Improving Mental Models of End-to-End Encrypted Communications

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In collaboration with

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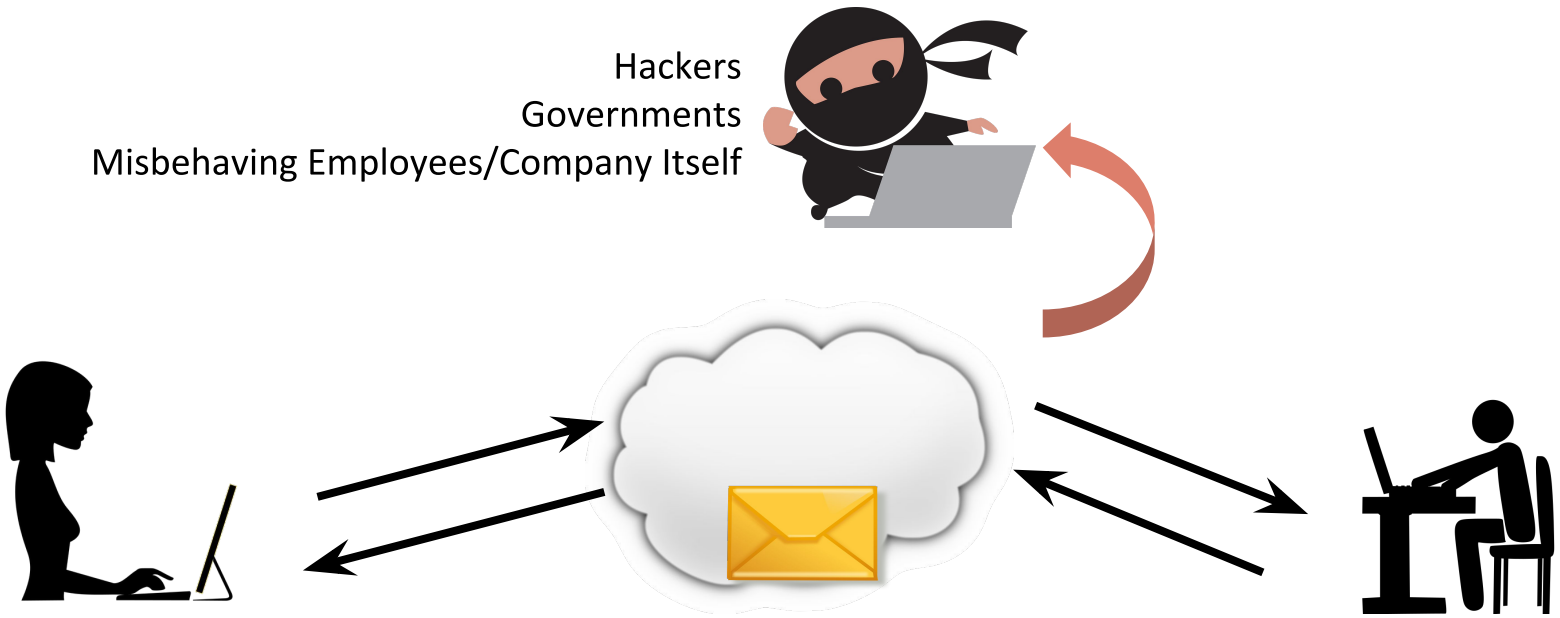
End-to-End Encryption (E2EE)

Hackers
Governments
Misbehaving Employees/Company Itself



Cartoon cloud made by egyninja from http://www.publicdomainfiles.com/show_file.php?id=13946016618385.
Envelope from https://freesvg.org/rg1024-yellow-mail
Attacker from https://pixabay.com/illustrations/ninja-laptop-hacker-cyber-security-4983545/
Person in the left from https://freesvg.org/computer-access-available-vector-sign11006#
Person in the right from https://en.wikipedia.org/wiki/File:Computer_user_icon.svg

Adoption of E2EE **Not By**

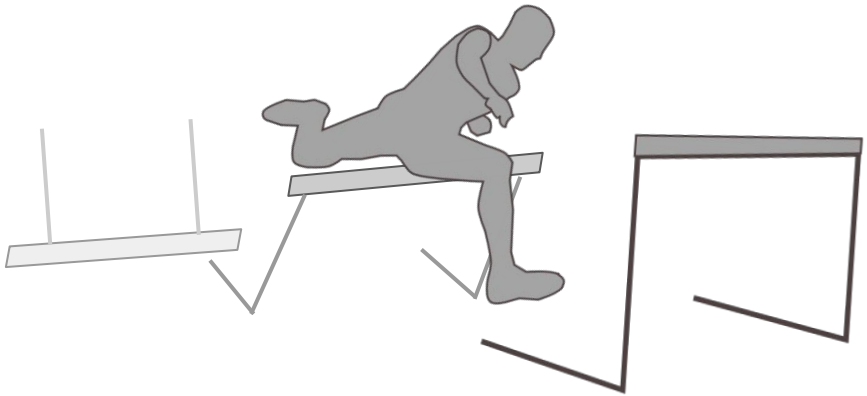
- Security Experts & People with High Computer Literacy
- Special Needs of Security and Privacy: lawyers, journalists, activists …

Adoption of E2EE By **General Users**

Icon from https://pixabay.com/illustrations/inclusion-group-wheelchair-5249903/

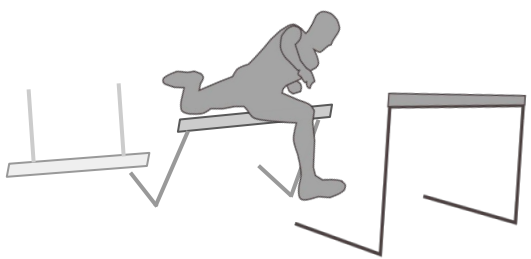
Adoption of E2EE By **General Users**?

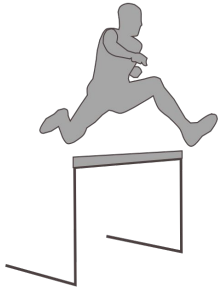
Many hurdles impede their adoption!



Icons from https://freesvg.org/vector-silhouette-of-an-athlete with modification

Many Hurdles Impede Adoption





UI Design

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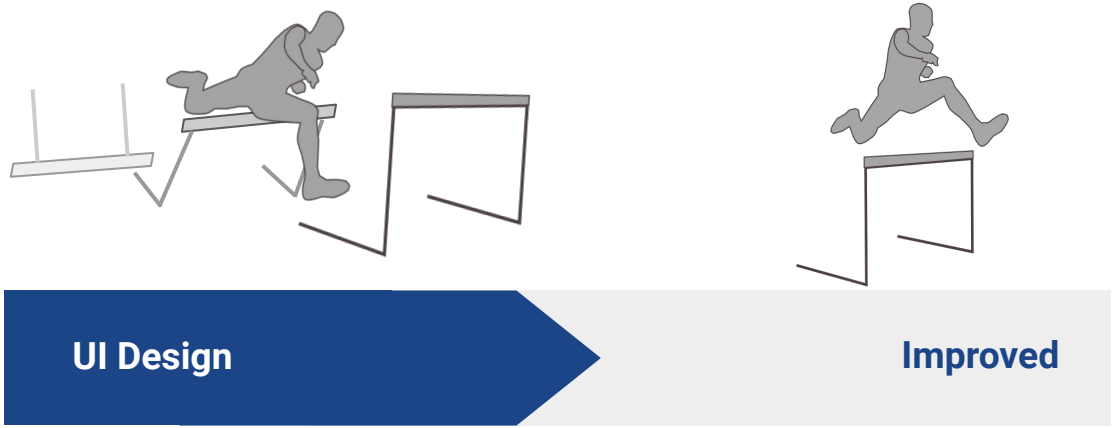

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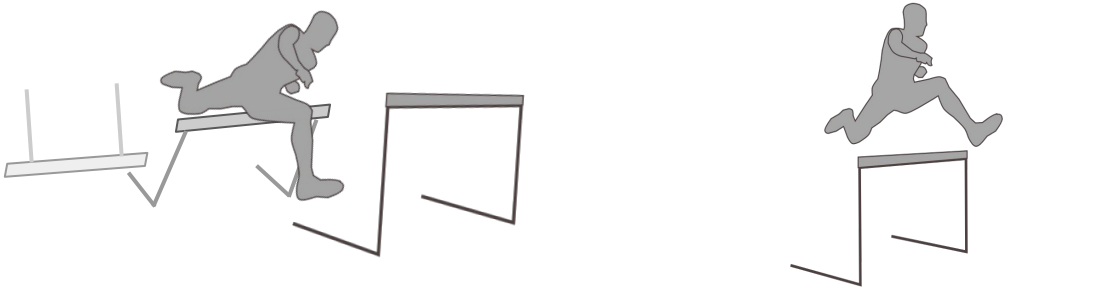

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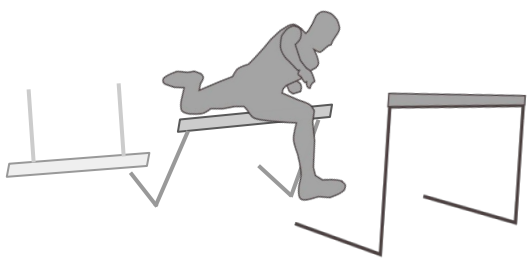

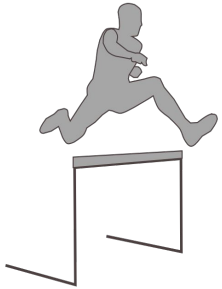

UI Design	Improved
Key Management	Key-Directory Based Model

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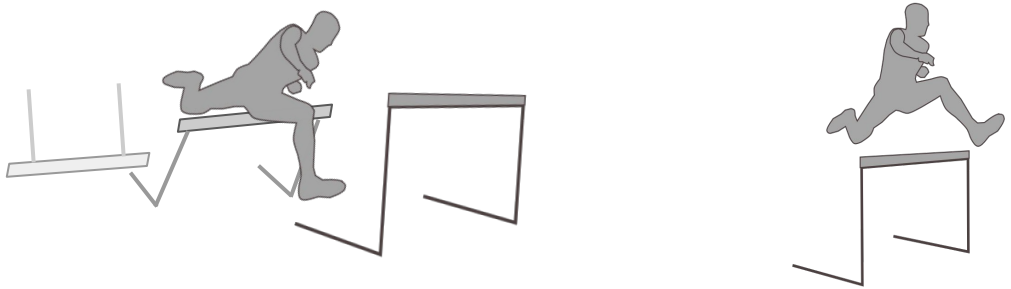

