

Computationally Mediated Pro-Social Deception

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ABSTRACT

Deception is typically regarded as a morally impoverished choice. However, in the context of increasingly intimate, connected and ramified systems of online interaction, manipulating information in ways that could be considered deceptive is often necessary, useful, and even morally justifiable. In this study, we apply a speculative design approach to explore the idea of tools that assist in *pro-social* forms of online deception, such as those that conceal, distort, falsify and omit information in ways that promote sociality. In one-on-one semi-structured interviews, we asked 15 participants to respond to a selection of speculations, consisting of imagined tools that reify particular approaches to deception. Participants reflected upon potential practical, ethical, and social implications of the use of such tools, revealing a variety of ways such tools might one day encourage polite behaviour, support individual autonomy, provide a defence against privacy intrusions, navigate social status asymmetries, and even promote more open, honest behaviour.

Author Keywords

Deception; disinformation; speculative design; autonomy; privacy

ACM Classification Keywords

H.5.m. Information Interfaces and Presentation (e.g. HCI): Miscellaneous

INTRODUCTION

Most people like to consider themselves to be quite honest in their communications with friends, family and acquaintances. However, even honest people routinely modulate what they share, omitting and sometimes falsifying information in order to reduce social friction, avoid confrontation, defuse awkward situations, or to save face [15, 16]. Hancock et. al. introduced the term *butler lies* to refer to a common use of simple lies to manage communications, such as smoothly exiting from an unwanted conversation [33]. Online, the notion of who our ‘friends’ are

has become increasingly blurred and difficult to define. In such settings, people commonly navigate different social spaces, projecting and varying self-presentation according to the ways they want to be perceived by each [40].

Whilst part of tailoring one’s presentation to an audience is the ability to carry out some level of *deception*, with personal communications, there is an implicit expectation of authenticity [7]. However, online, the need to navigate multiple and uncertain audiences means that we may constantly vary our self-presentation. Authenticity becomes a social construct derived from the social context and how we wish to be perceived by a given audience [12]. We may be deceiving, at least to some extent, nearly constantly without even being conscious of it.

The use of deception as a technique for system designers has been discussed previously within the HCI community. For example, manipulation of users’ mental models of systems in ways that benefit both systems’ designers and end-users were documented by Adar et al. [1]. Ambiguity, often promoted through deception, gives people space for flexible interpretation [29], and to tell stories they need to in order to preserve face and reputation [7, 10]. However, the complexity of modern social software dictates that a growing cast of actors be considered, both human and computational, as targets, confederates, dupes and adversaries for any action.

Here, we are interested in exploring the complex contexts in which deception might take place, to consider not just cases where the system lies to a user [1] or computer mediated communication where one user lies to others, but situations where systems lie to each other about users; where a user needs to lie to one audience but not another; where tools or systems might protect a person from disclosure to other systems or tools. As Nissenbaum puts it:

Those who imagined online actions to be shrouded in secrecy have been disabused of that notion. [...] We have come to understand that even when we interact with known, familiar parties, third parties may be lurking on the sidelines, engaged in business partnerships with our known parties. [44]

The actors involved now include not just the people who are being immediately addressed, but others who are peripheral or incidental to the interaction as it occurs. Many systems include silent ‘lurkers’, who observe without speaking. Others will discover and read conversations later, outside the contexts of their production. Beneath the visible surface of the communications

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tools people use, a growing series of invisible actors mine the interaction data which occur on their platforms, and others use the results of this mining. Many of these actors are computational systems of increasing power, sifting, sorting, re-purposing and inferring from the full spectrum of communicative data.

Such practices began out-of-sight from most individuals, but have gradually gained visibility through large-scale data breaches and other events that have exposed the data harvesting practices of many kinds of service providers. The visibility of such events has led to increased interest in practical ways for individuals to better protect their personal information, and to re-gain control over how and when it is shared. Brunton and Nissenbaum's recently published *Obfuscation, a User's Guide*, for example, introduced a lexicon of deception to help "the small players, the humble, the stuck, those not in a position to decline or opt out or exert control over our data emanations" [14], a description which fits a majority of users of online services today.

How might sophisticated privacy tools in the future facilitate greater end-user control of personal information through obfuscation and deception? What might be the personal, moral, and ethical implications of the use of such tools online? In this paper, we explore these questions, and provide the following contributions:

- A summary of recent work on deception in HCI, with a focus on its use in systems and tools;
- An expansion upon previous models of *computer-mediated social deception* with new configurations, in which tools conduct or facilitate deception towards other people/systems/tools;
- A description of a speculative design experiment in which reflections on fictional tools for social deception were elicited;
- A characterisation of the practical, ethical, moral, & social perspectives on the use of such tools, along with design guidelines for future tools employing deception in social contexts.

BACKGROUND

Deception has long been studied, both within and outwith the HCI community. Traditionally, deception has been cast in a negative light [11], to be used only if no other option is available. In the 1980s, however, communications researchers began to investigate the positive aspects of lying, in particular *white lies*—socially acceptable lies which cause little or no harm to the recipient [17]. In 1992, McCornack cast deception as an understandable response to complexity: "[r]esearchers studying deception recently have begun to argue that deceptiveness is a message property that reflects a kind of functional adaptation to the demands of complex communication situations" [41]. People then manipulate the information which they share as a necessary part of participation in society. This has led to recent work on the positive aspects of deception in human computer interaction, in particular how 'butler lies' are used to ease social situations [33], and how systems can deceive their users for beneficial reasons [1].

Several different taxonomies of lying and deceptive behaviours have been proposed [17, 21, 38]; Anolli et al. examined a family of deceptive miscommunications, including self-deception and white lies [6]. They look at *omission* of relevant information, *concealment* using diversionary information, *falsification* and

masking with alternative, false information. Of particular interest is their claim that "a deceptive miscommunication theory should be included in a general framework capable of explaining the default communication", that is that deception should not be seen as a psychologically different activity than 'normal' communication. This tallies with the earlier approach of McCornack [41] who situates deceptive messages within the spectrum of *information manipulation*. This, combined with the lens of Gricean maxims, allows for an explanation of deceptions where some of the truth is told, but information which the speaker knows is relevant to the listener is omitted or obscured [31].

