## Dark Patterns

DHSI 2019 | Taming Treacherous Data | Day 2 | AM

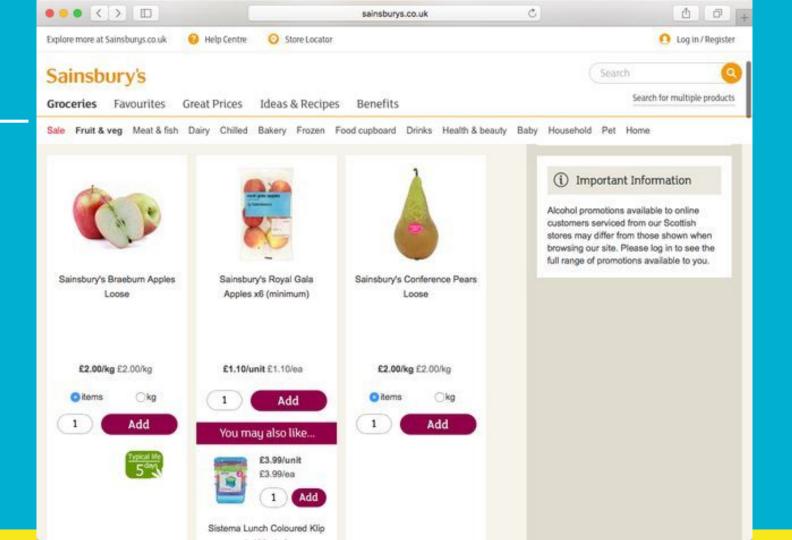
What are dark patterns?

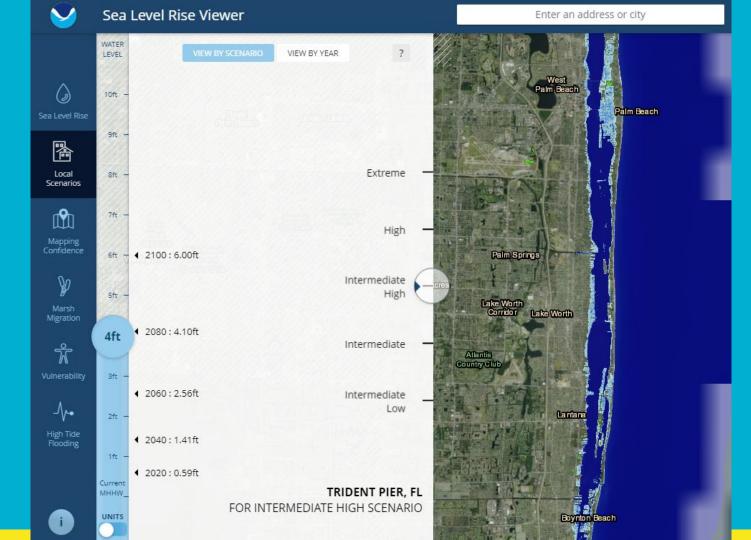
Patterns of interaction that make you do things you didn't intend.

# Types of dark pattern in visualizations

## **Comparison Prevention**

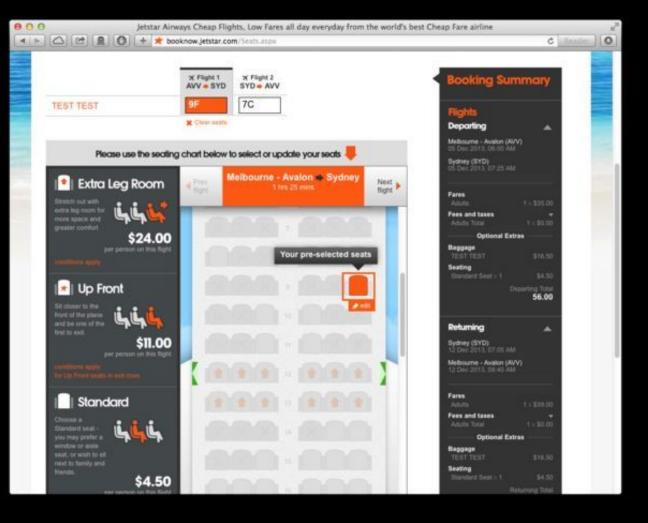
The visualization makes it hard for you to compare two related items, so you cannot make an informed decision.





### Misdirection

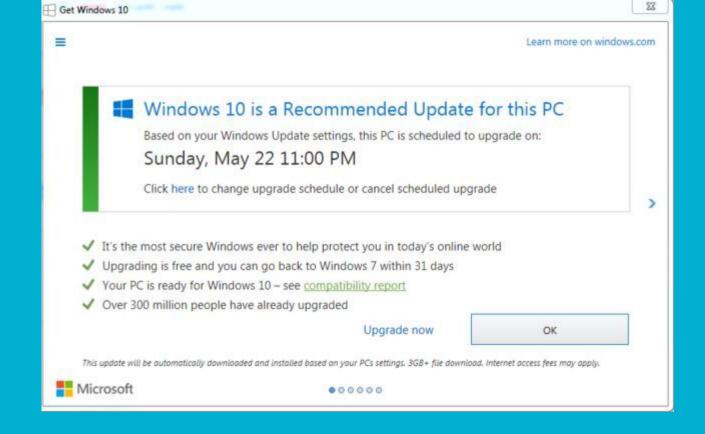
The design focuses your attention on one thing, taking attention from a more important thing.



"When this page loads, they have already preselected a random seat for you. They use word-play trickery, as a "preselected" random seat here costs \$5, but if you opt out via the tiny "skip seat selection" link at the bottom of the page, you're assigned a random seat without the \$5 charge. There is no difference between the two options except in one case you pay \$5 and the other you don't."

Bait & Switch

You set out to do one thing, but a different, undesirable thing happens instead.



Clicking the "X" actually launches the update

#### **More Examples**

https://designmodo.com/dark-patterns/