UI Design	Improved
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Social Norms	

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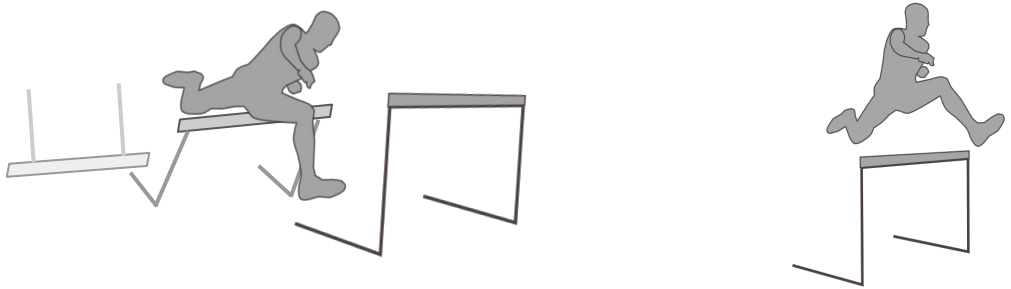

UI Design	Improved
Key Management	Key-Directory Based Model
Social Norms	Large Deployment

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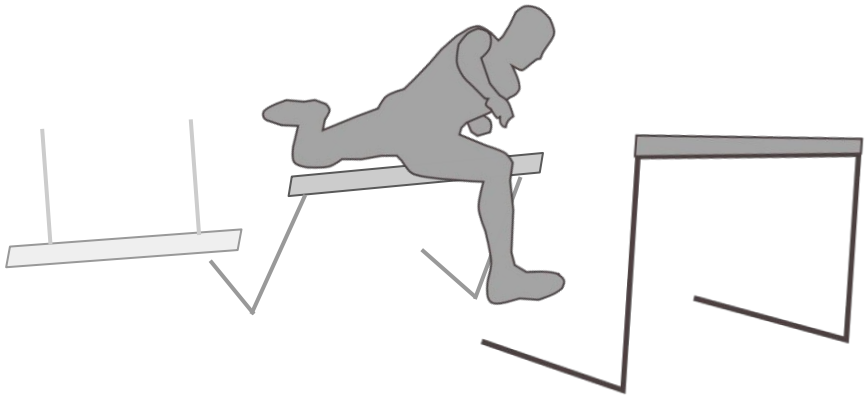
Mental Models - **Big Hurdle**!



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What are mental models?

Mental models describe how a user thinks about a problem; it is the model in the person's mind of how things work. People use these models to make decisions about the effects of various actions [1].

It helps to understand how users make security decisions, and to characterize the security problems that result from these decisions [2].

[1] P. Johnson-Laird, V. Girotto, , and P. Legrenzi. Mental models: a gentle guide for outsiders
[2] R. Wash. Folk models of home computer security. In Symposium of Usable Privacy and Security (SOUPS 2010).

Icon from https://www.needpix.com/photo/596351/brain-business-credit-intelligence-icon-mental-health-presentation-presentation-clipart-presentation-graphic-work

Why do (incorrect) mental models matter?

People perceive E2EE incorrectly in both directions [1-2]:

- Encryption protects from anything
- Encryption can be trivially broken by anyone who works in IT

[1] Abu-Salma et al. Obstacles to the adoption of secure communication tools. In IEEE Security & Privacy, 2017
[2] Wu et al. When is a Tree Really a Truck? Exploring Mental Models of Encryption. In USENIX SOUPS 2018

Icon from https://pixabay.com/illustrations/question-question-mark-response-1015308/

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Difficult for users to make thoughtful decisions:

- “SMS is the most secure messaging service.” [1]

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Struggled to complete some E2EE tasks

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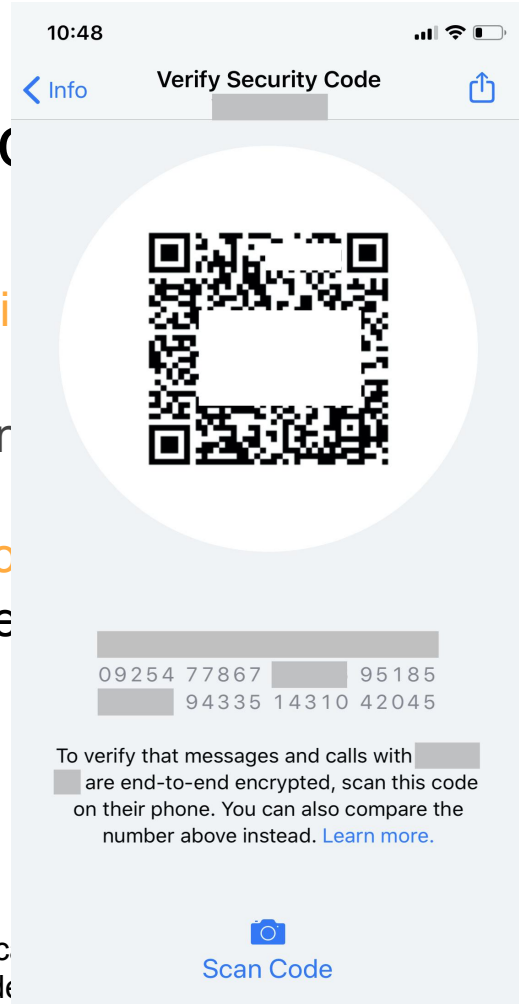
*Screenshot taken from presenters’ devices



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Struggled to complete some E2EE tasks

Because they inhibit

Confident, Proactive, and Correct usage

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Improve mental models **Naturally**

Goal: **Help people grok basic understanding and threats**

- **Enough** to make judgments about how to communicate
- **Without** turning everyone into crypto experts
- **Without** requiring people to sign up for training modules

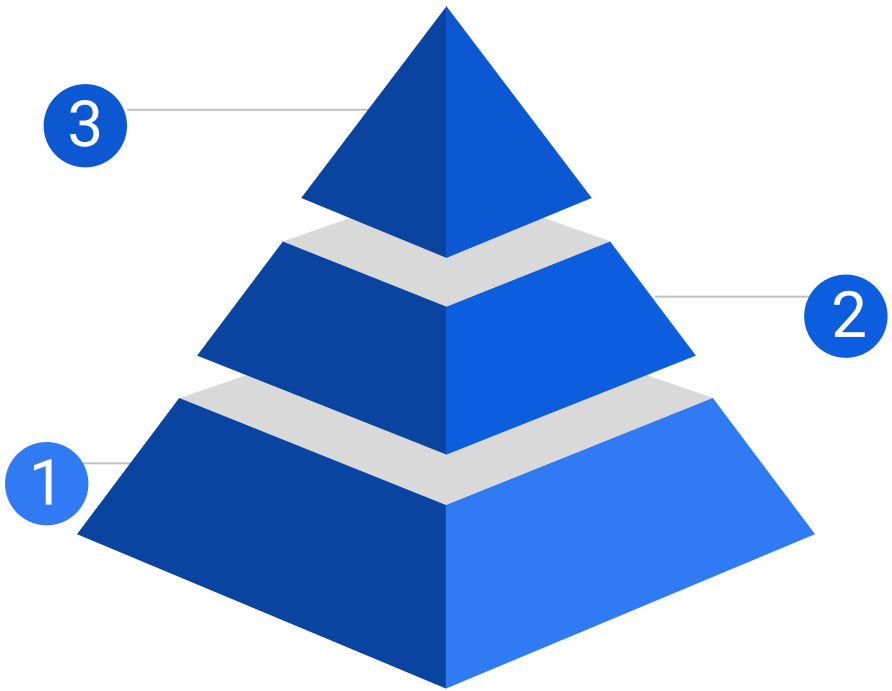
Multi-Stage Efforts: From Lab to Field

Field(ish) Study

- Fit messages to an app
- Daily use for 3 weeks

Lab Study

- In-depth tutorial



Online Survey

- Test different messages varying in length and contents

Multi-Stage Efforts: From Lab to Field

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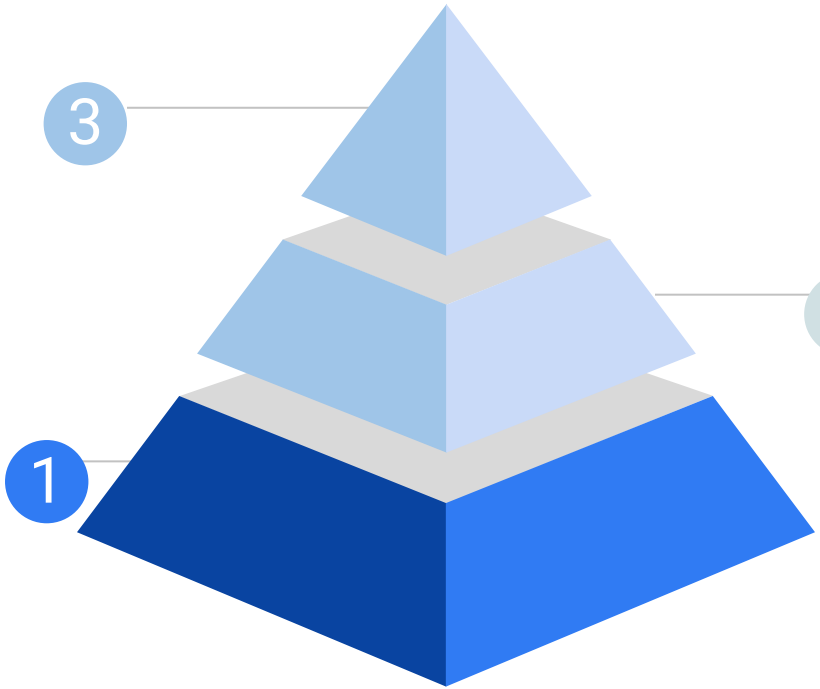

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Study 1: Lab Study

Focus: What is important, what is surprising, what to convey to others

- 25 non-expert participants, DC area

[1] Bai et al. Improving Non-Experts' Understanding of End-to-End Encryption: An Exploratory Study. In IEEE EuroUSEC, 2020

