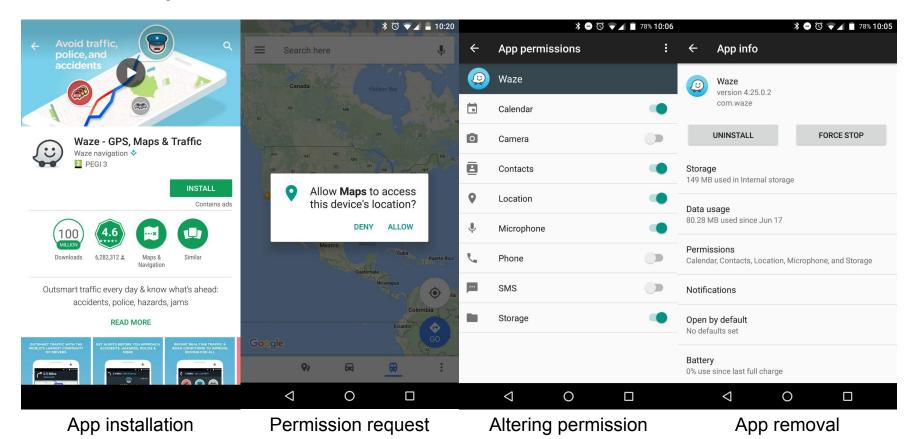
## Exploring decision making with Android's runtime permission dialogs using in-context surveys

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#### App lifecycle decisions



#### Research questions

What are users' rationales when making these decisions?

Do they vary across:

- Permission groups?
- Demographics?

Are users **comfortable** with their decisions?

#### Context

- Lack of user comprehension and attention [Felt 2012a, Kelley 2012], unpleasant surprises due to user expectation mismatch [Jung 2012, Thompson 2013], and user discomfort [Felt 2012b].
- **Developers lack knowledge** [Stevens 2013], make mistakes [Shklovski 2014, Smith 2016], and are overzealous [Wei 2012].
- High rates for users wanting to deny permissions [Wijesekera 2015, Wijesekera 2017]
- And much more... (over 50 publications on Android permissions!).

#### Context

#### All of the previous studies:

- Install-time permissions model (pre-Android Marshmallow), or
- Runtime request models
  - Hypothetical scenarios
  - Ask questions some time after decisions had been made
  - Using modified Android devices

#### Our approach:

- Runtime permissions model
- Use participants' personal Android devices
- Ask in-situ, at the moment participants are making their decision

#### Methodology

**Experience Sampling Method:** Survey participants right at the moment they made their choice.

Extended open-source Android app called "Paco".

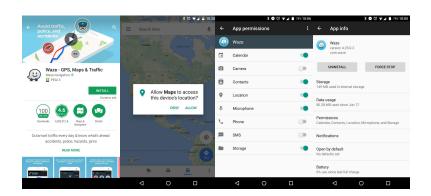
- To launch in-situ surveys when apps are installed/removed and when permission decisions are made
- To collect information about installed apps and their permissions
- To provide E2E encryption
- Open source extensions available on <a href="https://github.com/google/paco">https://github.com/google/paco</a>

Users install it on their personal phones.



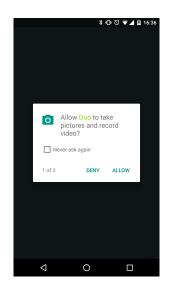
#### In-situ survey

- Asked on specific events
  - App installation
  - App removal
  - Granting / denying permission via dialog
  - Granting / denying permission via settings

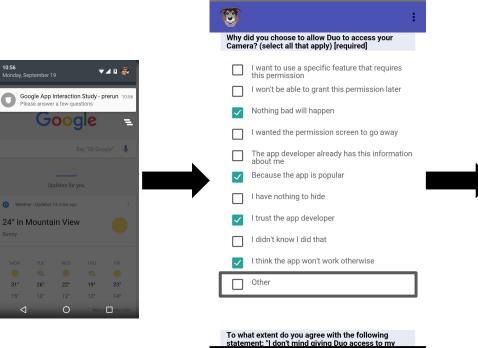


- Asks about rationale ("Why did you allow ...?")
- Multiple choice (randomized order), including "other" option
  - Options are based on a pre-study using Google Surveys with 4000 participants
  - Coded responses, grouped by topic, consolidated to 10 rationales per event
- Also measures reluctance: is the participant comfortable with their decision?
- Limited to 5 questions per day

