User Interface vs. Security

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Ul vs. Security

What's the weakest link in security?



UI vs. Security

The dumb user

- clicks on anything
- chooses weak passwords
- installs insecure software
- falls for phishing, etc.
- uses IE, Outlook, etc.



UI vs. Security

Wrong!

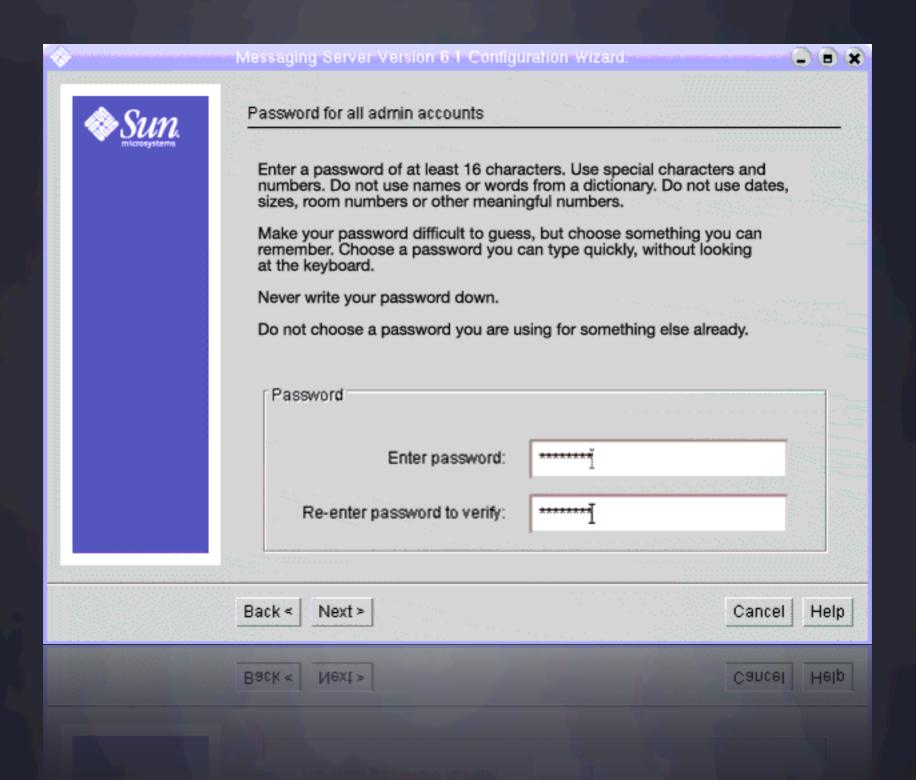
- The user isn't the problem
- He'll do whatever seems best in context (NLP!)
- We control the context
- We don't control the user



User Interface Design for Security

User Interface Design for Security

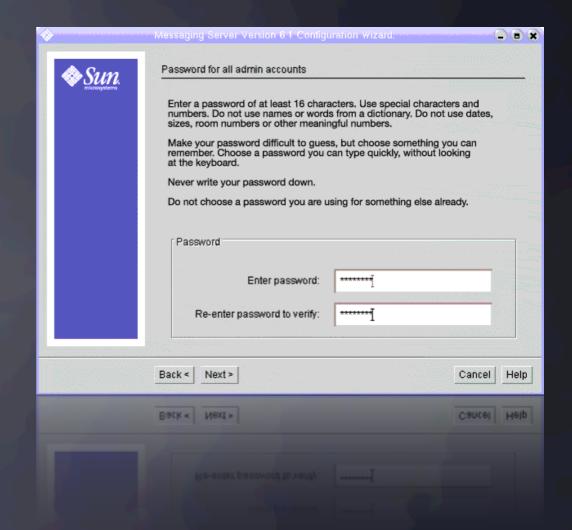
The Trouble with Passwords



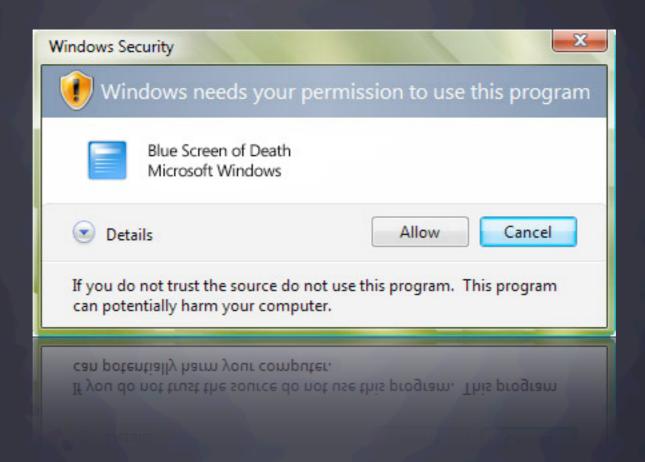
Passwords

Users choose weak passwords because passwords are a weak system

- Conflict of human memory and machine requirements
- Enforcing requirements weakens security
- Inhuman requirements lead to (unconscious) sabotage



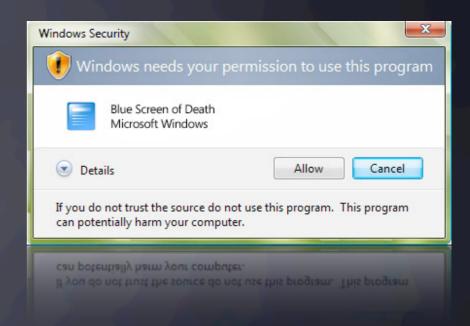
The Trouble with Confirmation Dialogs



Confirmation Dialogs

Confirmation dialogs are the wrong answer.