Study 1: Lab Study

Focus: What is important, what is surprising, what to convey to others

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Reasons behind quiz answers

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Study 1: Lab Study

Focus: What is important, what is surprising, what to convey to others

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Important, surprising, worth conveying

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Study 1: Lab Study

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Critique two existing explanations

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Study 1: Lab Study

Focus: What is important, what is surprising, what to convey to others

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Sample message of E2EE educational intervention

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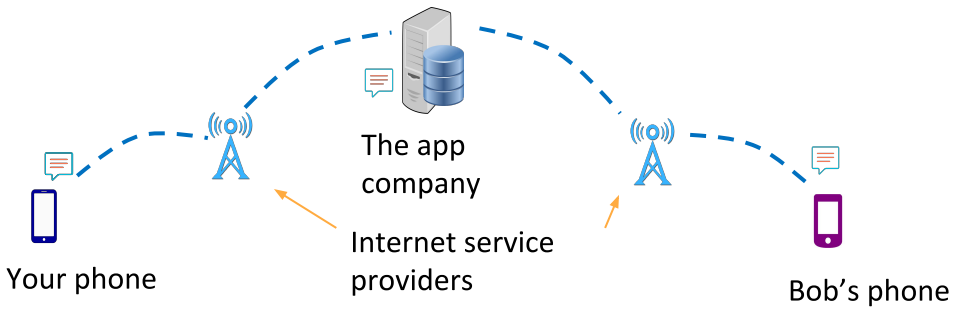
Modular Tutorial

- High-level overview
- Risks
- Common misconceptions
- High-level description of how it works

- **Not** trying to develop a tutorial



Tutorial screenshot taken from [1]

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Confidentiality: Most significant

- Even though less surprising, participants found it important
- Some subtleties were surprising
  - ISPs are in the message path?

“. . . the internet service provider and the app company . . . may still get a copy of the message, that is protected by this wall, that is nearly impossible to break. So they can see you sent a message, but they can’t see what the message says.”

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Explaining risks clearly is useful

- Particularly like comparison of E2EE vs. non-E2EE
- Important to clarify weakness of E2EE as well as benefits

"Knowing the risks of the non-E2EE and then really comparing it to how is this better… that's really the most important."

[1] Bai et al. Improving Non-Experts' Understanding of End-to-End Encryption: An Exploratory Study. In IEEE EuroUSEC, 2020

Integrity & authenticity still confusing

- Authenticity is conflated with username/password

"E2EE protects against message modification and impersonation. Not even usernames and/or passwords can be stolen or guessed."

[1] Bai et al. Improving Non-Experts' Understanding of End-to-End Encryption: An Exploratory Study. In IEEE EuroUSEC, 2020

How E2EE works - can create confusion

- Concern about forging private keys

"… if you work in a 'locksmith office'…, you might not have somebody's key but you would be able to get into their house because you are an expert and you know how to manipulate systems."

[1] Bai et al. Improving Non-Experts' Understanding of End-to-End Encryption: An Exploratory Study. In IEEE EuroUSEC, 2020

Study 1 - Takeaways

- Confidentiality: Most significant

- Explaining risks clearly is useful
  - Comparing E2EE vs Non-E2EE
  - Weakness

- Some pieces may not worth mentioning
  - Integrity & authenticity
  - How E2EE works

Multi-Stage Efforts: From Lab to Field

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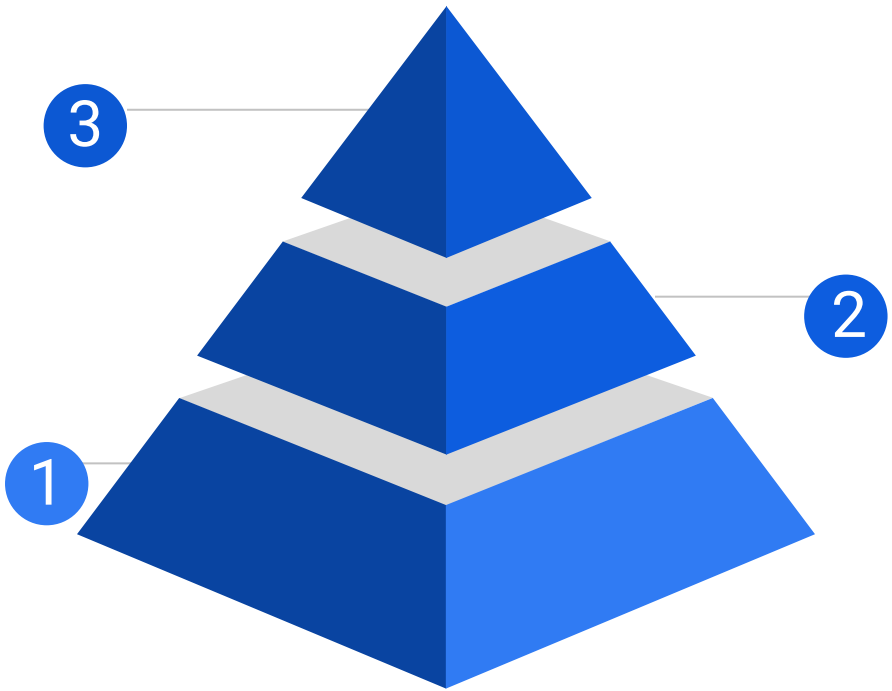
Lab Study

- In-depth tutorial



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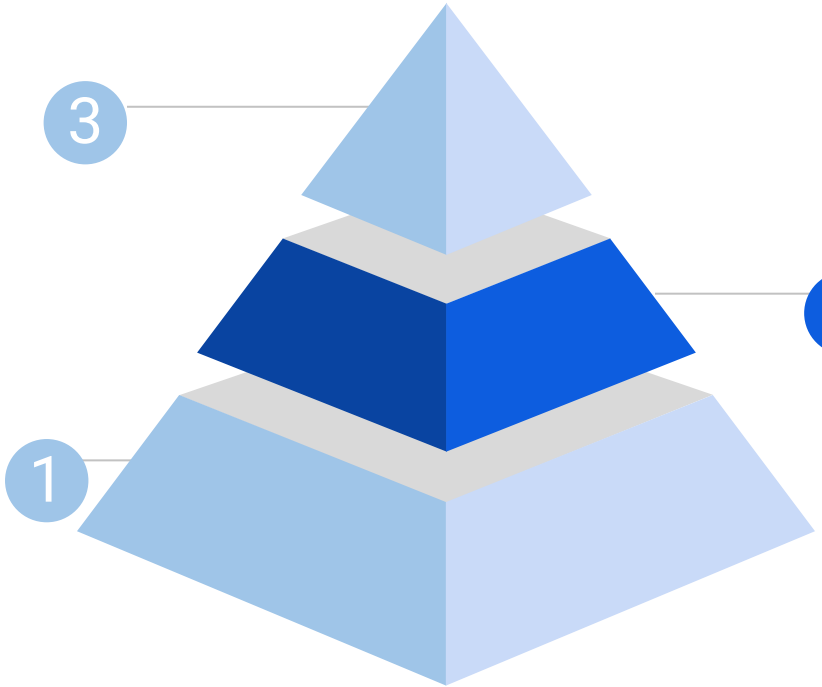

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Lab Study

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Feeds Into Study 2

- Can we **shift** user mental model on E2EE with short messages in text?
- How much is lost in **short**, **medium** vs. **long** messages?
  - Long: App's info webpage, complete coverage of things we want to convey
  - Short: Messages during loading, tooltips etc., concise single talking point
  - Medium: "Click here for more" in app, etc.
- Which short, medium messages are most effective (for what)?
- Don't want to **oversell** security

Study 2: Setup

- Online study via a crowdsourcing platform (Prolific, n=461)
- 1 Long, 5 short, 2 medium, 1 control message
  - Hypothetical app called TextLight (to remove brand bias)
- Between subjects design
- Quiz before, read message, quiz after
  - Quiz asks about adversaries and their capabilities
  - Measure change in scores

UNIVERSITY OF MARYLAND

Based on your understanding of end-to-end encryption, please indicate whether you agree or disagree that **hackers who have compromised the TextLight servers** have the following abilities, regardless of their motivation to do so.

	Strongly disagree	Disagree	Neither agree nor disagree	Agree	Strongly agree
Can see that you have sent a message on TextLight, regardless of knowing the content of the message.	○	○	●	○	○
Can see what is in the	○	○	●	○	○

Pre survey | Read Message | Exit survey

“Messages in TextLight are end-to-end encrypted. This ensures that only you and the person you’re communicating with can read the messages you send and receive. Nobody in between can see the content of your messages.”

Pre survey | Read Message | Exit survey

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Pre survey → Read Message → Exit survey

Message types

Short	
Medium	
Long	
Control	

Message types

Short	(1) Nobody but you and recipient
Medium	
Long	
Control	

Message types

Short	(1) Nobody but you and recipient (2) Metadata risks
Medium	
Long	
Control	

Message types

Short	(1) Nobody but you and recipient (2) Metadata risks (3) Endpoint risks
Medium	
Long	
Control	

Message types

Short	(1) Nobody but you and recipient (2) Metadata risks (3) Endpoint risks (4) Lock/key metaphor
Medium	
Long	
Control	

Message types

Short	(1) Nobody but you and recipient (2) Metadata risks (3) Endpoint risks (4) Lock/key metaphor (5) E2EE vs. other
Medium	
Long	
Control	

Message types

Short	(1) Nobody but you and recipient (2) Metadata risks (3) Endpoint risks (4) Lock/key metaphor (5) E2EE vs. other
Medium	(1) Lock/key for your device, E2EE vs. other, endpoint risks, metadata risks
Long	
Control	

Message types

Short	(1) Nobody but you and recipient (2) Metadata risks (3) Endpoint risks (4) Lock/key metaphor (5) E2EE vs. other
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Long	
Control	

Message types

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Long	All key points, extra emphasis
Control	

Message types

Short	(1) Nobody but you and recipient (2) Metadata risks (3) Endpoint risks (4) Lock/key metaphor (5) E2EE vs. other
Medium	(1) Lock/key for your device, E2EE vs. other, endpoint risks, metadata risks (2) Nobody but you and recipient, lock/key for your device, E2EE vs. other, metadata risks
Long	All key points, extra emphasis
Control	Describes non-security/privacy features