#### Paco User Experience

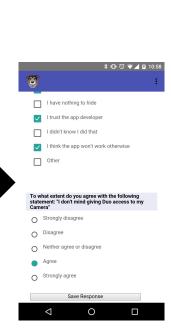






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#### Exit survey

- Identify participants' privacy stance & technology adoption
- Revisit comfort level with permissions granted in the past "How comfortable would you be with <app> knowing your home and work address?"
  - Worded as hypothetical scenarios
  - Permission access made explicit
    - Knowing your home and work address (Location)
    - Knowing the phone numbers of your friends and family (Contacts)
    - Knowing who is calling you (Phone)
    - Seeing the pictures taken with your camera (Storage)
  - Includes pre-study permission grants

## **Participants**

- 157 remote participants across the U.S., from different job categories
- 6 weeks
- No interaction with researchers after set-up
- Experiment labeled as "study on app interactions"
- Incentives: \$10 per week, \$20 for exit survey

Age	
18 - 23	29
24 - 30	44
31 - 40	35
41 - 50	23
51 or over	26

Gender		
Male	79	
Female	78	

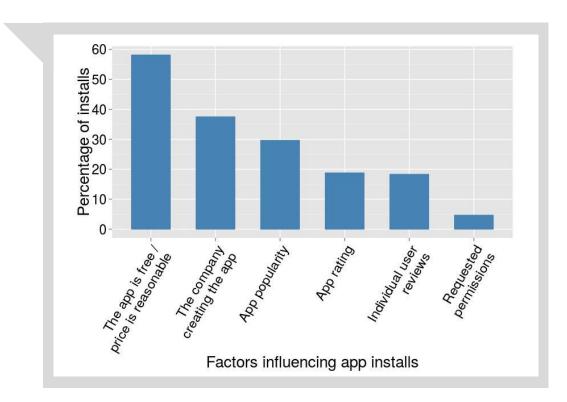
Education	
Up to High School	15
Some college (1-4 years, no degree)	40
Associate's degree	28
Professional school degree	5
Bachelor's degree	51
Graduate degree	18

#### **Results**

#### **Results**

Event Type	Occurrences	Surveyed
App Installs	3118	1913
App Removals	1944	775
Permission Grants	2239	1605
Permission Denials	437	272
Total	7738	4565

# Factors influencing app installs

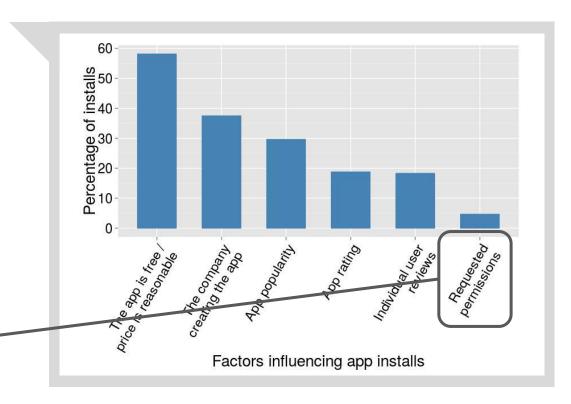


(multiple responses per event are possible)

## Factors influencing app installs

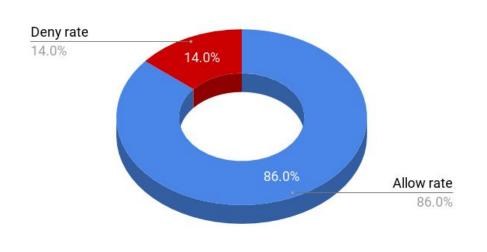
Runtime permissions model: no permissions shown during installation

5% of install events, but from 33% of participants.



