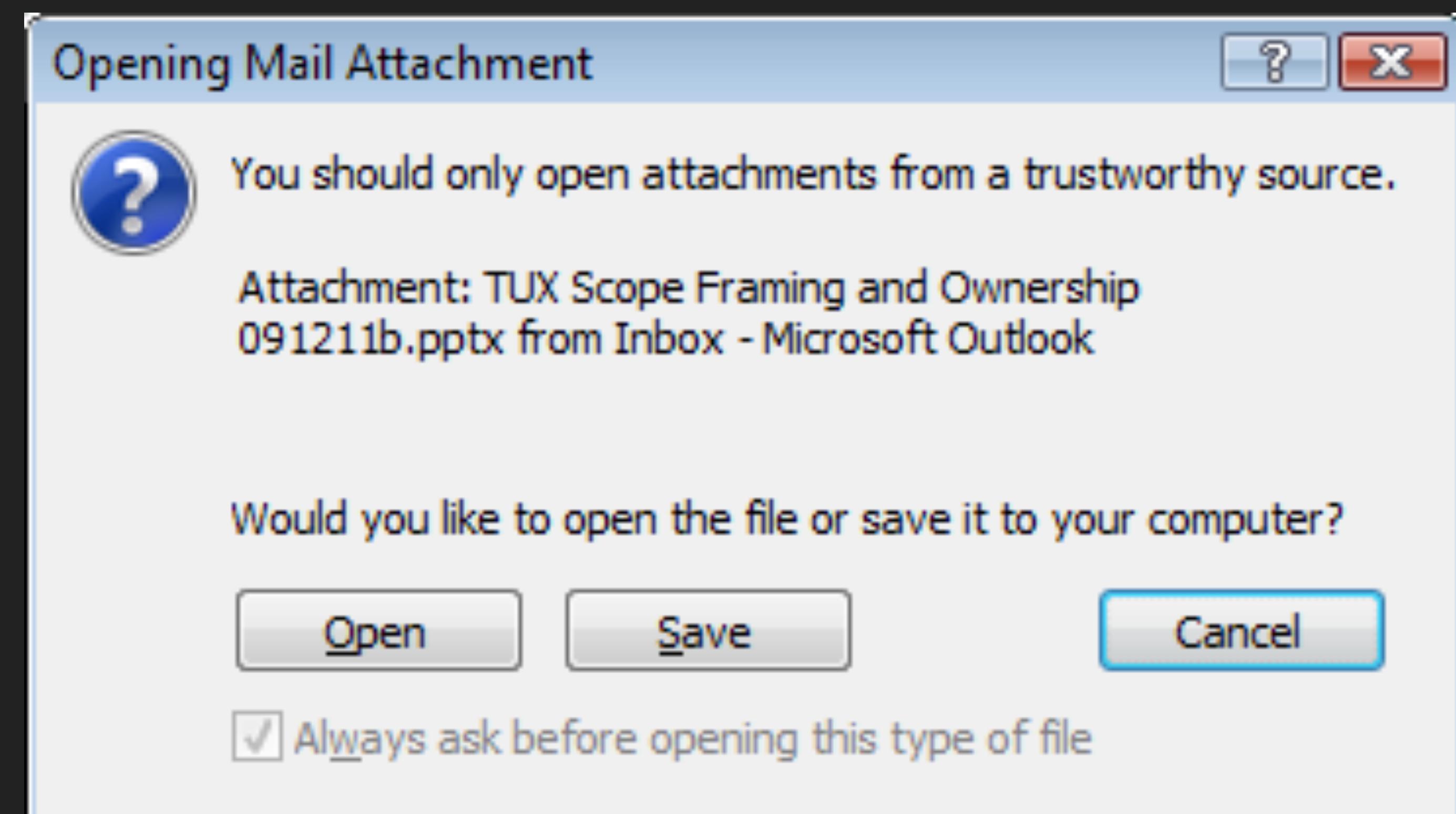


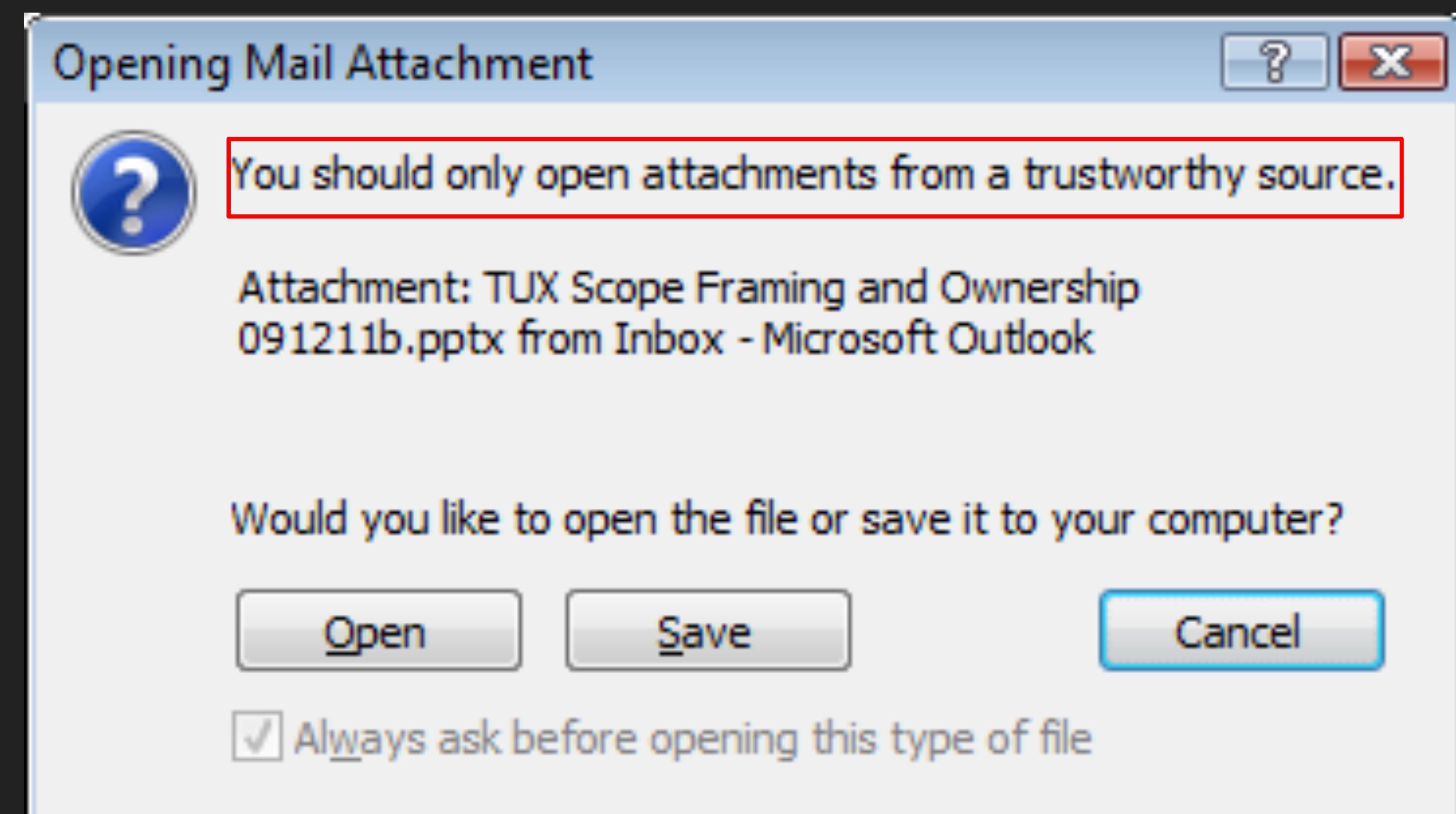
Virus