Motivations for lying have also been extensively studied in social psychology. Turner et al.'s taxonomy included *saving face*; guiding social interaction; avoiding tension or conflict; affecting interpersonal relationships; and achieving interpersonal power [50]. Camden et. al. [17] develop a detailed categorisation of lies to do with basic needs, managing affiliation with others, self-esteem and miscellaneous practices such as humour and exaggeration. A recent study of online behaviour found that the most common self-reported motivation for online lies was either to make one's life seem more exciting, or to downplay personal difficulties. Responses also included avoiding harassment and a range of creative endeavours alongside more clearly adversarial deceptions [34].

Another strand of research borrows from information warfare, to look at the possibilities for *disinformation*. Disinformation tactics are most useful when a channel of information cannot be completely closed, but can be rendered useless by being filled with incorrect, but plausible, assertions in order to lower its overall signal-to-noise ratio [51]. The intended target of the lie may not be the official recipient of the message: lies can be directed at those who are eavesdropping on the communications channel or surveilling the participants [5]. Techniques used include *redaction* to remove parts of the message, *airbrushing* to blur parts of the message and *blending* to make the message similar to other plausible messages, as well as other forms of *information distortion* [5].

Ambiguity, Distance, Social Privacy

These properties of communication channels—the transparency, and the amount of context which is conveyed—relate to notions of distance. Birnholz et. al [10] look at different aspects of ambiguity in setups ranging from radically co-located to physically separated teams. They found that people who were co-located manage the release of information in order to maintain a sense of autonomy. Ambiguity was used to allow the hearer to believe a particular story, with social constructs forbidding intrusiveness being leveraged to maintain the space for ambiguity—for example, a norm against 'screen-surfing' and looking at a colleagues monitor allows a flexible explanation of exactly what one is working on.

Aoki and Woodruff [7] pick up on a need for ambiguity within personal communication systems, not for explicit lies, but to allow participants space in which to construct mutually-agreeable stories. If one's online activity—or read receipts—are visible, the kind story about simply being too busy to reply becomes problematic. Thus, such information impinges on our ability to carry out *face-work*, and project desired images. Gaver et. al. examine different types of ambiguity [29], of information, context, and relationship, suggesting avenues for softening mutual awareness in such systems to allow space for interpretation.

Burgoon et. al delineate four different dimensions of privacy: *physical*, being free from surveillance and intrusions into one’s space; *social* or *interactional*, controlling the ‘who, what, when and where’ of encounters; *psychological*, freedom to introspect, analyse and so on, and freedom from persuasive pressures; and *institutional*, the ability to control who gathers what information about oneself and under what circumstances [16]. Raynes-Goldie [46] finds that while young people are happy to abandon institutional privacy to pragmatism, the social aspects of privacy remain tightly held.

The *social* aspects of privacy relate to what DeCew terms *expressive privacy*—a freedom from peer pressure and an ability to express one’s own identity [20]. Nissenbaum’s contextual integrity [44, 45] seeks to understand appropriate sharing, looking at the ways in which flows of information are governed by norms, which may easily be violated as technological systems repurpose and share data.

Pervasive Surveillance and Privacy Tools

We are rapidly moving into a world where information about nearly every aspect of our lives is becoming sensed, recorded, captured and made available in digital form. Data is captured and shared voluntarily, as tools invite ever more intimate participatory surveillance [4]. While the abundance of information traces has unlocked a wide range of new kinds of applications (eg. [3] [19]), the creation and potential for disclosure poses new threats to individual privacy and autonomy. The overall lack of transparency by manufacturers regarding how they are capturing and handling personal information has created a heightened sense of unease among many, in addition to the potential threats dealing with their unintentional disclosure or misuse [27, 42, 26].

Many tools have been dedicated to helping people carry out various kinds of digital deception for the purpose of protecting their privacy. Without aspirations of comprehensiveness, we mention some here. Tools for masking identity are currently available for all levels of the software stack, from tools like *tor* for masking the origin and destination at the network level [22], to privacy-enhancing features at the browser level. Such browser features include *Do Not Track* [49], user-agent spoofing, and tracker and cookie-blocking capabilities [25]. At the application level, anonymous e-mail re-mailers [32], anonymous e-Cash and cryptocurrencies [18], and anonymous secure file sharing systems [47] have started to support certain activities offering guarantees of privacy under specified conditions.

DECEPTION IN MEDIATED SOCIAL SITUATIONS

One of the striking aspects of deception is how little it changes with the advent of computationally mediated communications. The added distance may allow people to lie more, and justify to themselves more easily [43], but many of the motivations and techniques remain similar.

However, one of the key differences is in the context in which deception takes place. Mediated communication brings an opportunity for many different structures of deception, for several reasons:

- Imagined audiences [40] and understanding of publics in digital space are increasingly complicated.

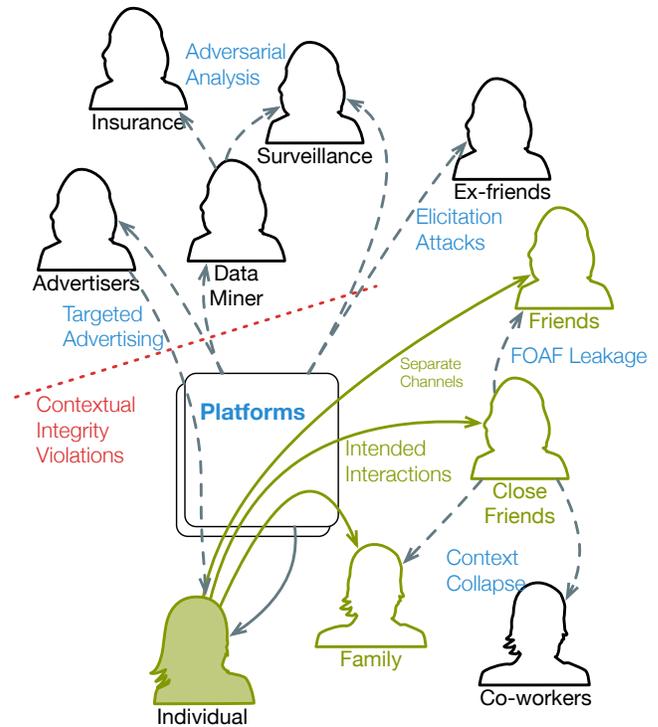


Figure 1. Common information transmission vectors in a standard computer-mediated communication setting. Platform(s) represents carriers/service providers enabling the communication; blue arrows denote channels controlled by the individual, while dashed arrows denote invisible channels out of their control. Communication with a particular group of people may end up being shared with others through context collapse [12], or through leakage to friends of friends. Ex-friends can use social engineering to elicit data which was not shared with them, or carry out cloaking attacks [39]. Data may be mined and analysed, often violating contextual integrity [44], and repurposed for use in advertising, surveillance and so on.