Short messages

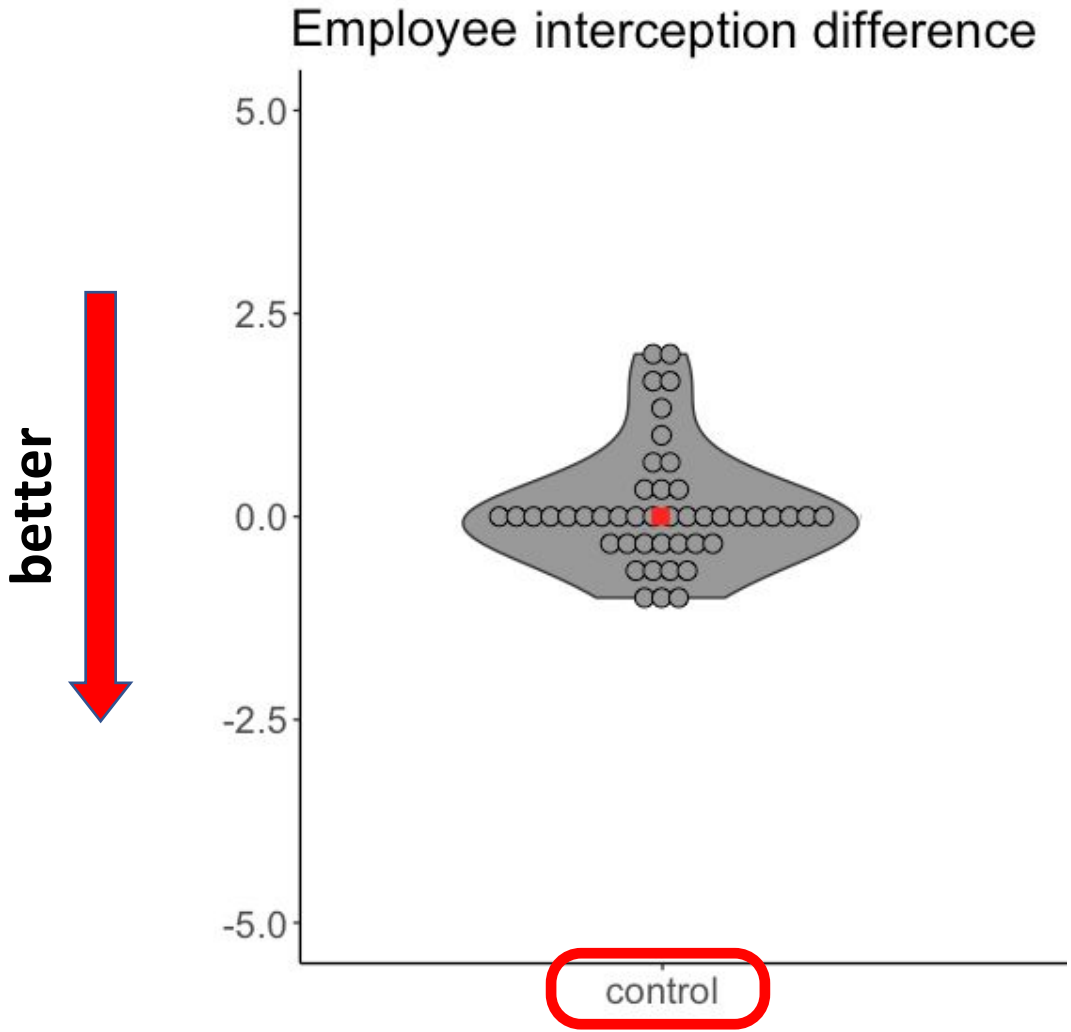
Short v1

“Messages in TextLight are end-to-end encrypted. This ensures that only you and the person you’re communicating with can read the messages you send and receive. Nobody in between can see the content of your messages.”

Short v4

“Messages in TextLight are end-to-end encrypted. Before a message ever leaves your device, it’s secured with a lock, and only you and your recipients have the keys to open the message and read it.”


Employee interception difference
5.0
2.5
0.0
-2.5
-5.0
control
better


Employee interception difference
5.0
2.5
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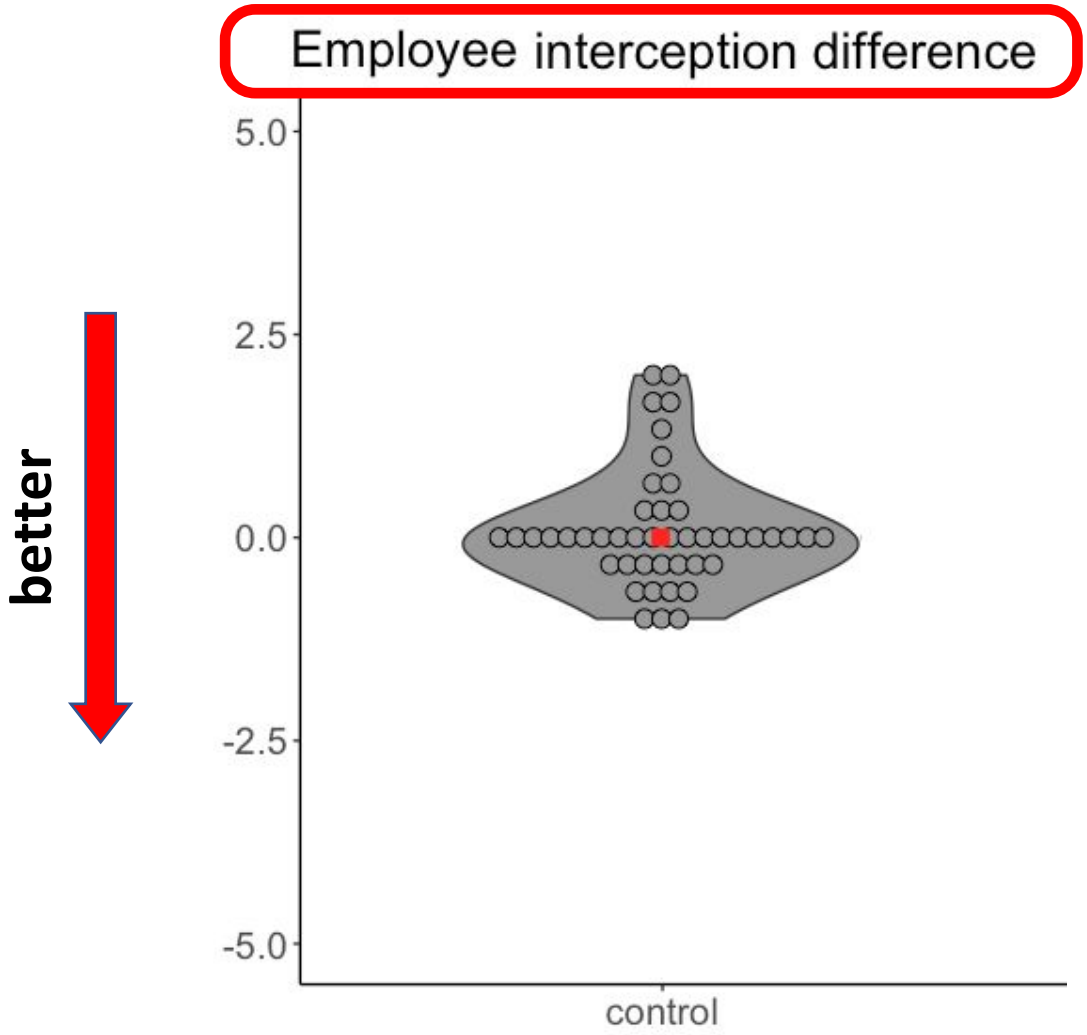
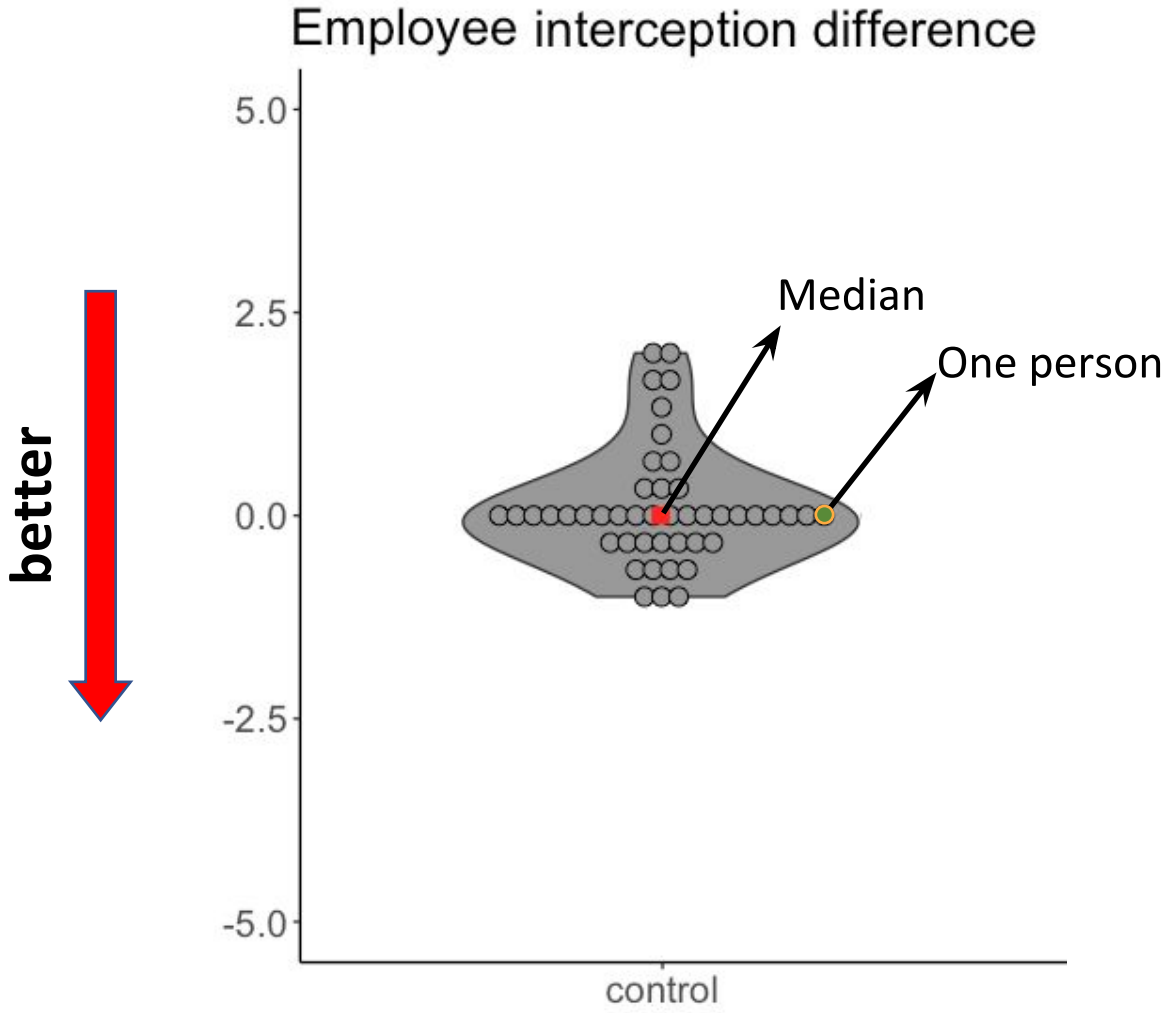
-5.0
control
better