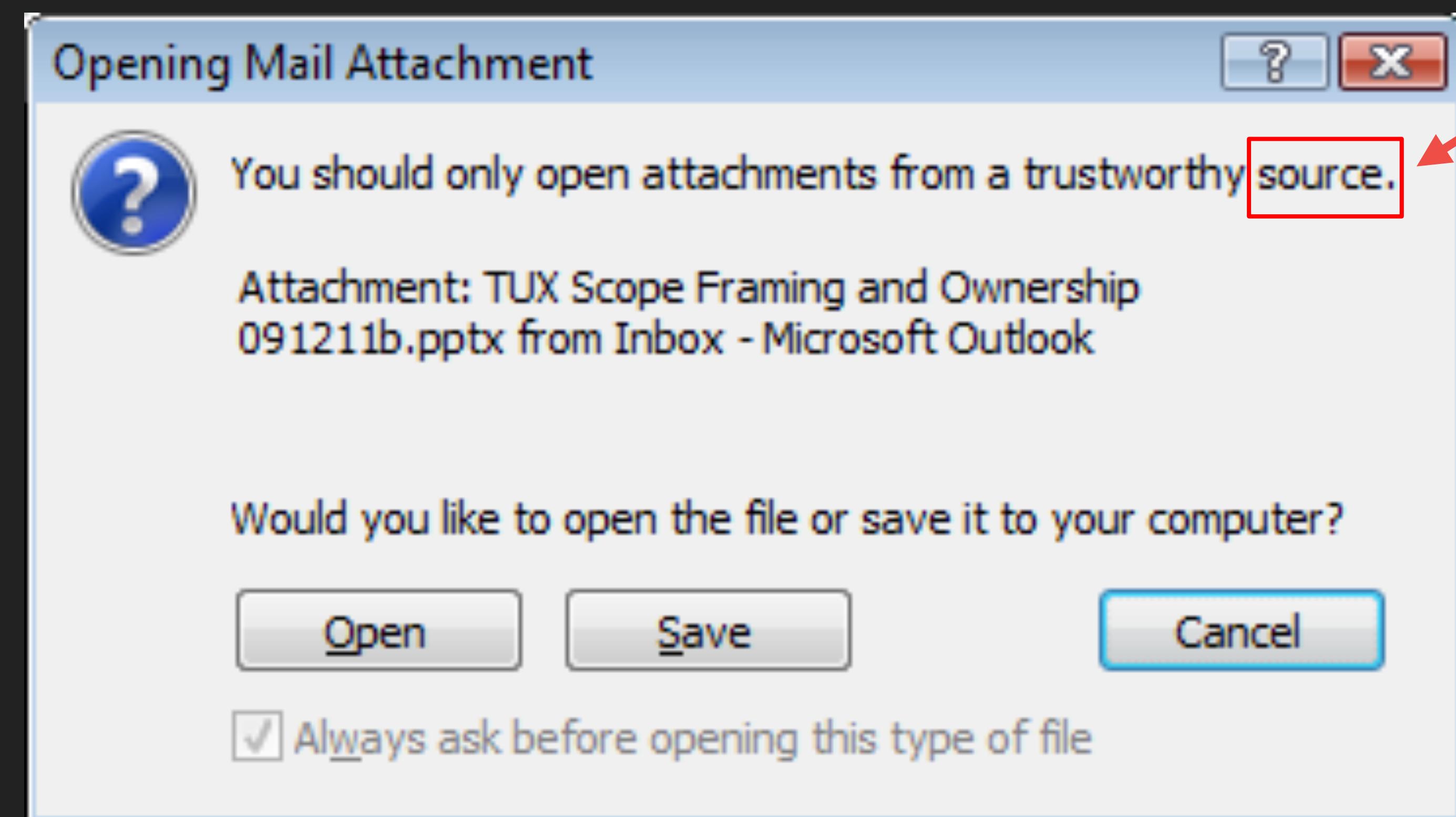


Spam

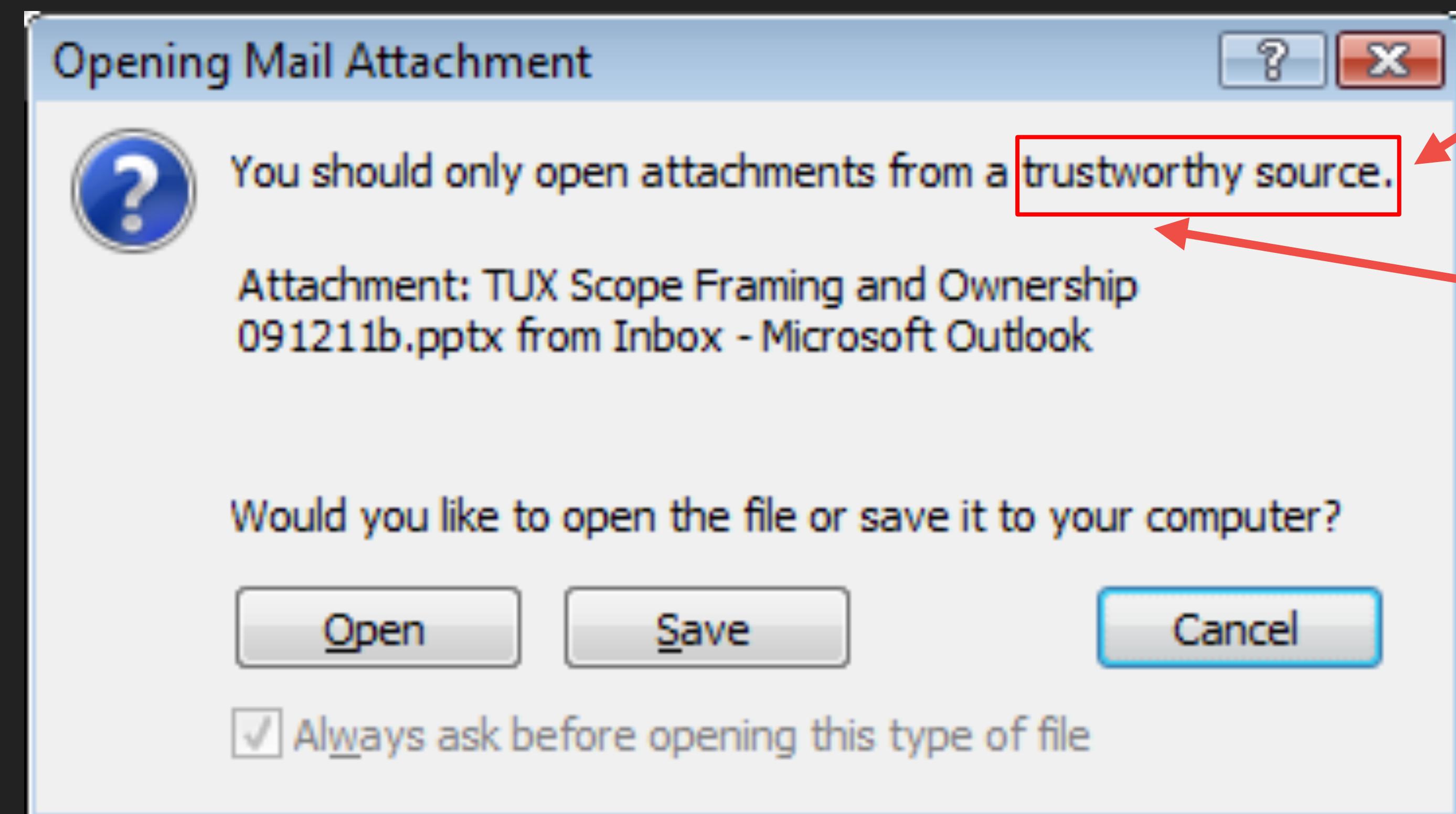