- The individual may wish to provide false information to the communications platform where the interaction is taking place, for reasons including privacy, mistrust of the platform provider, or dislike of targeted advertising.
- Deceptions can work in either or both directions: platforms may deceive some or all of their users, autonomously or due to the will of their designers and commissioners.
- People often communicate with platforms through some intermediary, such as an app on a mobile phone. These intermediaries can deceive the platform on behalf of the user, especially about what information is being automatically collected (eg. through sensors).
- As well as being targets of lies, others can be enlisted to lend credence to statements, for instance supporting alibis, agreeing that the network is down at the moment, and so on.

Some of these actors are shown in Figure 1, and based on this, Figure 2 shows some structures, along with references to systems which embody each configuration.

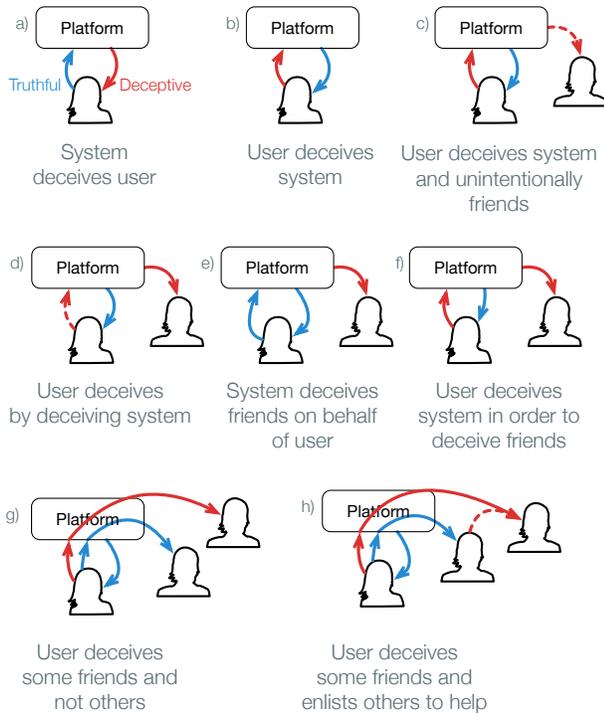


Figure 2. Structures of deception involving one platform and up to two parties. Some of these are common: a) is well covered by [1], while b) through d) are common parts of online interaction. Structures e) through h) are the areas we explore in our speculative design study.

STUDY DESIGN

In this study, we explore the possibilities of tools that employ computer-mediated deception, and the potential for such tools to facilitate the maintenance of sustained, positive social relationships in complex social environments. We base our use of the term ‘deception’ on McCornack’s information manipulation theory [41], which encompasses both falsification and selective disclosure, such as for the purpose of creating ambiguity, or identity management.

Materials, Method and Recruitment

We sought to elicit diverse perspectives and experiences from people from a variety of backgrounds, around some of the deception configurations imagined in Figure 2. Drawing inspiration from critical design [9], we adopted a speculative design method in which we first generated a series of speculative design proposals [24] consisting of realistic depictions of imagined, “near future” privacy tools. These fictional privacy tools, with accompanying descriptions, which will henceforth be referred to as vignettes, were then showed to participants in semi-structured interview settings.

We recruited participants via Twitter, open Facebook groups, and word-of-mouth through personal connections. Those interested first answered demographic questions covering age, gender, employment status, frequency of use of social media, and self-perceptions of honesty. To ensure diversity in participants, fifteen (aged 18+) were selected in a way that maximised saturation on the attributes collected. Interviews were conducted in person and via video chat. At the start of interviews, participants were asked an opening question, “How do you feel about your privacy

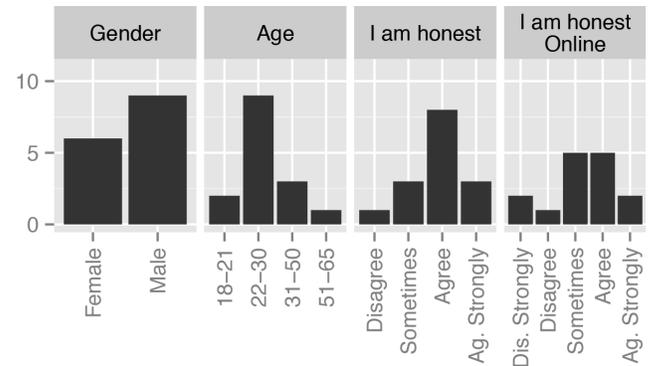


Figure 3. Participant demographics and responses to questions pertaining to self-perception of honesty on and offline.

online?” which was used to gauge general attitudes and sensitivity towards privacy online. Then, two framing questions were asked during the interview for each vignette; the first was whether the individual would consider using a tool like the one described (and why/why not), and second, whether the ways they perceived others and information they saw online would change if they found out their friends were using a tool like the one described. Finally, participants were encouraged to share thoughts or personal experiences that they were reminded of by the vignette.

Audio from sessions was recorded, transcribed and anonymised for identifiers of people, places and entities. Inductive thematic analysis was carried out on the transcripts by analysing and coding them for themes, by three researchers independently. Themes were then compiled, combined into a single pool, and discussed to derive a final coherent set of themes. Related themes were then clustered into groups. We organise our discussion of results according to these clusters.