Employee interception difference
better
5.0
2.5
0.0
-2.5
-5.0
control


Employee interception difference
5.0
2.5
0.0
-2.5
-5.0
control
better
One person


Employee interception difference
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2.5
0.0
-2.5
-5.0
control
better
Median
One person


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2.5
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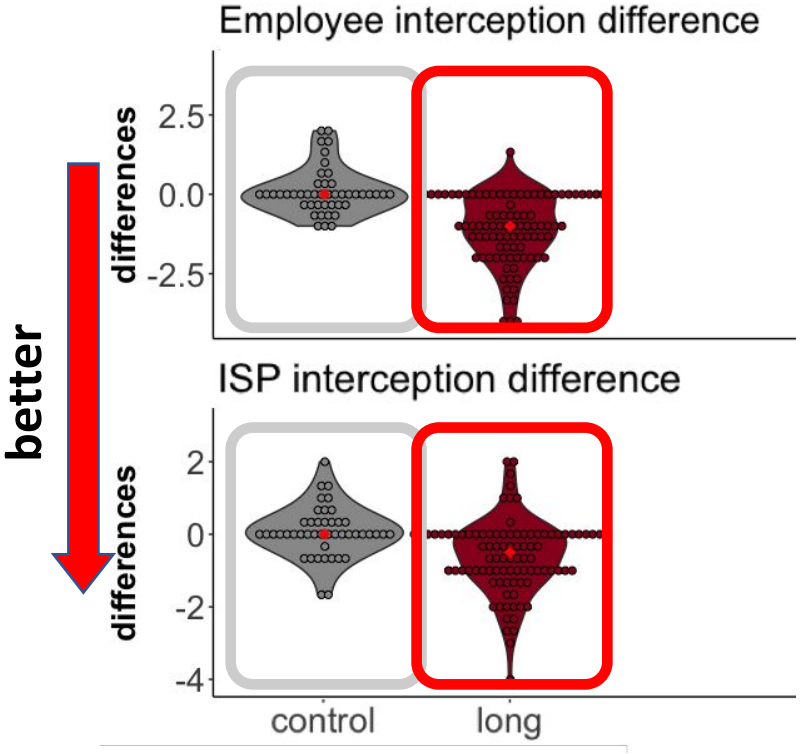
-2.5
-5.0
control
Median
One person
better

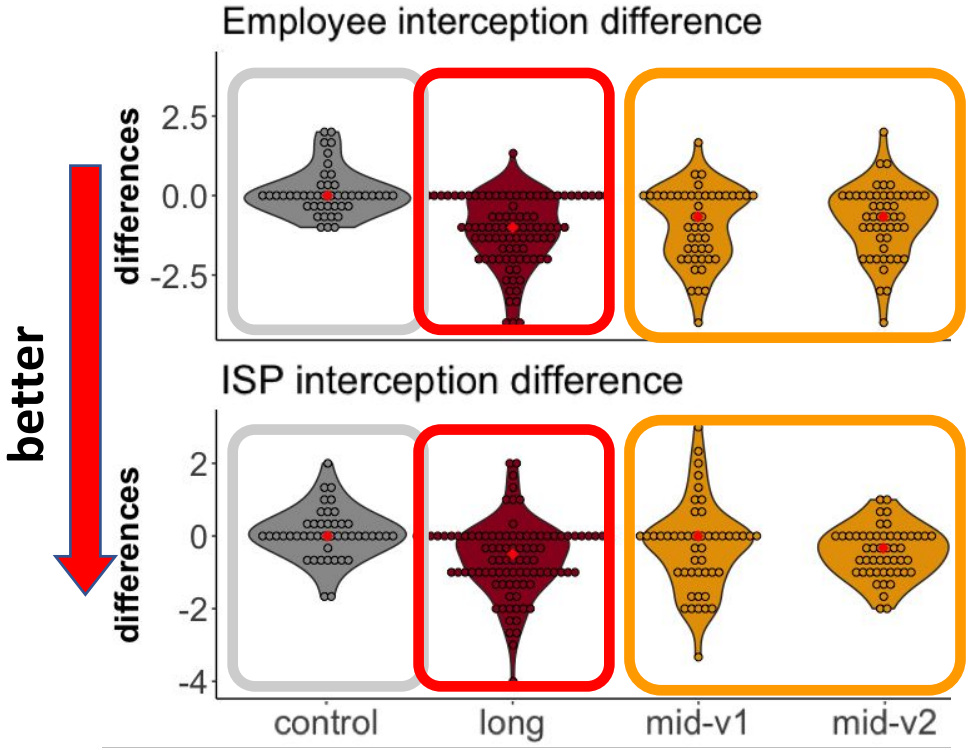
Study 2: Results Highlights

- Long message is generally better than control



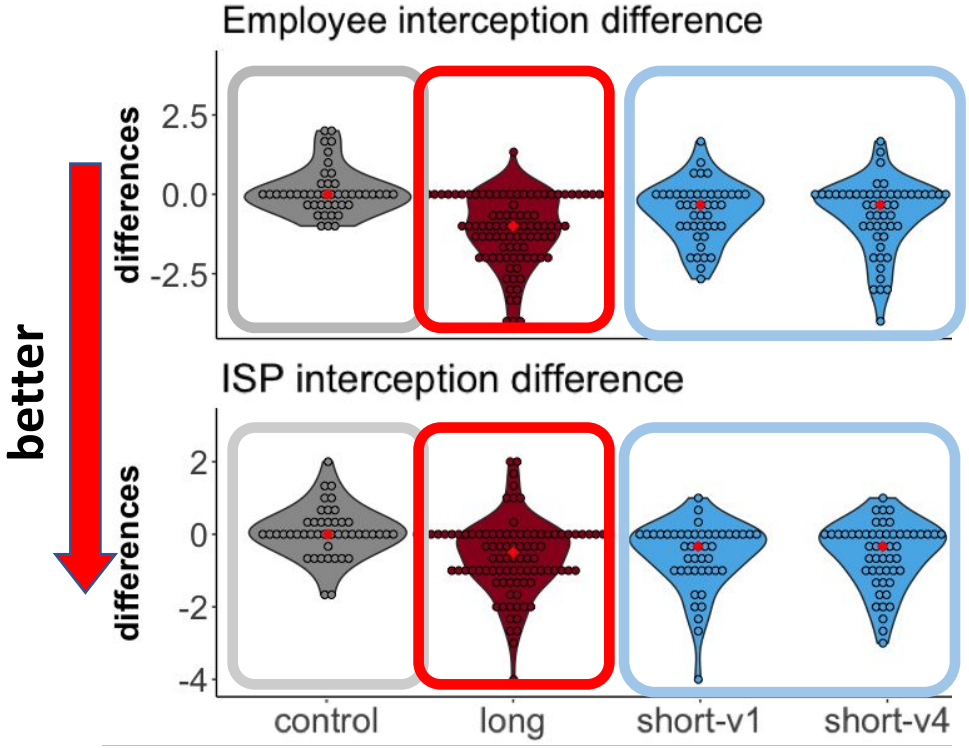
Mediums?

- Mostly better than control
- Mostly not worse than long



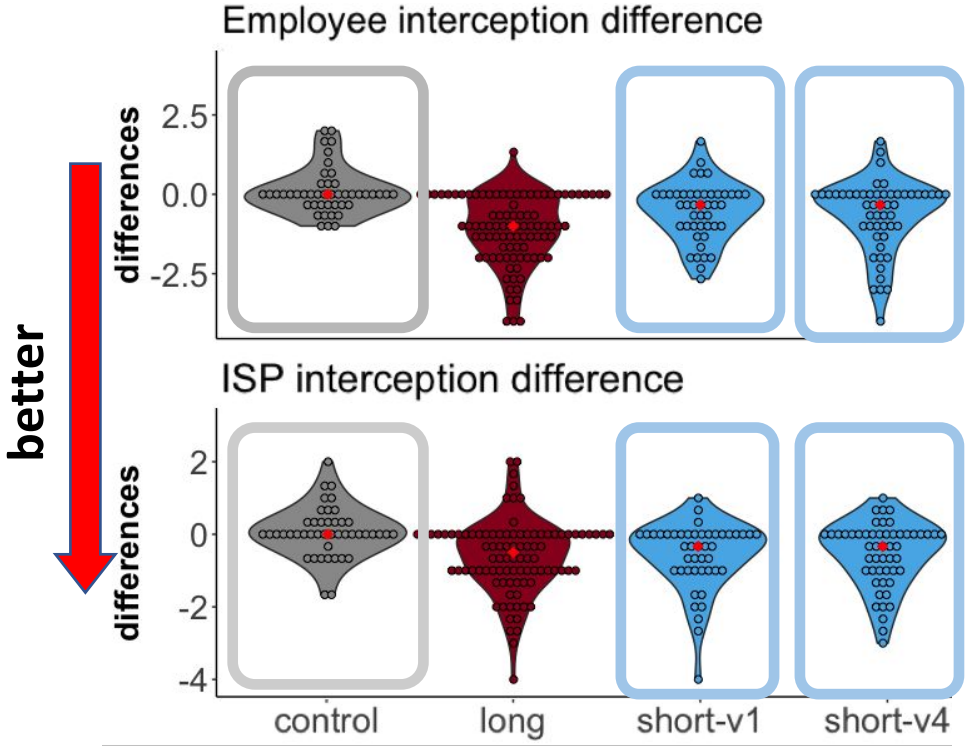
Short messages?