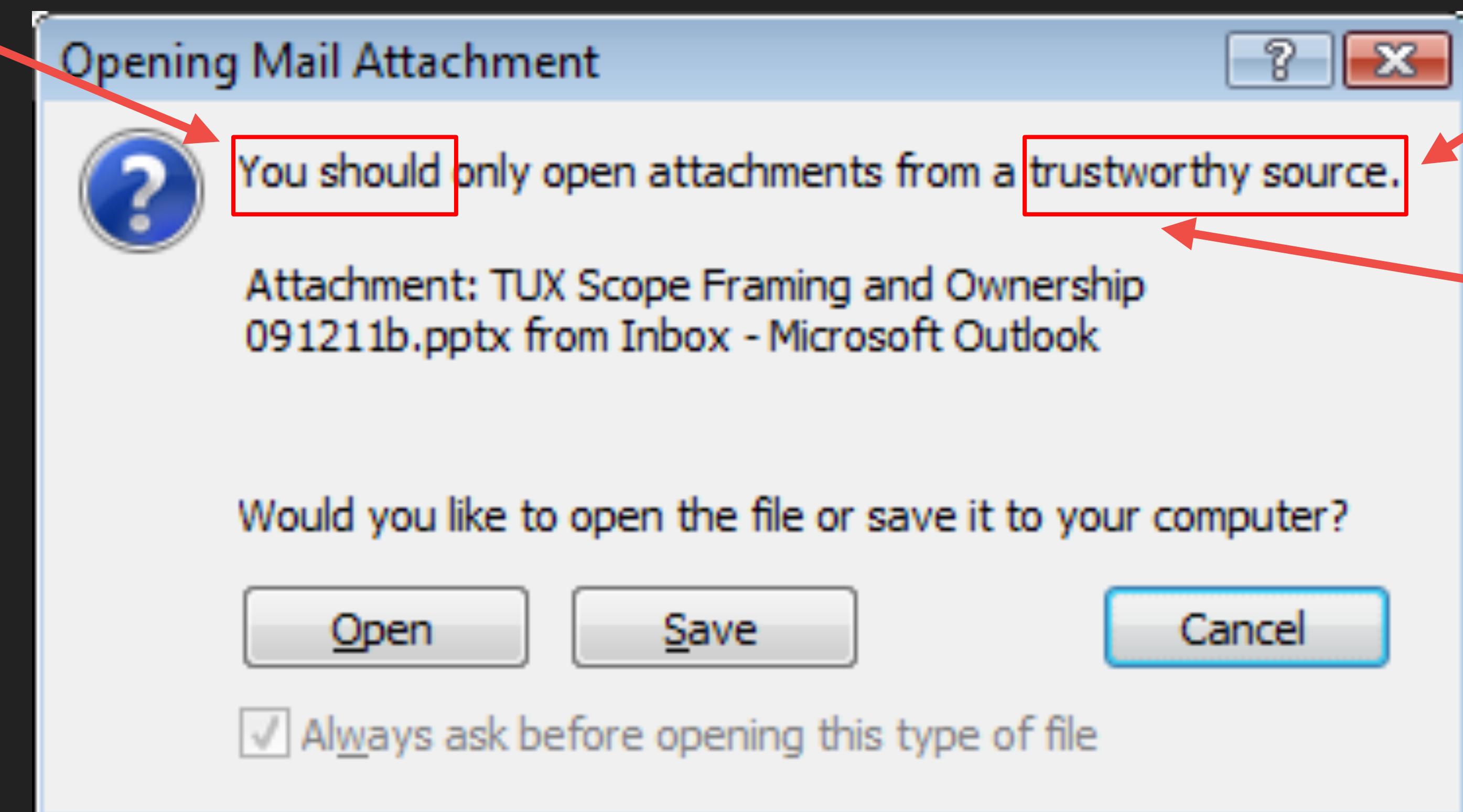
What is the  
source?



What is the  
source?

What makes a  