Designing the Vignettes

We generated ideas for the vignettes along two main axes, and then used heuristics to select among candidates. The first axis was the degree to which machines mediated the deception; from tools that simply facilitated, otherwise manual acts of deception, to those that entirely automated it. The second was inspired by Gaver’s conceptual design proposals, sought to explore the “balance between concreteness and openness: [...] specific enough to evoke intuitive reactions, yet indefinite enough to encourage imaginative extensions” [28]. With respect to heuristics, the first was realism; we wanted to aim for tools that would be realisable in the near future, inspired by Augers speculative designs: “speculative designs exist as projections of the lineage, developed using techniques that focus on contemporary public understanding and desires, extrapolated through imagined developments of an emerging technology” [8].

With these axes and guidelines, we generated two dozen candidate ideas, consulting with an expert on state-of-the-art privacy tools. We then selected five that met the above criteria, were the most plausible, and that best covered the space spanned by design axes just described. To break ties, we preferred simpler vignettes to encourage participants to focus on implications rather than the tools themselves. This process resulted in the following final five vignettes:

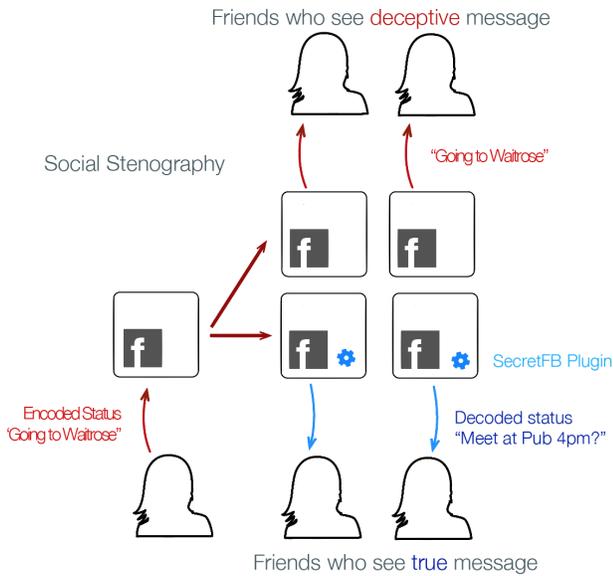


Figure 4. **Social Steganography**: Diagram illustrating a social steganography tool for microblogging/SNS sites that hides “real” messages behind other, plausible status messages but allows certain people to recover the true meaning.

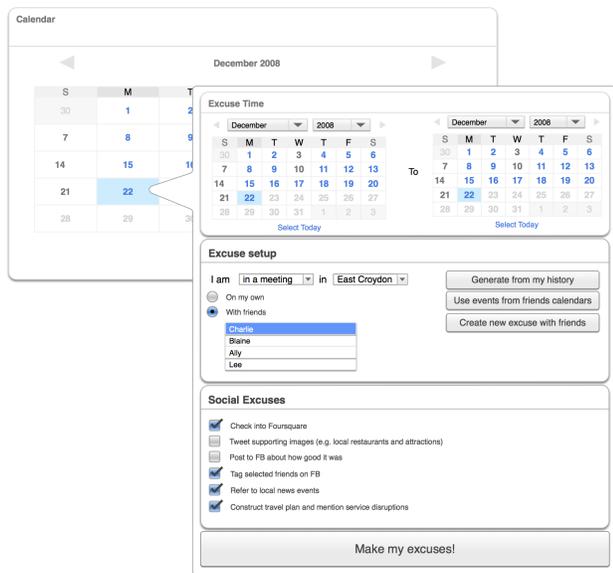


Figure 5. **lieCal**: Fictional interface for a tool which automatically generates excuses on behalf of the user, optionally including friends in the deception and strengthening alibis by posting on social media.

Social Steganography (Figure 4) inspired by danah boyd’s studies of networked teens [13] that used in-group codes to discuss activities so that they were inscrutable to their parents. Here, the steganography is performed automatically: a trusted set of people see the ‘real’ message, while everyone else sees an ‘innocent’, socially plausible message (as in Figure 2e, 2g.).

lieCal (Figure 5) can automatically or semi-automatically fill one’s shared calendar with fictitious appointments based on past (and typical) daily schedules, to create ample opportunities for butler lies (Figure 2e). Friends can be enlisted to give

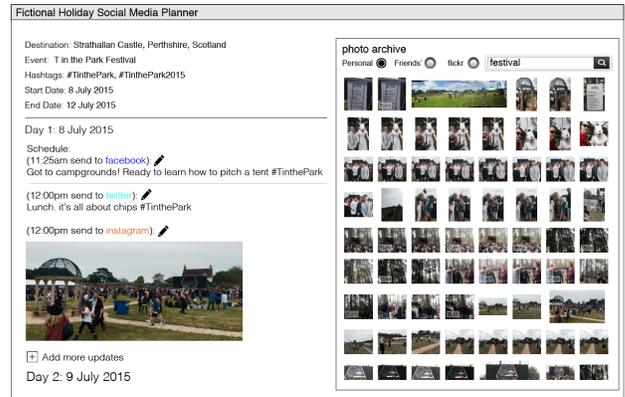


Figure 6. **lieTinerary**: Fictional tool to create a narrative of going somewhere (on holiday) or attending an event, along with images and social media posts to be sent out at preset times to corroborate the story.

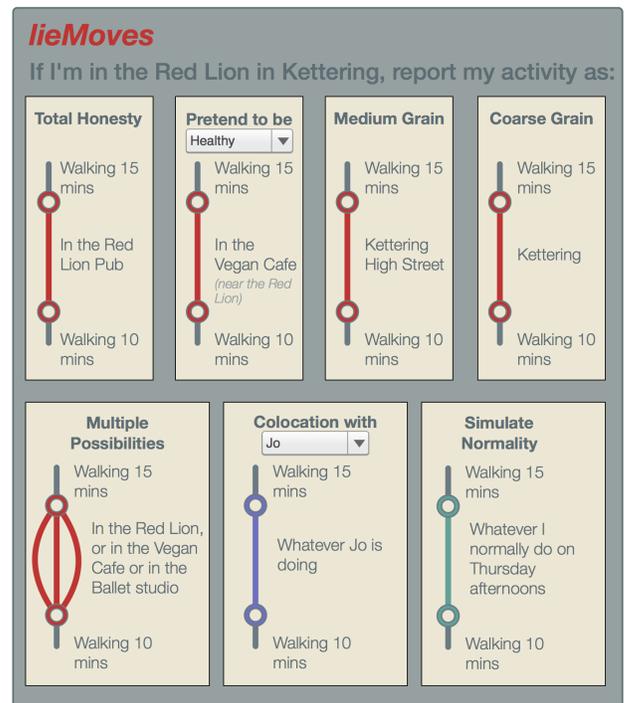


Figure 7. **lieMoves**: A fictional smartphone service for letting people obfuscate their location using various strategies, including blurring, substitution, past-replay and impersonation. (Based on Figure 2e,f.)