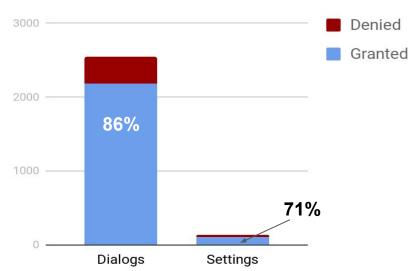
(multiple responses per event are possible)

#### Permission decisions



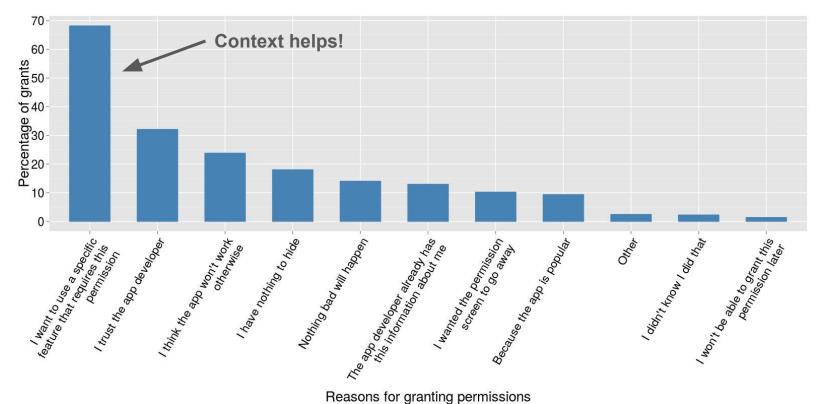
49% of users deny permissions at least once.

#### **Dialogs vs Settings**

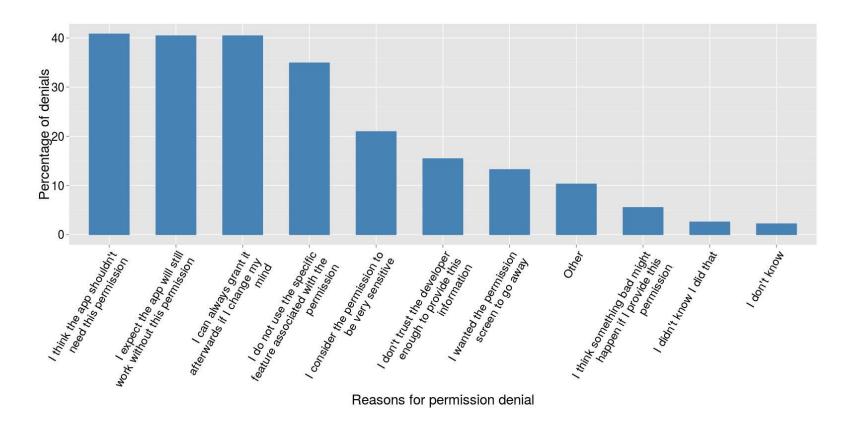


95% of decisions happen through dialogs.

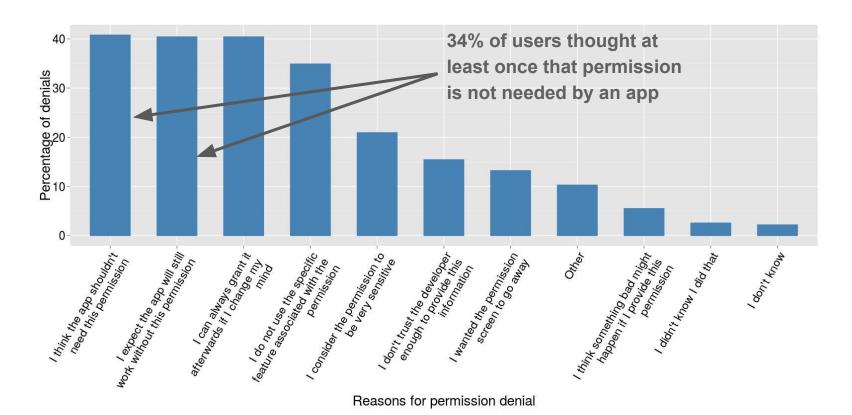
### Why do users grant permissions?