source  
trustworthy?

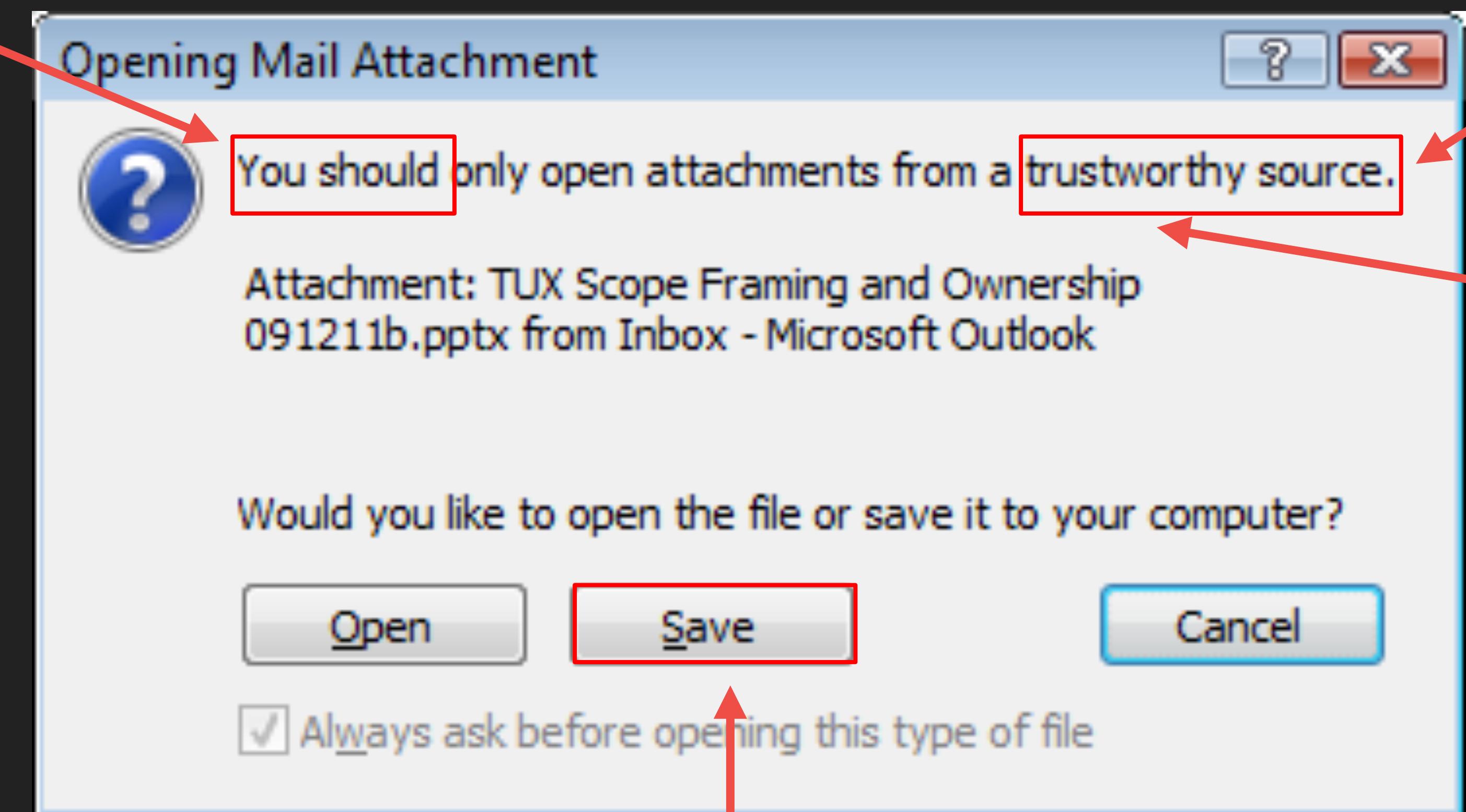
What happens  
if I don't?