- Similar case to mids



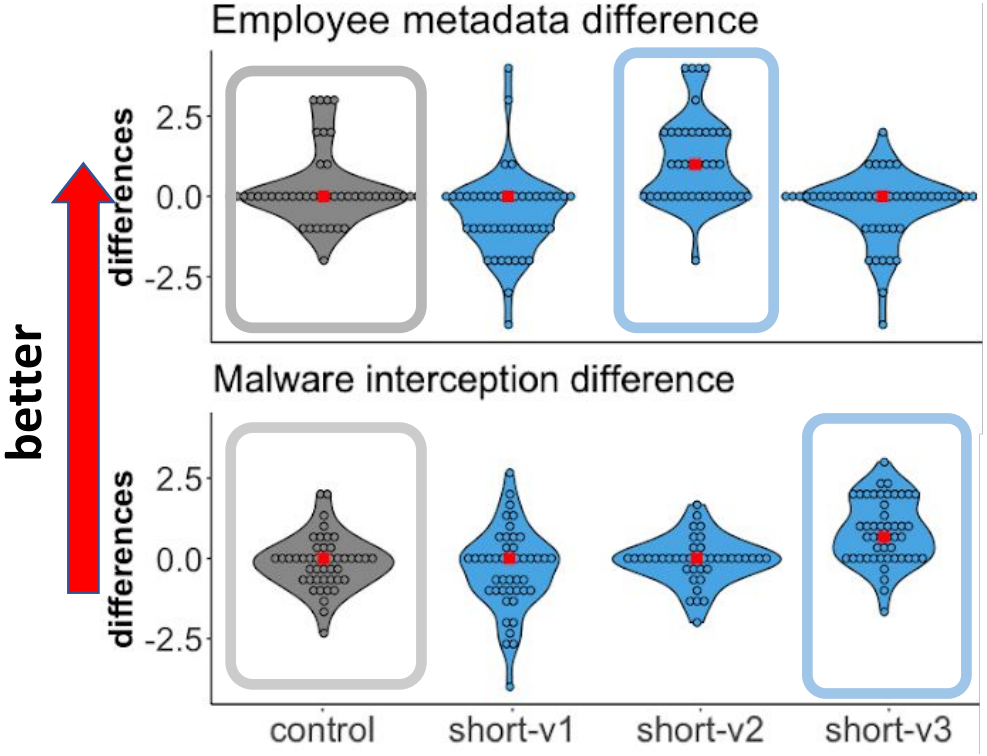
Short messages?

- Similar case to mids
- Some perform better than others generally
  - Only you and the recipient
  - Lock/Key work



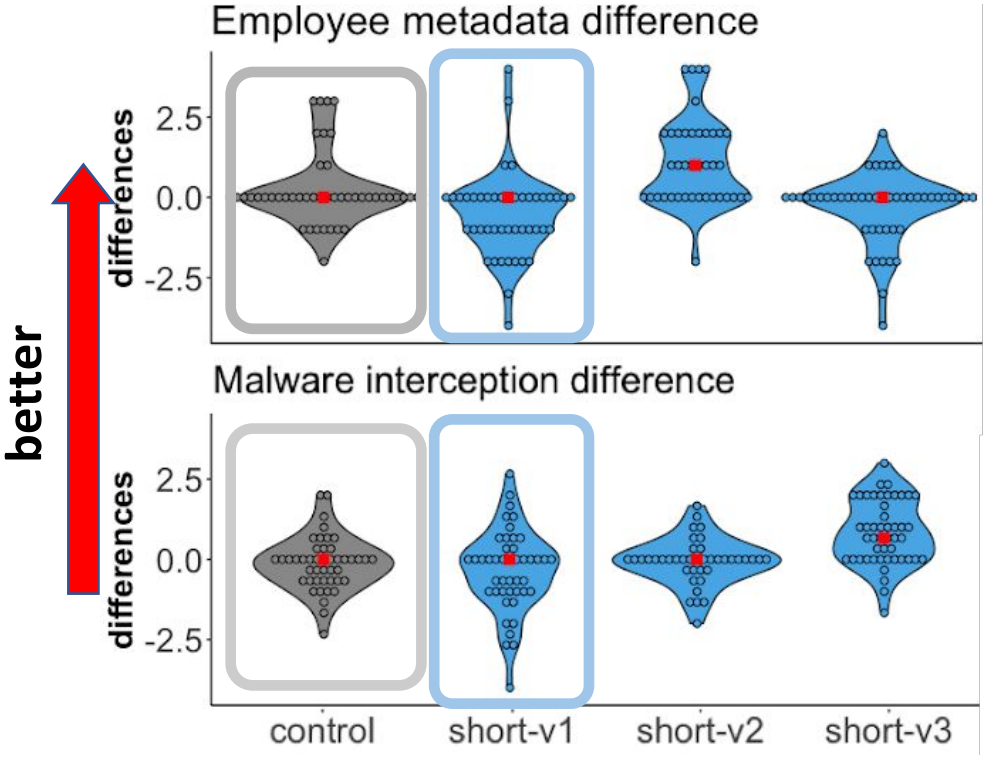
Shorts messages?

- When message is topical, mostly better than all messages



Shorts messages?

- When message is topical, mostly better than all messages
- But, some additional risk of overcorrecting!



Study 2: Takeaways

- The messages work! (in a controlled environment)
- Short messages work surprisingly well
  - Can be shown one by one to not overwhelm
  - Form a complete mental model