support to the lie, and additional corroborating evidence can be posted on social networks (Figure 2h).

lieTinerary (Figure 6) draws on Merel Brugman’s *Same Same But Different*, enables the pre-curation of a fictitious trip or fictional event attendance through pre-scheduled, coordinated posts across multiple social media platforms (Figure 2e).

lieMoves (Figure 7) is a fictional service for mobile phones that replaces the user’s actual location with data from user-selectable and customisable deception strategies: blurred (low-grain), superposition of locations, past replay, or “typical” herd-behaviour or individual simulation (Figure 2b, 2f).

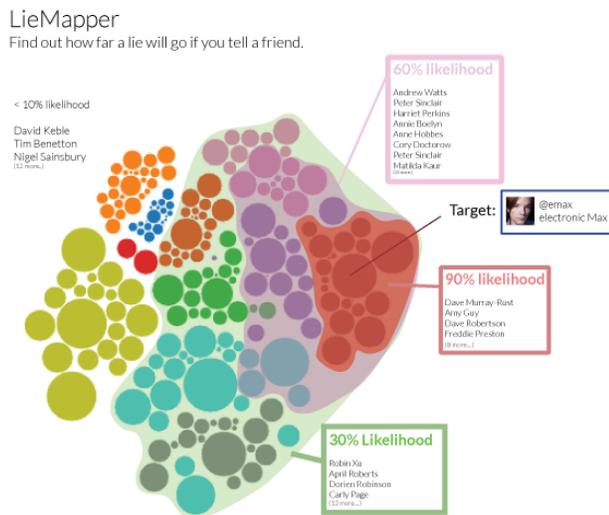


Figure 8. lieMapper: Fictional tool for predicting the flow of information (e.g. a lie) across a person’s social network starting from a single friend.

Participant ID	Age/Gen	Employment	Privacy
p1	31-50 f	student, parttime	unc
p2	22-30 m	fulltime	prag
p3	31-50 f	freelance	prag
p4	18-21 m	student, parttime	prag
p5	22-30 m	fulltime	unc
p6	22-30 m	st, freelance	fund
p7	31-50 f	student	fund
p8	51-65 f	student	prag
p9	22-30 m	student	prag
p10	18-21 m	student, fulltime	prag
p11	22-30 f	student	unc
p12	22-30 f	student	prag
p13	22-30 m	student	prag
p14	22-30 m	fulltime	unc
p15	22-30 m	student	prag

Table 1. List of participants by ID with age range, gender (male, female, other), employment status (student, full time, part time, freelance, unemployed), and Westin Privacy Scale category (unc=unconcerned, prag=privacy pragmatist, fund=privacy fundamentalist).

lieMapper (Figure 8) shows the interconnectedness of communication channels. Extending Facebook’s ‘this post will go to X people’ functionality, it works across multiple networks to visualise all those within one’s friend networks likely to hear about a particular piece of information.

RESULTS

Assuming they reported truthfully, the 15 participants we selected covered most of the major attributes in our demographic categories (see Figure 3). One notable exception is that all participants identified as either male or female, and almost half of the participants were males aged 22–30. We did not collect information on race, sexuality or any other attributes which might be used to identify marginalised groups.

11 participants self-reported using social networks several times a day, and all but one believed that half or less of their real world activity was represented on social media. 11 agreed or strongly

agreed that they saw themselves as honest, but only seven agreed or strongly agreed to seeing themselves as honest online. Nearly half agreed that they thought their friends were honest.

Pertaining to attitudes towards privacy, 13 reported being at least somewhat concerned about their privacy online. Based on our categorisation of participants according to responses to the opening question, slightly over half fell into the Westin category of privacy pragmatists, while two fell into the category of privacy fundamentalists, and the remaining four were unconcerned about privacy. (High inter-rater agreement was achieved for this category; Fleiss’s $k = 0.624$ for 3 raters and $N = 15$ participants.) These results show that in comparison to Westin’s large survey of the American public [36], which had a respective breakdown of 55%-25%-20%, we had relatively few privacy fundamentalists among our participants, and slightly more of those in the unconcerned category. However, a meta-survey of privacy indices show that our proportion is comparable to more recent results [37].

In the following sections, we first present detailed case studies of two participants (P8 and P9) to illustrate how individuals’ attitudes towards privacy influenced their answers to some of the vignettes. We follow these descriptions with a presentation of themes derived from all participants.

Case study: Privacy and people (P8)

P8 is a former gradeschool teacher who has returned to university to get her Ph.D. She started using social media ten years ago when she was still working at the school, and her role as a teacher strongly shaped how she managed her exposure online. Specifically, her role influenced her caution in disclosing too much personally identifying information, but acknowledged that disclosure itself was important for fostering relationships and participation online.

“When I was a teacher, I was very careful about what I said about teaching in school because at that point I’m not just ‘me’, personally; I’m also ‘me’ as a teacher, representing that school I was working at. Since I’ve stopped being a teacher, I unlocked my twitter feed, but still try not to post too much personal stuff online. But really, if you don’t share some personal information then you miss out on so much interaction stuff, so it’s a real balancing act.”

When discussing lieTinerary, she described discovering that her ex-partner was fabricating extravagant holidays after their breakup in order to make her jealous.

“[H]e wants me to think, ‘Oh, I should have stuck with him - he’s having a really good life!’”. So there were pictures he was putting up [on Twitter] which were supposedly where he was on holiday, but of course once you know how to scrape people’s Twitter data, you could see all of his posts were made in the UK. And at that point it became really obvious that that’s what he was doing, so that made me smile.”

She described wanting greater controls to be able to block said partner from getting around creating new profiles to look at her information:

“I do know that, if he really wanted to he could easily set up another account. So in the end, although he’s blocked

[on Twitter] I don't assume he can't see what I'm saying; I assume that he can, and that's another reason that I'm a bit careful with what I say. So I wish it was easier, to stop people from being able to see what you're doing – how that would happen I don't know – but that would be really helpful.”