What is the  
source?

What makes a  
source  
trustworthy?

What happens  
if I don't?



What is the  
source?

What makes a  
source  
trustworthy?

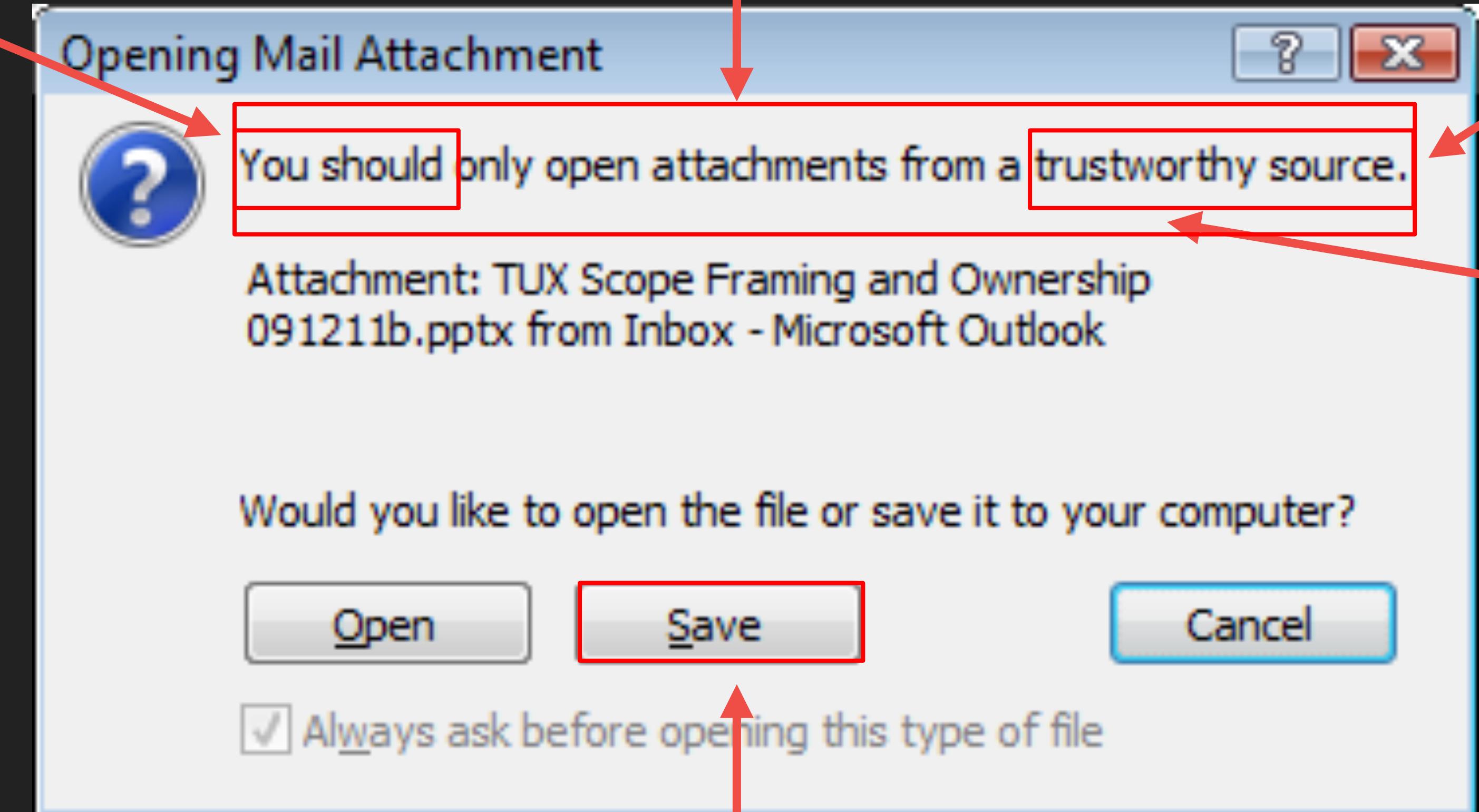
If opening is dangerous, is  
saving okay?

What happens  
if I don't?

How do I evaluate what to do?

What is the  
source?

What makes a  
source  
trustworthy?



If opening is dangerous, is  
saving okay?