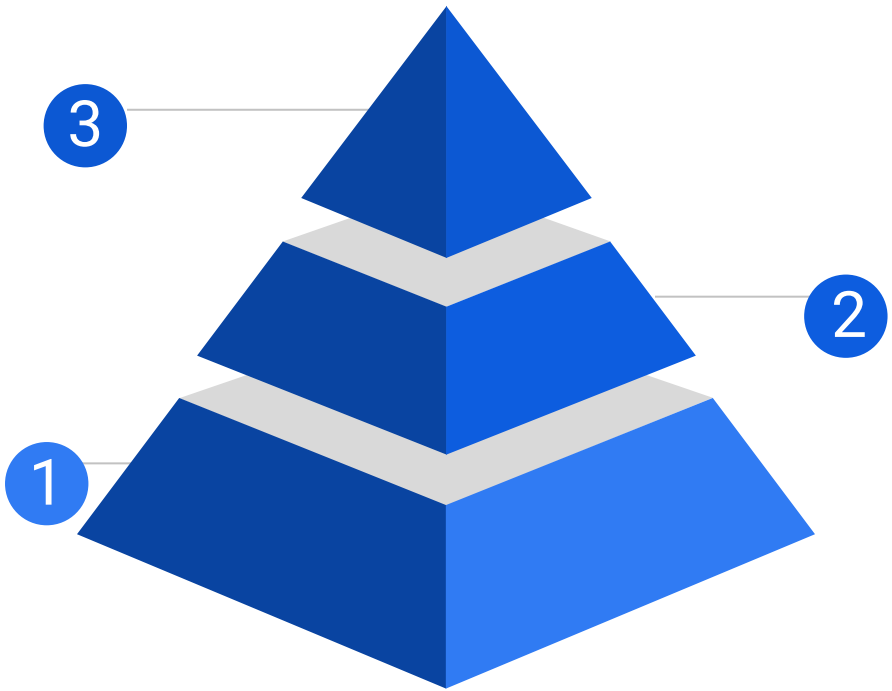
Multi-Stage Efforts: From Lab to Field

Field(ish) Study

- Fit messages to an app
- Daily use for 3 weeks

Lab Study

- In-depth tutorial



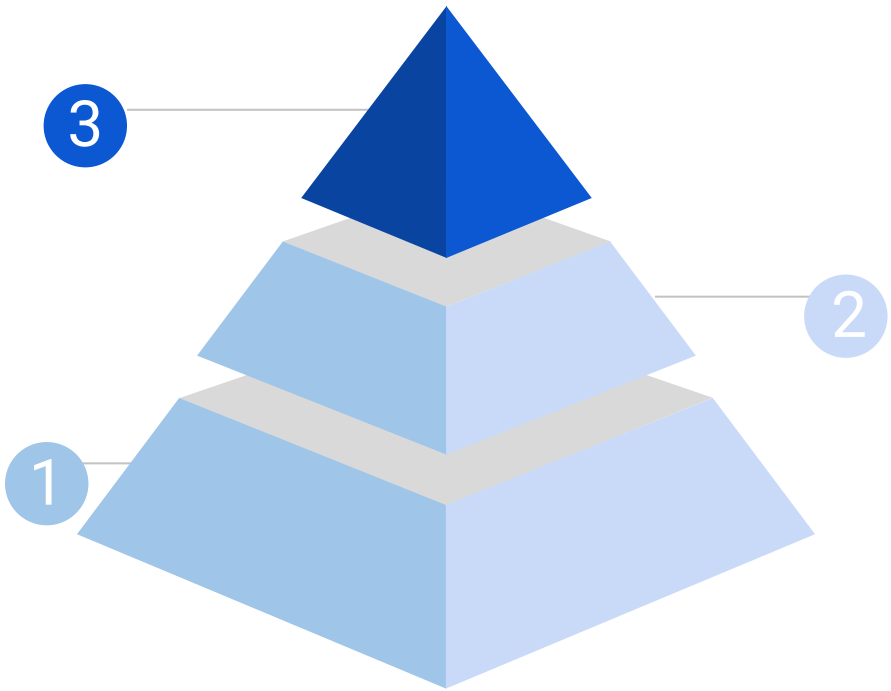
Online Survey

- Test different messages varying in length and contents

Multi-Stage Efforts: From Lab to Field

Field(ish) Study

- Fit messages to an app
- Daily use for 3 weeks



Online Survey

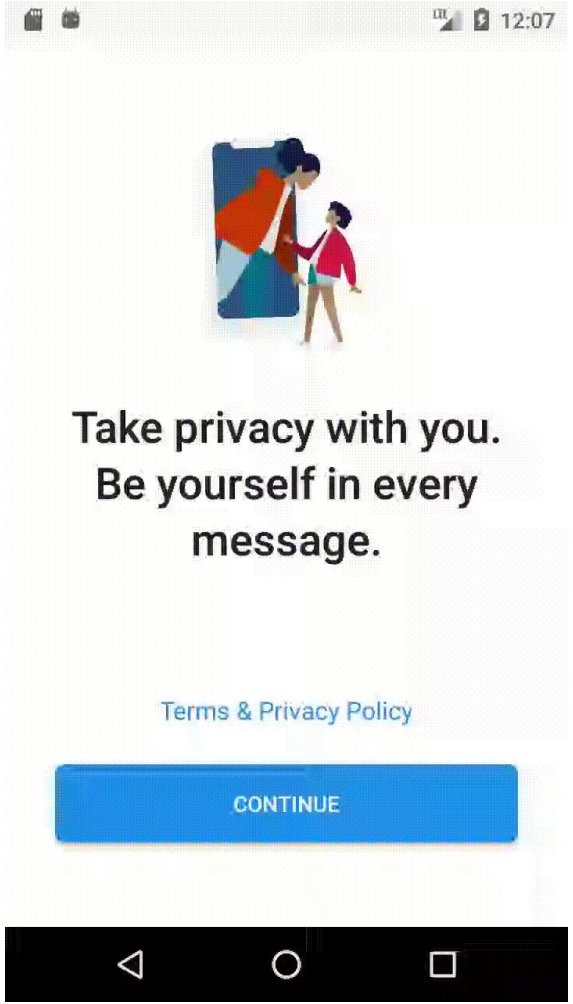
- Test different messages varying in length and contents

Lab Study

- In-depth tutorial

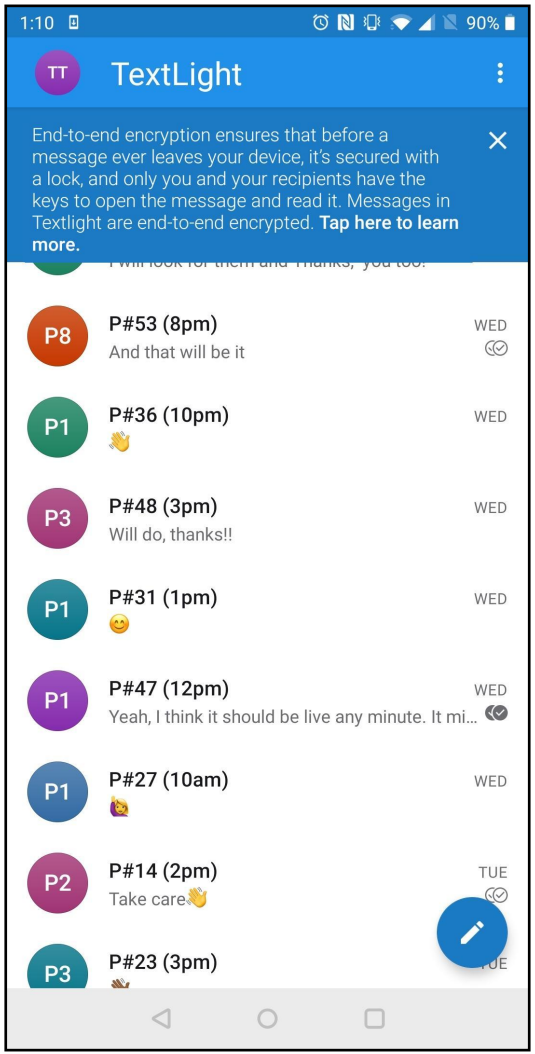
Feeds Into Study 3

- How well would messages from study 2 work in the real world?
  - (integrated in an app)
- Why does it or why doesn't it work?
  - How can we improve it further?



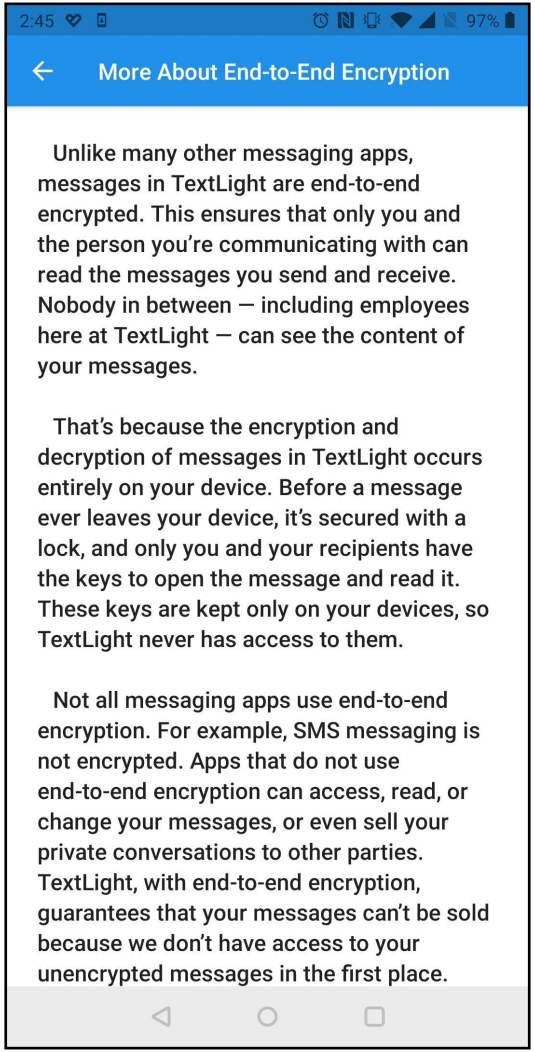
Study 3 Setup

- Incorporate successful messages from online study into an app (experimental)
  - Show short messages



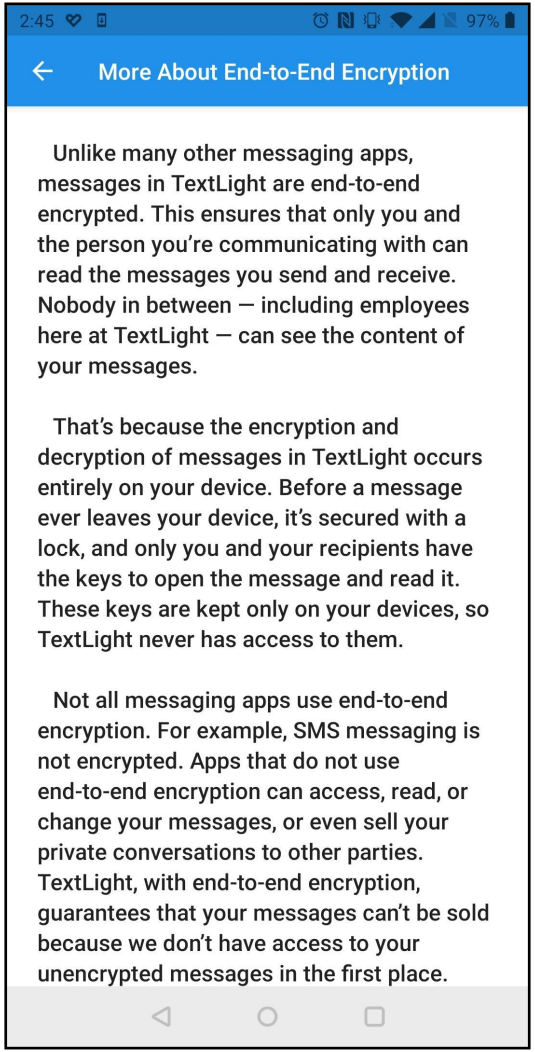
Study 3 Setup

- Incorporate successful messages from online study into an app (experimental)
  - Show short messages
  - Clickable to open long message