- Interrupt workflow
- Condition the wrong response if used in excess
- Shift responsibility
- are often confusing



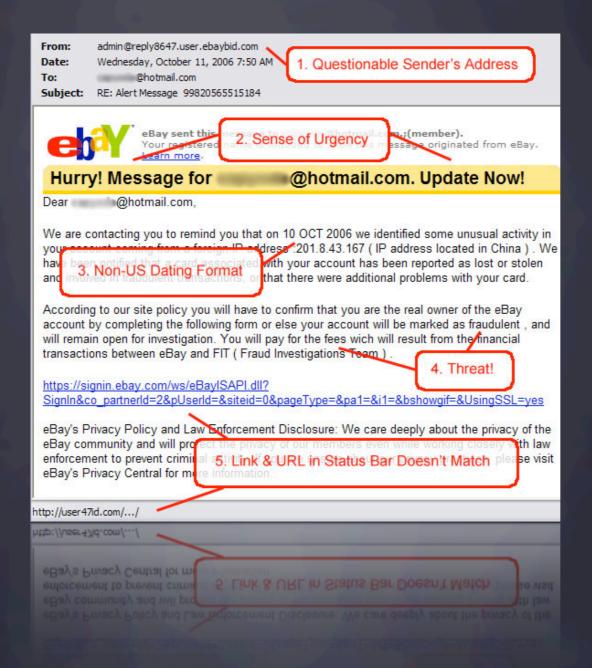
More Bad Examples







The Trouble with Phishing and Trojans



Phishing and Trojans

Phishing works because the user interface sucks

- Human perception works the exact opposite
 - bigger == more important
 - colours == important
 - center == important
- Info needed to spot a phishing attack often hidden in status/URL bar
 if visible at all!



Phishing and Trojans

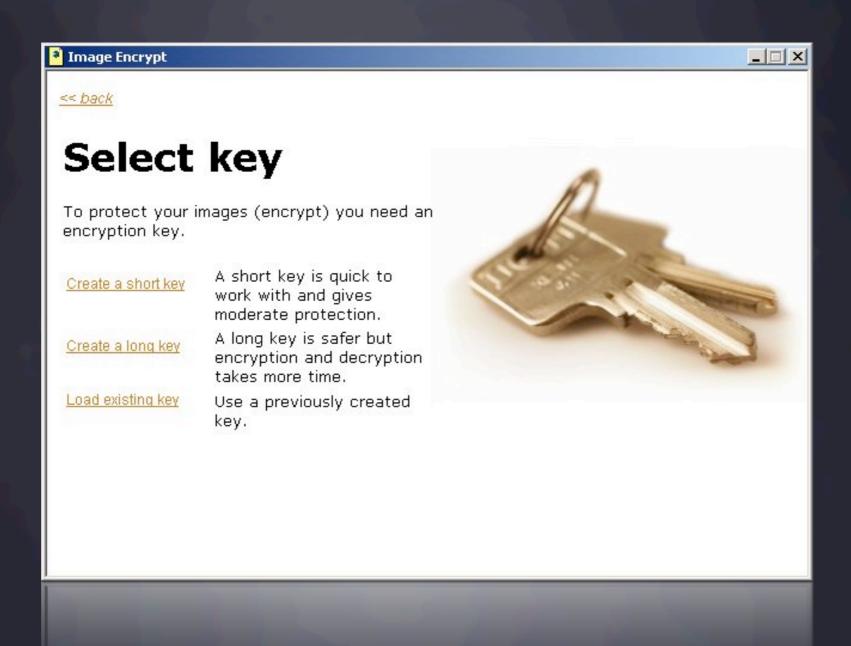
Good News

- recognized as a problem
- countermeasures are being tested and deployed
- many solutions target the proper level: The UI

Bad News

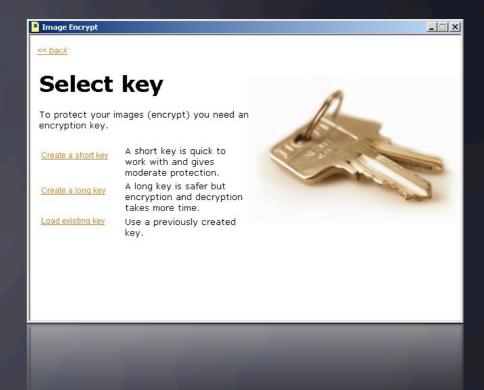
- most solutions still in experimental stage
- many available solutions too specific (ebay/paypal toolbar)
- phishing is big business not likely to just pack up and go away