Case study: Honesty and self-image (P9)

P9, a 22-year-old recent graduate, confessed he was very concerned about the availability of the data he gave out online due to a mistrust of companies. Valuing honesty, however, he said he would feel guilty using tools that would cause other individuals to be deceived, especially if those tools left digital interaction traces that could serve as later reminders of such acts:

“I imagine [lieCal] would be useful because it would give me an excuse if I wanted to do something, but I would probably feel worse [...] because it would serve as a reminder that I lied”

However, he was confident there were others online that consider using tools like *lieTinerary* to promote themselves and make themselves appear popular or cool, such as by pretending to go to exclusive events:

“Well they might use [lieTinerary] to come across as fashionable or trendy — they might put up a post like “oh yeah I'm at London Fashion Week” when they're not really [...] I could say I'm at Glastonbury for the weekend, and immediately my cool points would go up.”

P9 believed that such fabrication was widespread already even without such tools, alongside acts of playing one's self up:

“I know people who have paid for likes and followers and stuff and they hashtag everything to death because they're so desperate for attention [...] there are lots of people nowadays who just want quick success and they'll take all of these cheap, cheating routes.”

Effort and Complexity

A common reason why participants wouldn't use these tools related to the amount of effort required to use them. P8 observed that the effort-of-use barrier is a challenge even for tools already available today, and postulated that platforms were exploiting the lack of adoption of these tools to their advantage:

“The thing I've noticed is that people will always do the easiest [thing]. That's why nobody encrypts. I don't. You know, for all my concerns about privacy, I don't encrypt anything, [...] very few people take the extra security steps they can because it's convoluted. And the minute you ask people to do that, they'll just take the easiest route. Providers like Facebook and Twitter and all the apps out there know that, and that's why it's so easy for them to collect data - they know people will just take the easiest route.” (p8)

However, for some vignettes the extra effort was seen to pay off as an opportunity. For instance, in response to *Social Steganography*, P6 contemplated that by broadcasting different status updates to distinct subsets of his friends on Facebook, he could control multiple identities simultaneously:

“I think essentially at this point you are projecting two identities simultaneously and you really would want to manage both. [...] it almost becomes twice the task. But the really interesting thing would be if different groups all had different keys - so you'd send a single status but they'd all see different ones. That would be sort of be neat, [to be] projecting multiple identities at once, because you can't really do that offline. Finally, technology would give us a chance to BETTER control our identities!” (p6)

A second aspect that was mentioned was not the direct effort of use, but that indirectly required to stay on top of the wake of deception left by using such tools. In some settings, participants noted specific compensatory measures that would be required to prevent being found out, and noted the complexity and effort of these measures.

“If I used a tool like this and said I had been in meetings but then actually NOT logged the hours against the project, what the meeting was about or anything like that, it would make my accounting for my own time very hard.” (p7)

Availability of Other Channels, Strategies

The most common reason given for not needing to use a tool was the availability of alternative approaches to achieving the desired objectives sought in which the fictional tools were imagined to be most useful. A common such strategy was simply *omitting* or *suppressing* information they did not wish to share; this strategy was used for a variety of privacy-related concerns as an alternative to use of the tools depicted in the *Social Steganography* and *lieMoves* vignettes. A second common strategy was the use of *other channels* and *access control features*. For instance, P13 discussed the use of encryption to both help control scope of a message and for unwanted leakage by platforms. Several mentioned Facebook and Google+'s built-in access control features for limiting the scope of a particular message as an alternative to using a steganography approach.

In some cases, participants identified that alternate strategies were imperfect, and sometimes the fictional tool offered a better solution. For example, the alternate strategy of suppressing location leakage by turning location tracking off, was perceived as worse than *lieMoves* by both P6 and P9, because doing so would cause apps that needed the user's location to simply refuse to work.

There were fewer alternative strategies given for the other vignettes; “simply being honest”, and in particular “blocking off time” was given as a common strategy for situations where *lieCal* would be useful (P4, P8, P9).

Privacy and Control

Several participants cited potential benefits to privacy control and management. The leaking of location information was a concern; six participants reported keeping location services on their smartphones turned off by default for reasons such as to prevent apps from sending their location to third-parties without their consent.

“[lieMoves] would mostly catch out apps that were taking my location without even asking, because if I want to tell the truth when I think it matters, I can still do that, but those that are just spying on me gets crap! And that appeals, because they shouldn't be able to collect in the first place!” (p6)

P8 asked whether *lieMoves* was available for use, because she wanted it immediately to keep Google from tracking her.

“ I want to install it immediately and keep using it for the rest of my life! I wouldn't have any ethical worries about it because I wouldn't be lying to anyone, I would be lying to Google, and that's exactly what I want to do! Because they shouldn't have this information in the first place, so giving them wrong information is perfect. As I said, can I have this today, please? ” (p8)

Others pointed out that a remaining impediment to adoption of such tools is still a remaining lack of awareness of how services operated and used people's information.

“ People can't make value judgements about the systems they interact with because they don't understand them well enough yet, especially what's going on behind the scenes. They don't actually feel the need to deceive system and platforms because they don't even know they're being spied upon. ” (p6)

Authenticity and Crafting Personas

Participants reflected on how the data they shared affected other people's perceptions of them, as well as their perceptions of others on social media. P11 (in agreement with P1, P2, P3, P6, P7, P8, P9, P12 and P15) assumed that her friends engaged in “image-shaping” by “being quite selective or trying to present a particular kind of persona”, and described an occasion when a contact's online presentation was at odds with what she knew to be happening offline.

“ People will always seem like they're having a really good time and post about how great everything is but then you talk to them and things aren't actually quite how they're made to be portrayed on social media. [...] So like one of my friends, her sister was just posting about her one year anniversary of getting married, and how brilliant it was, and they were both posting about the presents they got for each other. Within a month they were separated [...] I know more about that from talking to my friend personally, but in terms of what's presented online to a different audience, to a much wider audience, that was not what was going on. ” (p11)

P12 described a friend who, unable to withhold information or resist questions from an inquisitive audience, made up stories about her life to satisfy them, thus creating a persona.