## WHY TERMINOLOGY MATTERS?

- ▶ People click “proceed anyway” but don’t understand risk
- ▶ Consent is rarely informed
- ▶ Poorly configured devices and data

## CHALLENGE #2: SECURITY IS A SECONDARY TASK

- ▶ Given two paths to a goal, people will always take the shorter one
- ▶ More steps means something is less likely to be completed
- ▶ Hard to complete means something is less likely to be completed

## RECOMMENDED SECURITY PRACTICES

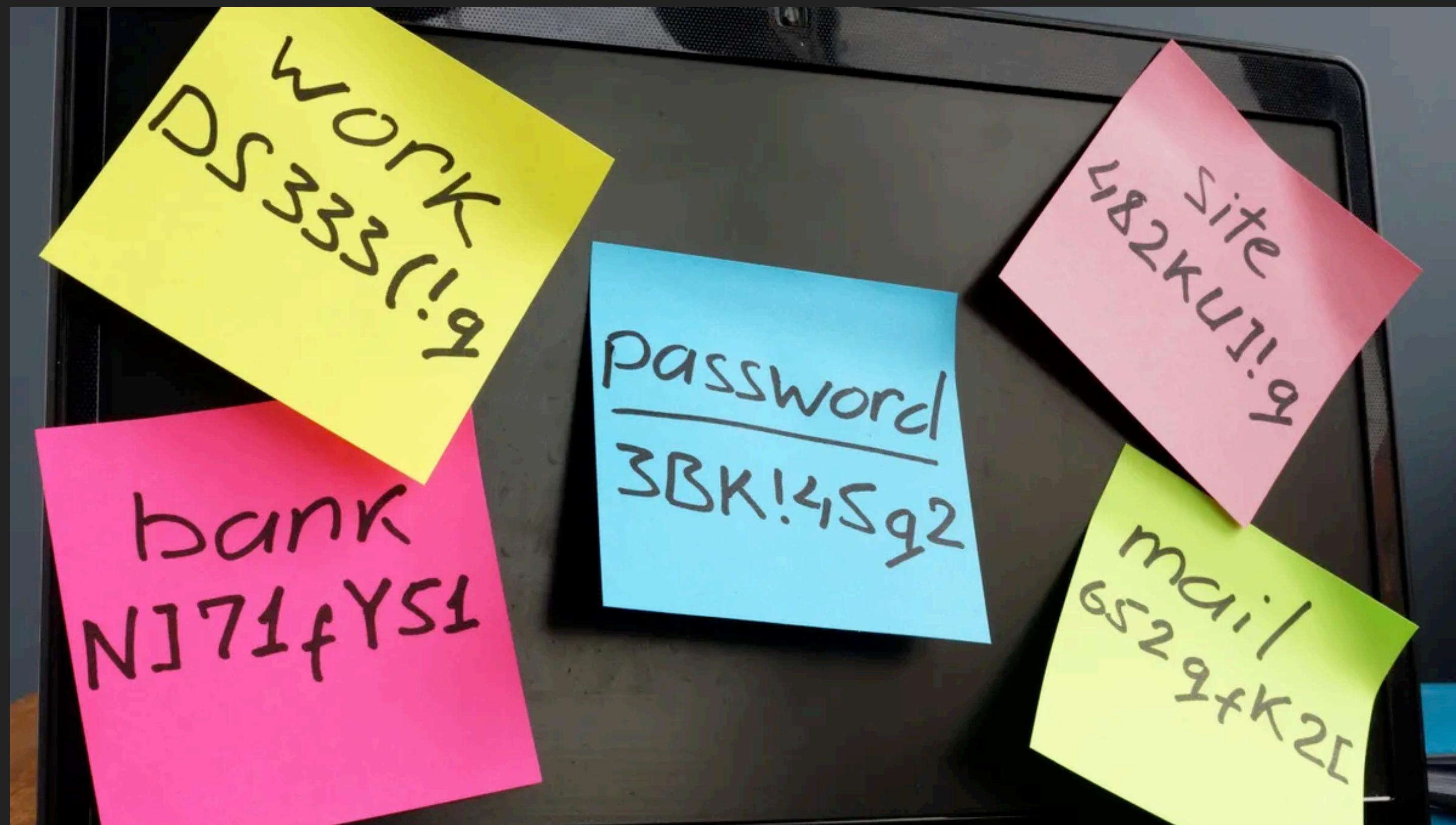
- ▶ Install anti-virus
- ▶ Keep apps and software updated
- ▶ Make strong, unique passwords
- ▶ Read websites' privacy policies before using
- ▶ Make regular back-ups of data
- ▶ Research software/apps before installing
- ▶ Regularly check accounts for unusual activity

## WHAT HAPPENS WHEN SECURITY IS SECONDARY?

- ▶ People bypass or disable protections to complete tasks
- ▶ Security is a “speed bump”
- ▶ Systems are secure in theory, but not in practice

## CHALLENGE #3: HUMAN CAPABILITIES ARE LIMITED

- ▶ Humans have limited memory, attention, and perceptual accuracy
- ▶ Can you remember a unique, strong password for every site?