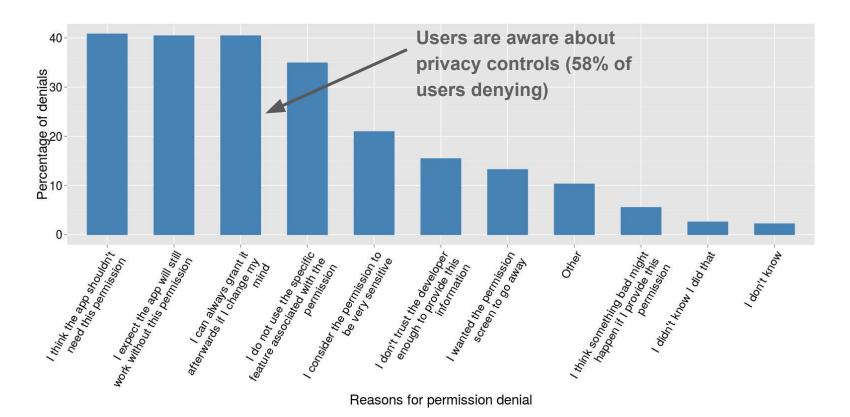
#### Why do users deny permissions?



#### Why do users deny permissions?



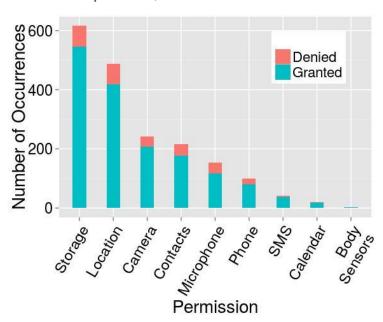
#### Why do users deny permissions?