“ 'Cos of the following that some fanfiction gets, she gets asked a lot of personal questions and she doesn't want to feel rude so she just lies, so she answers these very personal questions so she feels connected to her audience but she deliberately lies 'cos she finds it sometimes a bit invasive. ” (p12)

P8 and P15 similarly mentioned deception used to protect privacy without alienating people. In contrast, others saw total openness in their sharing as important for presenting their “authentic” selves on social media, and thought less of those who they perceived to be engaged in deliberate image-shaping.

“ I wouldn't be friends with people who would be lying all the time or who make up stuff just for attention. [...] if I found out that there was someone I was interested in doing

this the faith I put in them or the fact that I was being very genuine would take a hit. ” (p9)

Polite Social Signalling, Kindness, and Empowerment

Though sometimes in conflict with attempts at authenticity, a number of respondents echoed the sentiment that degrees of deception are crucial for maintaining a well-functioning society.

“ I think that not telling people – everyone, everything – is a central aspect of being kind in the world. ” (p15)

“ It's about empowerment – little lies, like “I'm just too tired and you're quite a taxing person” could be the truth but that's a bit mean, and you didn't want to say that! versus “oh no sorry I have plans with my boyfriend” which might be a lie, but it's nice. ” (p6)

“Often you lie to save people's feelings or – to stop someone finding out about a surprise party. Like there are really nice reasons to lie, and if you could help people make nice lies safer, that would be awesome! ” (p14)

P6 commented that this could be a subtle method of signalling violations of personal privacy online:

“The idea of being able to put massively sarcastic calendar appointments just so that, when someone looks at my calendar to see what I'm doing, they know I don't want them to know, and they should just stop asking. ” (p6)

Such methods were also viewed as a form of social empowerment; a way of giving people freedom to block off time (*lieCalendar*) or send a message (*Social Steganography*) in situations where the honest approach would be awkward due to shyness, introversion, or differences in social positions, e.g. having to contradict a superior or respected senior.

“Somebody younger, less experienced, less confident might find that this is a nice, straightforward way of blocking time out for themselves and feeling good or comfortable about it. Because it can be quite difficult saying “no, I'm not free” to someone senior. ” (p8)

Ethics and Morality

Finally, many of the participants volunteered their views on ethical or moral reasons of why they would or would not use these tools in specific ways. Perspectives varied in general and according to the vignette presented.

The technology vignettes could be seen as ethically neutral, with the ethics coming from the manner of their use:

“ If your intention is to use these tools to harm someone, then that's the individual's own decision to make and you can decide for yourself whether that's morally right or wrong. But simply using the tools themselves doesn't imply you're going to do something that is harmful or morally wrong. ” (p5)

However, in some cases, there was such a strong implication between the design of the tool and the kinds of lies which it facilitates that the morality of the tool became the morality of the action:

“Well as someone who's considered murdering people before, this is exactly how I would do it. I would create

a fake social media presence so I could go off and do something illegal or even ... I could commit adultery, I really can't see much of a practical application for ethically good things..." (p14, discussing *lieTinerary*)

To P6, whether deception was moral contextually dependant on whether the recipient had a legitimate need for the truth and why.

"If someone has a right to know something for some reason [...] then lying to them there is more problematic than if they didn't have a right to ask you, or to be looking for that information. [...] that's their own fault; they should have known they shouldn't have looked." (p6)

Some participants suggested that they would need a really good reason to use deception tools. P14 felt that a better alternative to having to lie was to get out of situations in which one felt the need to lie.

"And if you're in a situation where you have to lie to people about where you are, then that's a situation you need to get out of cos that's a creepy situation [...] The only time I can see this being good is like if you're in an abusive marriage and you're going to a divorce lawyer in secret." (p14)

There was often a moral distinction made between friends and platforms as the targets of deception. While a majority (11) reported taking issue with deliberately deceiving friends, there was also widespread consensus on wanting not to deceive a general audience on social media. A notable exception to this was a feeling that lying to platforms is not dishonest.

"well if I'm talking to my friend I always tell the truth; I'm quite an honest person ... but I don't think lying to Facebook is unethical [...], because it's not affecting any of your friends or anyone on your list, so it has no effect – so you're not really lying to anyone? [...] I don't trust these companies enough, to be honest, with the information I supply them." (p9)

P6 took the position that lying to platforms should be the moral choice, even part of one's civic duty.

"I think lying to Facebook is to be encouraged! [platforms] spend so much effort in deceiving users into thinking they're doing one thing when they're doing another, that giving users some control seems fine. Its sort of like the debate whether minorities can be racist against white people – like, whether the power imbalance seems to negate any meaningful argument, certainly when it comes to lying to services." (p6)

DISCUSSION

Morality of Deception

Our participants, like the majority of people, like to think of themselves as being generally honest, but this has a nuanced relationship with their stated behaviour. There was a common feeling that deceiving platforms and corporations was acceptable, or even a moral imperative. Nomenclature was significant: casting activities as 'lying' provoked responses which paid more attention to the ramifications of being found out, and a greater sense of ethical violation. Hiding information was generally seen as acceptable, as was partitioning information for different audiences, especially in the context of avoiding

unwanted attention. Politeness was often cited as a valid reason for performing white lies, a variety of kindness.

Akerlof and Schiller's account [2] focuses on deception from the point of view of corporations, and therefore helps explain the existence of situations in which our participants were motivated to deceive. In the information economy, data subjects are beguiled, misled or strongarmed into giving away more data than is required for the service they wish to access. However, perhaps because their focus is wider than the information economy, Akerlof and Schiller fail to consider the possibility of the individual creating counter-asymmetries by manipulating the data they provide to corporations. Their recommended counter-measures are all intended to support truthfulness - standards-setting, reputation, regulation. Yet these all require concerted action; deception is a strategy open to the individual.

Promoting Social Honesty

One viewpoint is that mendacious impulses are indicative of a problematic situation: that fixing the socio-technical context would remove the need to deceive, and the community could become more socially honest. Systems requesting excessive information frequently provoked anger, and a feeling that feeding back fictitious information was justified. One lens for designers to engage with this issue is Grice's conversational maxims. Typically, these are used to define one side of a social contract: the quantity, quality, relation and manner of information production.