## LIMITED CAPABILITIES MEANS LIMITED SECURITY

- ▶ What do people do when they can't remember unique passwords?
  - ▶ They write them down
  - ▶ They reuse them
  - ▶ They slightly change them
- ▶ People have increased vulnerability to attacks
- ▶ People have increased errors in judgment
- ▶ People rely on insecure shortcuts

## CHALLENGE #4: MISALIGNED PRIORITIES

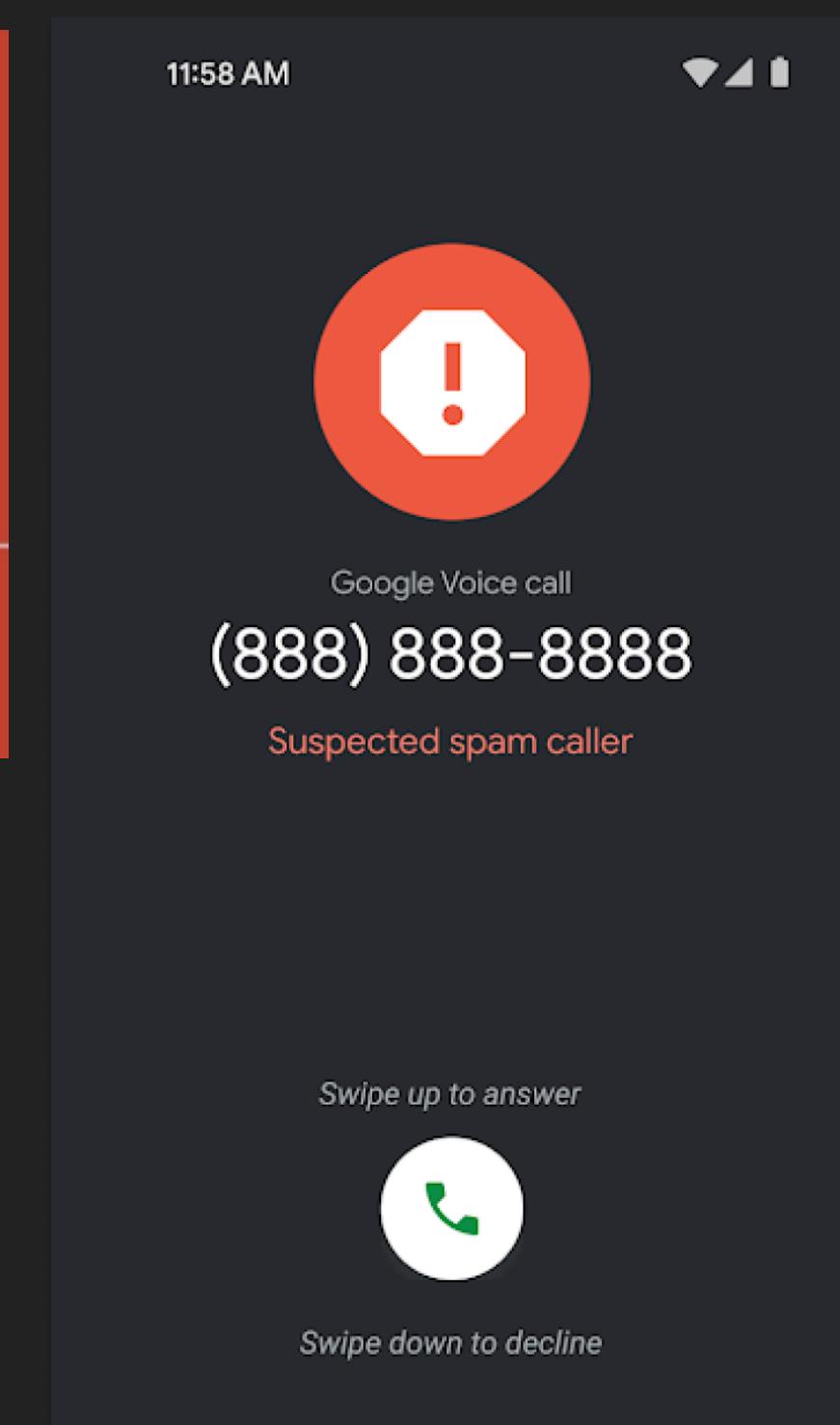
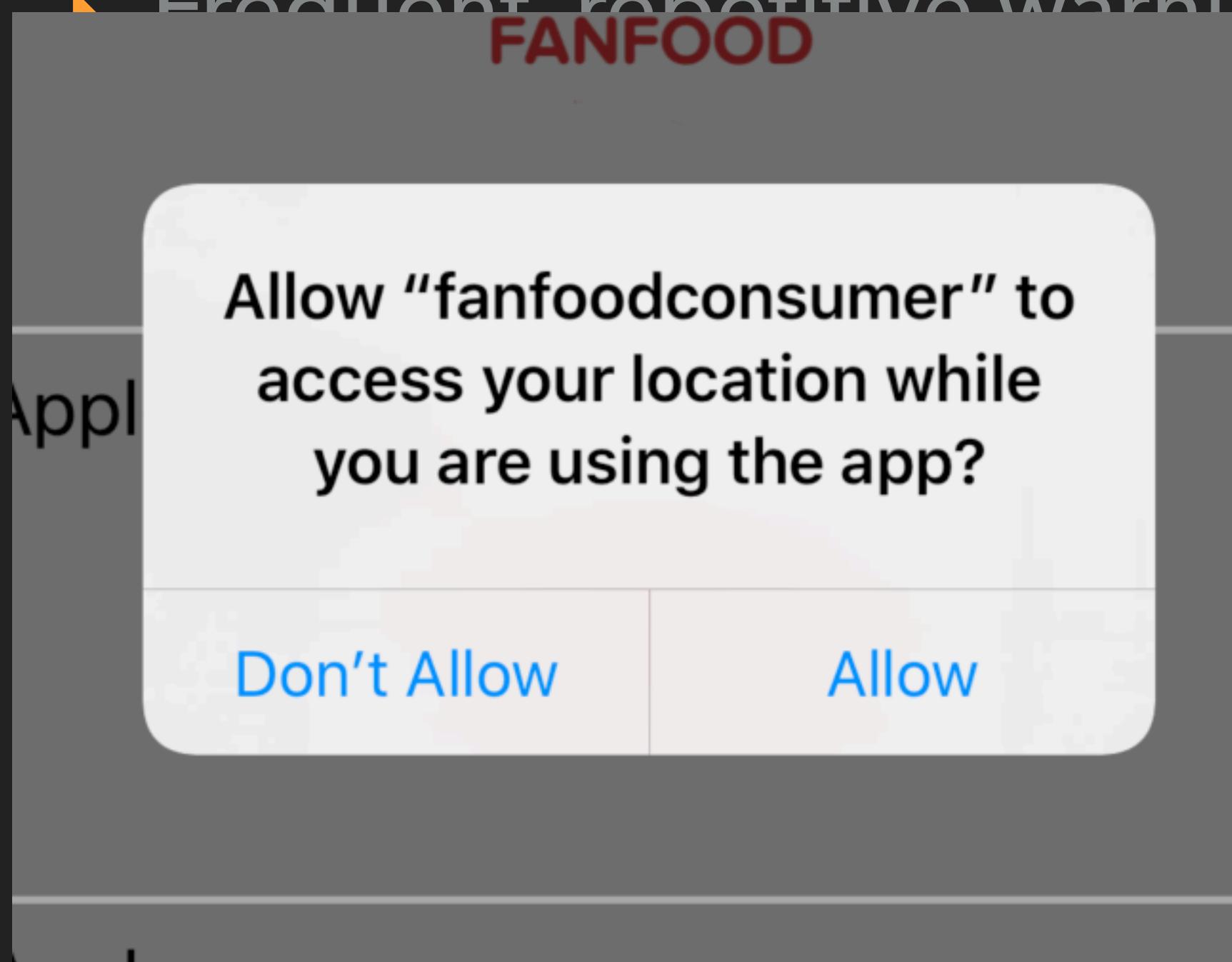
- ▶ Organizations optimize for security
  - ▶ Frequent password expiration
  - ▶ Overly strict access control
- ▶ People optimize for convenience and productivity
  - ▶ People write passwords down or make weak passwords
  - ▶ People use personal accounts or find workarounds