#### Denial rates across permission groups

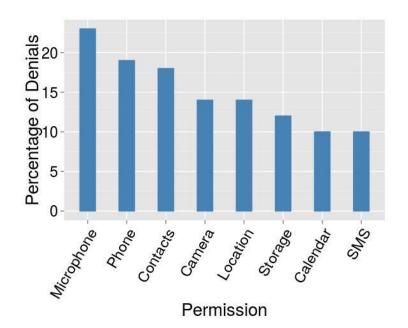
#### In absolute numbers

Storage and Location are most requested, most denied

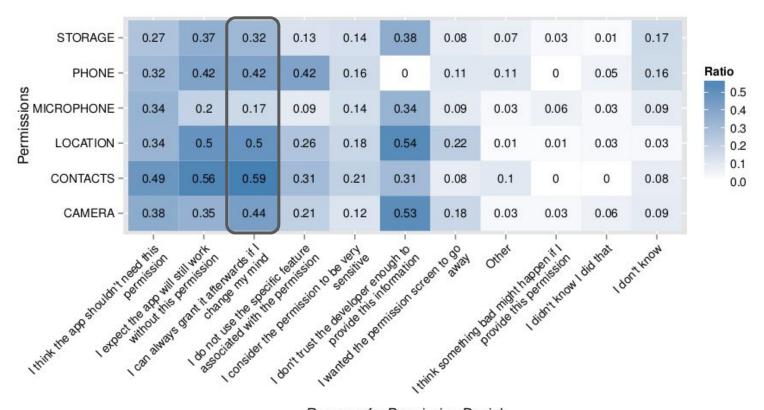


#### In relative numbers

Microphone has highest denial rate



### Reasons for denials across permission groups

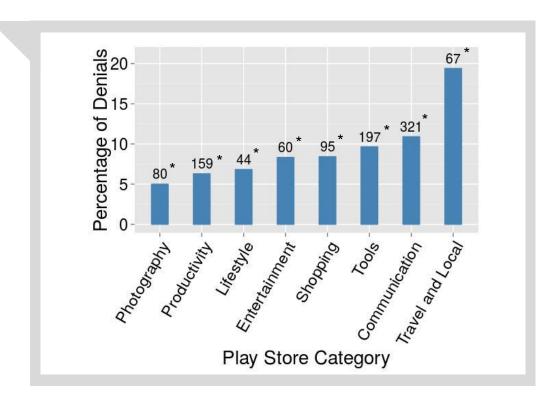


## Permission denials in categories

#### Difference in denial rate also per permission type

E.g. Location permission

- 43% denial rate in Travel and Local
- 11% denial rate in Communication



\*numbers indicate total # decisions per category

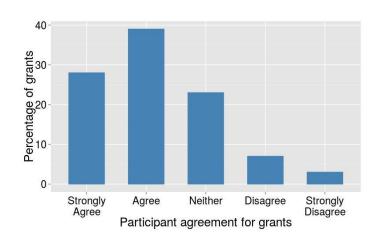
#### Reluctance

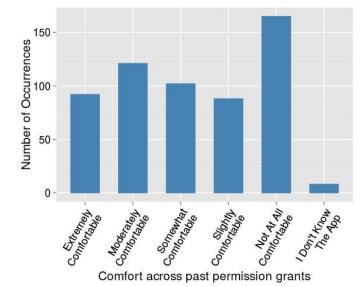
**In-situ:** "I don't mind giving <app> access to my <permission>"

- Participants disagree or strongly disagree with 10% of grants
- 34% of participants disagreed at least once

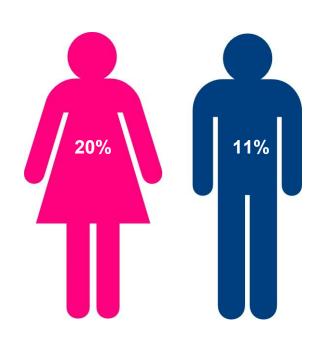
In hindsight: "How comfortable would you be with the <app> knowing <the pictures taken with your camera / who is calling you / ...>?"

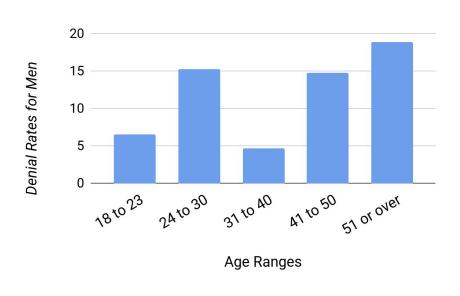
- Not at all comfortable selected in 29% cases
- 64% of participants were uncomfortable at least once
- Least comfortable about Phone and Storage permissions





#### Influence of demographics on denial rate





Denial rate varies across age groups for men

#### Key Insights (1)

Permissions influence during app (un)installations:

- Small in terms of percentages, yet ...
- affects millions of app per day in absolute numbers.

Dominant reasons related to grants/denies are related to app functionality

- Users are reasoning about permissions "well" based on context and functionality.
- Users understand their options/controls: 40% of the time, when participants denied a permission, they did so because they knew they could change it later
- Good news: Runtime dialogs help!

### Key Insights (2)

Users' decision making is **complex and varied!** There's no simple model:

- Often multiple reasons influence each decision
- Rationales differ across app categories
- Rationales differ across type of data (permission group)
  - Users often think requests for CONTACTS shouldn't be necessary and they postpone granting
  - Trust is more important for LOCATION and CAMERA than other permissions
- Findings hint at the existence of multiple & multi-dimensional privacy personas

#### Key Insights (3)

- There is some **reluctance** (10%) when granting permissions, and discomfort grows in hindsight (29%).
- Desire to deny a permission affects many people at some point:
  - 49% of participants deny permissions at least once.
  - o 34% of participants have at least one app they think asks for a permission it shouldn't need
  - 34% of participants showed reluctance for at least one of the permissions they granted
  - 64% of participants are uncomfortable in hindsight with at least one of the permissions they granted
- Demographics have some influence: women deny twice as often as men