The Trouble with Metaphors



Metaphors

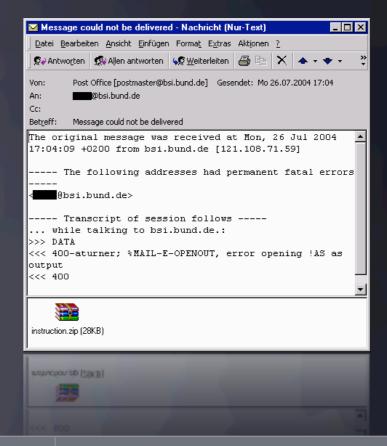
- very useful shortcuts to understanding
- but often used carelessly
- transporting wrong or unintended meaning



Metaphors

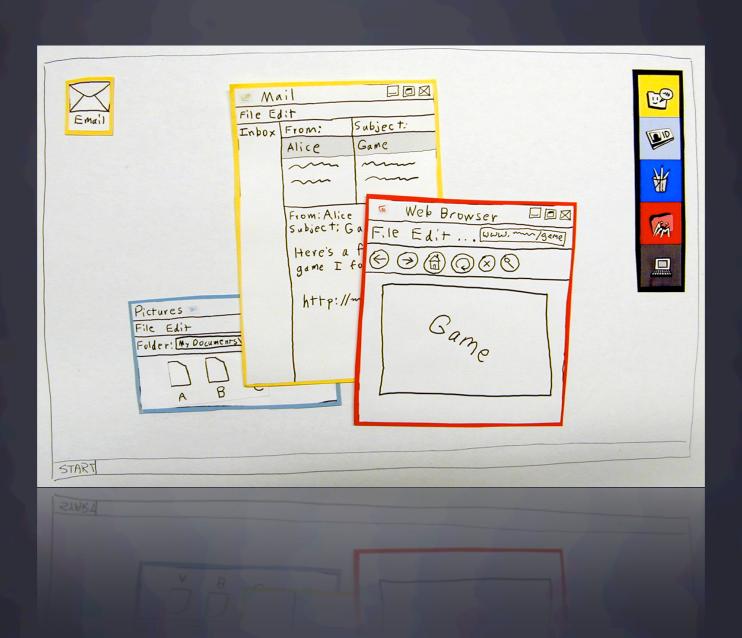
one especially bad example:

- taken too far, we see applications as documents
- ... opened with themselves
- blurring the line between data and code:



"document"	data	code
information for me	information for me	instructions for machine
safe to handle (except for papercuts)	safe to handle (except for overflows)	unsafe at any speed

example of doing it right: Chameleon



Chameleon

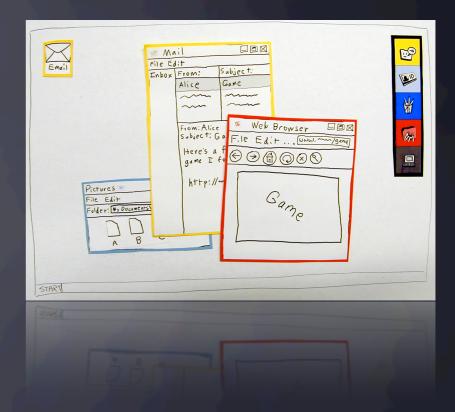
- role-based execution environments for apps
- similar to sandboxing
- visible indication of each windows role

- coarse roles sufficient:
 - system
 - vault
 - default
 - testing



Chameleon

- good metaphor: Trust
 - people understand not to trust everyone
 - people understand roles the wife gets the keys, but not the mailman
- feedback loop kept intact
 - visual feedback about trust levels apps operate under



Conclusion

Ul vs. Security

The "dumb" user

- clicks on anything
 - has been taught that's how you access stuff
- chooses weak passwords
 - hard passwords are not for humans
- installs insecure software
 - system allows untrusted apps more than user expects
- falls for phishing, etc.
 - tests show security experts don't score much better...
- uses IE, Outlook, etc.
 - ok, got me on that one, that <u>is</u> a user problem ©

Conclusion

- Users are not the problem, the user interface is.
- Good user interface design:
 - put responsibility where it belongs
 - be unobtrusive
 - speak the language of the recipient
 - do not expect non-human behaviour from humans

Ul and Security

- Considering human factors will improve security
 - higher acceptance
 - less errors
- Respecting user and his needs will gain cooperation
 - people like to be treated with respect

Principles

- I. user profiling: know your user, speak his language
- II. metaphor: borrow behaviours from contexts familiar to users
- III. exposure:
 let the user clearly see
 his options

- IV. coherence:
 behaviour should be consistent
- V. context and workflow: adapt to the modus the user is currently in
- VI. user testing: recruit help to spot inevitable defects

Some References

 Security and Usability ISBN 0596008279

 The Paradox of Choice ISBN 0060005696

 Language, Thought and Reality
 ISBN 0262730065