A complimentary view applies them to requests for information. This accounts for many of the indignant quotes we recieved—systems were asking for *too much* information, or *irrelevant* information. Providing clarity here, relating information demands to the current context, limiting information to the that which is necessary can guide designers towards upholding the platform's end of the social contract. Our *lieMapper* vignette asked how far through our social networks personal information was likely to diffuse, alerting the user to social information violations; similarly, when designers illuminate the hidden pathways which our data takes—or doesn't—it provides a grounding on which trust can be built.

Legal identities, and the problems which they cause, highlight the multifaceted aspects of life, whether online or off. The general trend is towards a collapse of context, the joining of identities across sites and networks, but the attitude that people should be happy to connect all of their identities together in this way is an expression of social privilege. Tools exist to aid the management of multiple personas, typically used by astroturfing organisations [35, 30]. As a provocation, what would design for multifaceted life look like? Are there ways to support participants in plural presentation, helping them to understand and maintain their context bounds, rather than attempting to force a homogenisation. How can we support radical self expression and support marginalised groups? What about systems which acknowledge that there are parts of users lives which they don't want to share publicly, but they still need to express them and connect with similar people? Designing for contextual authenticity rather than imposing singular identity pushes back against marginalisation.

Memory, Safety, and Plausible Deniability

It was clear from responses that being reminded of one's lies can be upsetting, especially for people who consider themselves

honest. On one hand, this might suggest systems might automatically remove, or reduce the visibility of, digital traces that could serve as reminders of one's past deceit. The recent growth in messaging apps that automatically delete messages after a single viewing [23] might, in fact, be related to this perceived design need. On the other hand, visibility of such actions can lead people towards greater honesty—knowing how often one was deceptive could clearly be a powerful push towards veracity.

A second major theme addressed the effort, both of using the tool, and dealing with its potential consequences. It was clear that any tool that required more time and effort than customary was perceived as too burdensome. There was also the consideration of the side-effects caused by such tools, and the degree of effort required to ensure such repercussions would not cause deceptions to be discovered. But having to explicitly act at all was also viewed negatively; that is, having to engage with a tool in order to carry out a deception, such as with *lieCal*, was viewed less favourably than something that could do it automatically, such as *lieMoves*.

An additional problem with requiring explicit action is that doing so often leaves little space for plausible deniability. When explicit action is needed, it becomes often difficult to justify that such an action was taken accidentally or unintentionally (assuming the individual is of sound mind). If we instead imagine tools that *deceive by default*, the possibility that a deception was simply a side effect of being busy or forgetting to make the system tell the truth would remain. For example, a deceive-by-default variation of *lieCal* might automatically fill the person's calendar with false but plausible appointments, allowing its user to quickly identify and replace them with real ones as needed. Such designs would additionally support many of the goals of *privacy-by-design* [48].

Another significant barrier to the use of such tools is related to safety and discovery, the first ensuring that deceptive actions would not have unintended consequences, while the second pertains to the effort and actions necessary to ensure deceptions would not be discovered. Such concerns suggest that there is a potential space for future tools that are able to support *safe deception*, both in terms of highlighting potential hazards, and towards mitigating the burden of covering up active lies and their effects. Tools such as *lieMapper* that are able to provide situational awareness about social information flow could help individuals tell certain, especially *nice lies* (as described by P8), safely.

CONCLUSION

Deception is a long-established strategy for informational self-determination, and it is not a surprise to see the practice in online behaviour. The study reported here is a necessary prolegomenon to the deep study of deception, and establishes interesting lines of enquiry which mark out a descriptive vocabulary, a potential design space, and even the beginnings of a sketch of a bottom up morality in this area. Nissenbaum outlined the importance of contextual integrity for online design, the idea that individuals bring a set of expectations and meanings to their online interactions that are often derived from offline analogues, appropriately or otherwise. A designed interaction that leaves no space for someone to present themselves creatively for non-malevolent purposes fails to preserve contextual integrity, and would consequently produce an asymmetry of understanding between user and system of which the user may be unaware.

Deception is often an expensive strategy, involving some creativity, the avoidance of passivity and the maintenance of consistency in an alternative model. In all but its simplest forms, it is not something that most people do lightly. Particular strategies and opportunities for deception were common to many of our subjects, who were often concerned with the balance between the moral injunction against lying, and their own interests. Mitigating factors were sought - for example, if the interlocutor in the interaction is non-human (a platform, for instance), or if the interaction provided an opportunity for malign activities (e.g. could be used by a stalker), or if the interlocutor did not have a good reason for wanting the data, then these were seen as justifications for using deception for protection. Morally, there are of course issues with this - in particular, whether deceivers are free-riding on the efforts of a truthful majority. Deception is a successful strategy for self-protection, but presumably the deceiver also wants the benefits of the interaction, which may not be forthcoming if interactions with other agents also produced false data. However, the moral calculations of our subjects compared their own interests with the legitimacy of the interests of whoever demanded the data.

Despite the preliminary nature of our study, the results suggest many questions for consideration by system designers. Those providing services for data need to identify, respect and avoid the factors which lead users to deception. The act of deception creates a situation in which data minimisation is in the interests of the platform - the less that it asks for, the more likely it is to be trusted, and the less likely the deception strategy is to be invoked. In particular, contextual integrity is preserved if users are able to represent themselves differently in different contexts, and it is clear to them that the more data that is demanded, the easier it is to resolve these personas. Similarly, there is a set of deceptions, such as butler lies, which are adapted to specific communication situations, and facilitating these will also help transfer and preserve expectations in the digital context.

Systems which facilitate deception will have both positive and negative potential. Most obviously, their wide uptake would reduce trust in data generally. On the other hand, it is clear from our study that for most people, deception is a last resort, that is, the majority self-image is one of general honesty so that deception would demand ad hoc justification. A rather more calculated invocation of a deception system might, if such attitudes were widespread, be a step too far. Framing the objective of the system will be key - for example, classifying such systems as privacy-enhancing, rather than deceiving, might increase their acceptance. However, software that maintains a consistent, false record of events might remove the burden of understanding for users that their behaviour is deceptive, thus making it easier to deceive. Such divergent potential outcomes require investigation.

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