## Thank you!

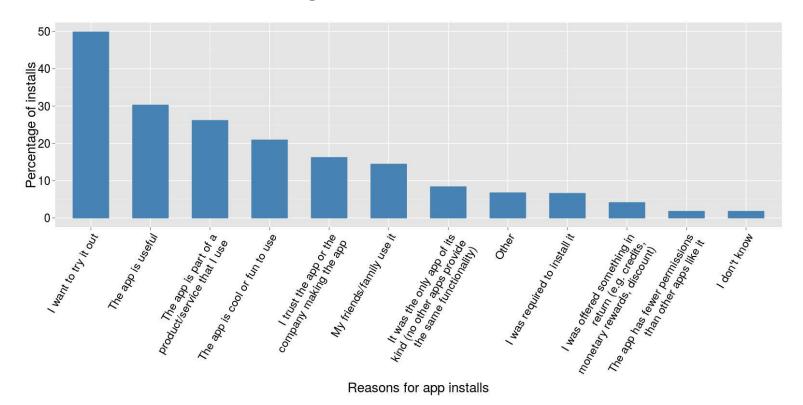
bram.bonne@uhasselt.be {psaiteja,ibilogrevic,ninataft}@google.com

Additional slides (not used during presentation)

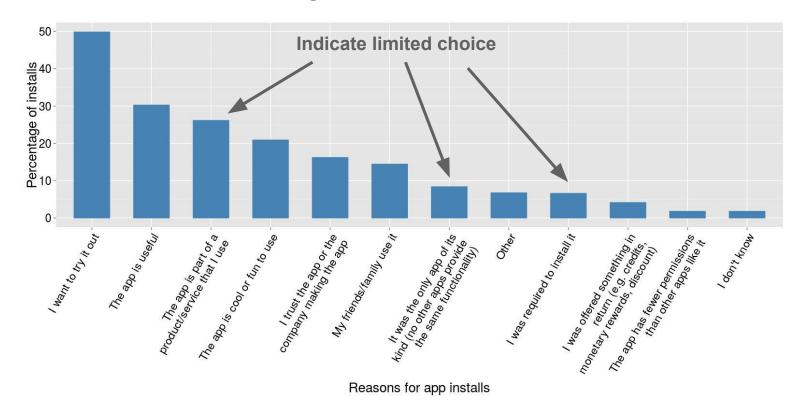
#### Ethical considerations

- Participants were informed of all data types collected before joining the experiment
- Participant responses were anonymized, thus no PII used in data analysis
- Data from participants who quit early was discarded
- We implemented E2E encryption in Paco, so data gathered is only available to those participating and those doing data analysis (us).

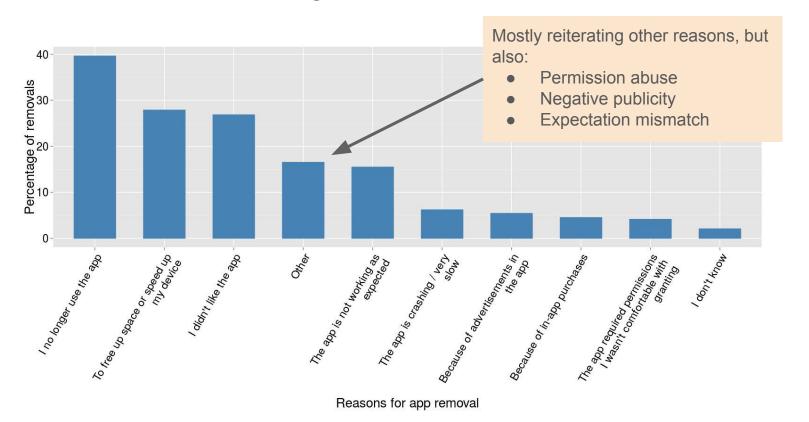
#### Reasons for installing an app



#### Reasons for installing an app



#### Reasons for removing an app



## Participant employment data

Employment	Participants
Arts & Entertainment	8
Business & Finance	6
Education	8
Engineering	12
Health Care	12
Human Resources	2
Information Technology	14
Management	19
Miscellaneous	15
Religion	3
Retail & Sales	17
Retired	5
Self-Employed	6
Student	18
Undisclosed	5
Unemployed	7