## MISALIGNED PRIORITIES MEAN POORLY ADOPTED SECURITY

- ▶ People circumvent policies
- ▶ People are frustrated and don't comply
- ▶ Push for security means that organizational security is actually weakened

## CHALLENGE #5: HABITUATION

- ▶ We experience a lot of pop-ups and warnings in a day
- ▶ Frequent, repetitive warnings become less effective over time



## BECOMING HABITUATED MAKES SECURITY LESS EFFECTIVE

- ▶ Overlook critical alerts because they weren't an issue before
- ▶ Perceptions of risk become misaligned with reality
- ▶ Warnings are something that happen in the background

## KEY CHALLENGES OF USABILITY

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# DESIGNING FOR USABILITY

- ▶ Make security invisible
- ▶ Better interfaces
- ▶ User education

## STRATEGY #1: MAKE SECURITY INVISIBLE

- ▶ Security works best when people don't have to think about it
- ▶ Improve security by removing friction, reducing interruptions, and automating protection
- ▶ Helps address:
  - ▶ Security as a secondary task
  - ▶ Human limitations
  - ▶ Misaligned priorities

## EXAMPLES OF INVISIBLE SECURITY

- ▶ Automatic updates (no prompts, no user decisions)
- ▶ Default-on encryption (users/developers don't configure it)
- ▶ Alternate authentication (something you have or are)
- ▶ Invisible security measures should:
  - ▶ Reduce user burden
  - ▶ Eliminate opportunities for error
  - ▶ Ensure best path = easiest path

## WHEN SHOULD SECURITY BE VISIBLE?

- ▶ High-risk actions
- ▶ Unusual behavior
- ▶ Decisions with serious consequences

## STRATEGY #2: DESIGN BETTER INTERFACES

- ▶ Clear and intuitive interfaces help people make good choices
- ▶ Focus on clarity and transparency
  - ▶ Use plain language, Explain risks in easy terms
- ▶ Incorporate consistency and predictability
  - ▶ Reuse patterns, icons, and colors
- ▶ Provide actionable warnings
  - ▶ Tell users what to do along with the problem
- ▶ Make safe choice clear

## DESIGNING FOR HUMAN LIMITATIONS

- ▶ Make interfaces compatible with human behavior
- ▶ Don't design for the ideal, design for the real
- ▶ Reduce the need for memory
- ▶ Reinforce recognition over recall
- ▶ Keep decisions simple

## STRATEGY #3: USER EDUCATION

- ▶ Design can only do so much. People need to understand S&P
  - ▶ Usually only at a high-level
- ▶ Education should be contextual, practical, and relevant

## HOW DO WE EFFECTIVELY EDUCATE USERS?

- ▶ Just-in-time education
  - ▶ Provide short explanations at the moment an action is performed
- ▶ Scenario-based learning
  - ▶ Teach pattern recognition over strict rules
  - ▶ Provide real examples
- ▶ Hands-on training
  - ▶ Simulate real-world events

## PRINCIPLES OF GOOD SECURITY EDUCATION

- ▶ Keep it short
- ▶ Avoid long policy documents
- ▶ Make it relevant
  - ▶ Real risks tied to users' tasks
- ▶ Focus on behaviors
  - ▶ Rather than memorizing facts
- ▶ Reward positive actions
  - ▶ To reinforce good habits

# A SYSTEM IS ONLY AS SECURE AS ITS USERS

- ▶ Usability is fundamental, not optional
- ▶ Security fails when users aren't considered
- ▶ People are an important part of the system
- ▶ Secure systems don't need users to be experts
  - ▶ But they do need to consider users