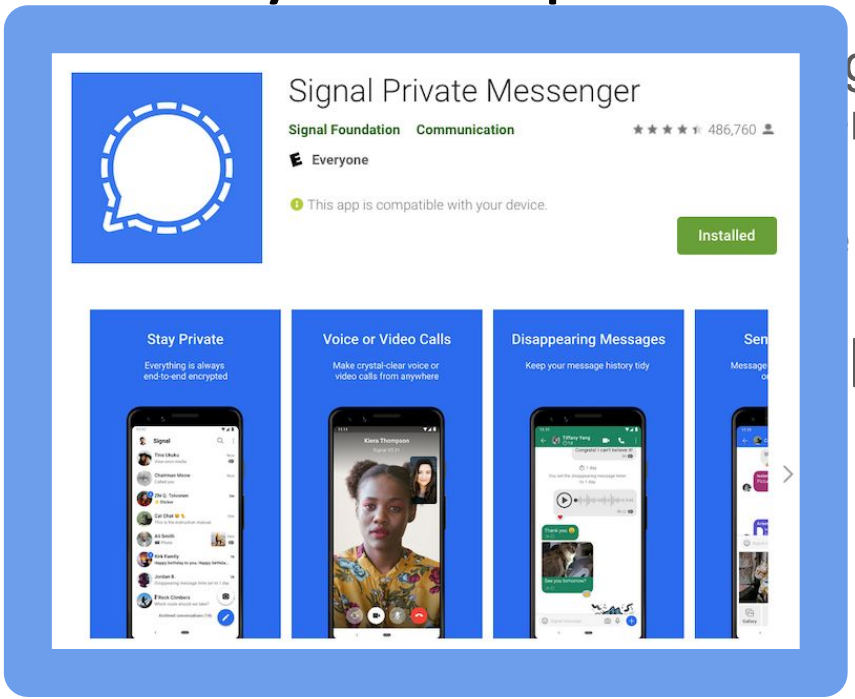


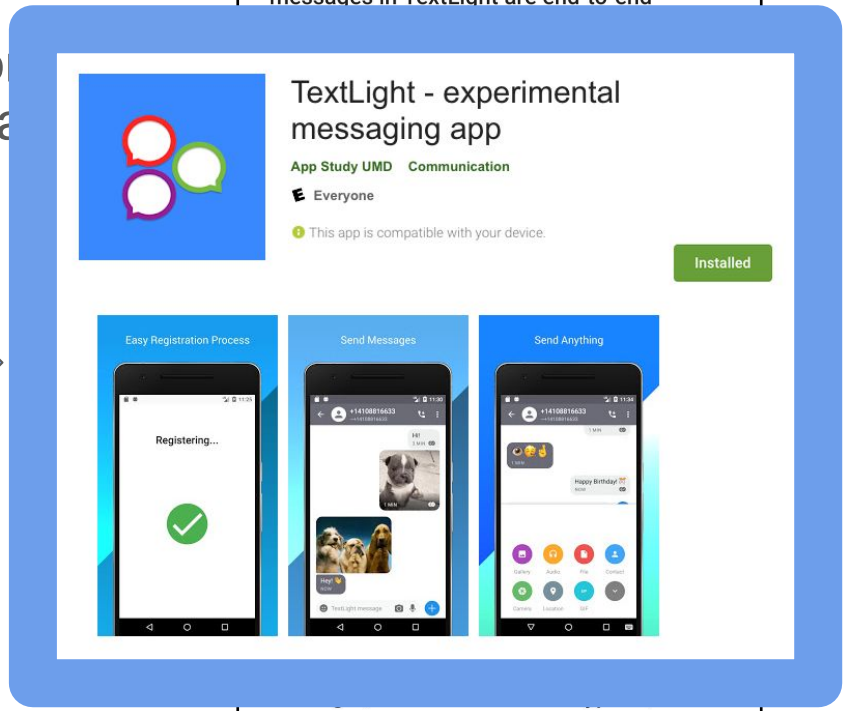
Study 3 Setup

- Incorporate successful messages from online study into an app (experimental)
  - Show short messages
  - Clickable to open long message
  - Re-brand Signal to TextLight



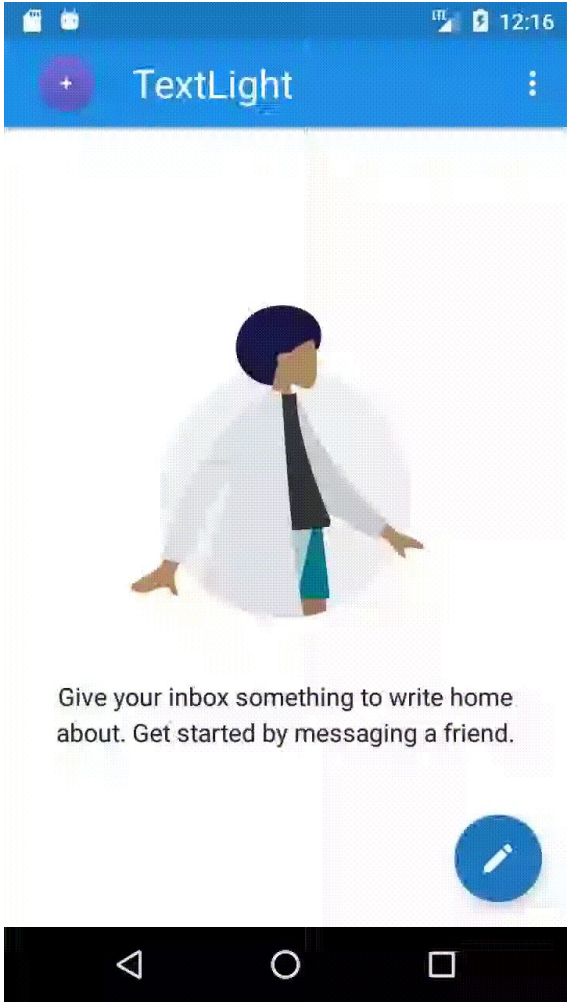
Study 3 Setup





Study 3 Setup

- Incorporate successful messages from online study into an app (experimental)
  - Show short messages
  - Clickable to open long message
  - Re-brand Signal to TextLight
- Control version that doesn't have the messages
- Use the app for 3 weeks
  - Short texting sessions daily
- Measure change like in study 2



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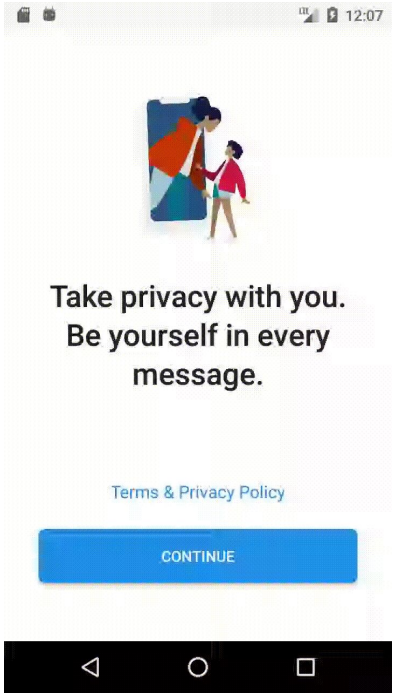
Based on your understanding of end-to-end encryption, please indicate whether you agree or disagree that **hackers who have compromised the TextLight servers** have the following abilities, regardless of their motivation to do so.

	Strongly disagree	Disagree	Neither agree nor disagree	Agree	Strongly agree
Can see that you have sent a message on TextLight, regardless of knowing the content of the message.	○	○	●	○	○
Can see what is in the	○	○	●	○	○

Pre survey | Remote install | Daily chat | Exit survey | Optional interview



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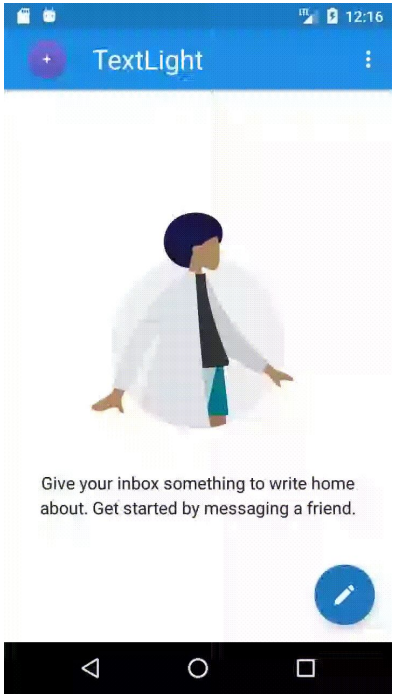
12:16
TextLight
Give your inbox something to write home about. Get started by messaging a friend.

UNIVERSITY OF MARYLAND

Based on your understanding of end-to-end encryption, please indicate whether you agree or disagree that **hackers who have compromised the TextLight servers** have the following abilities, regardless of their motivation to do so.

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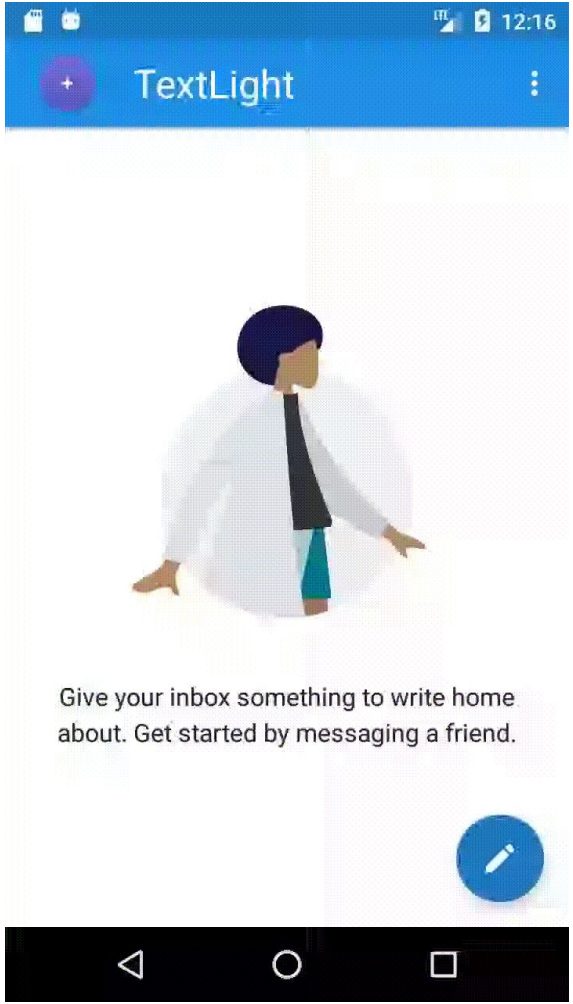
Can see what is in the	○	●	○	○	○

Pre survey | Remote install | Daily chat | Exit survey | Optional interview

Icon made by Becris from flaticon.com

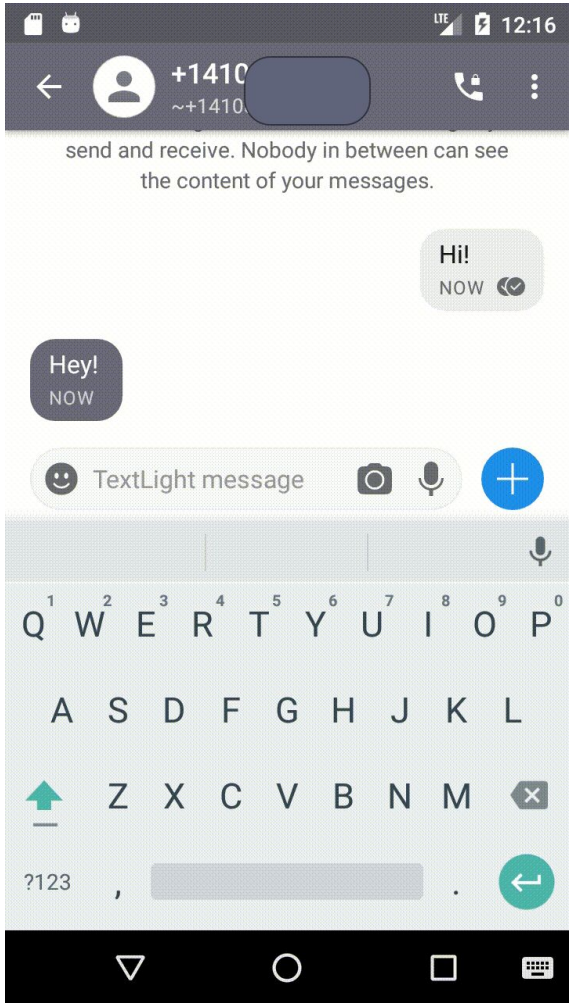
How did participants use it?

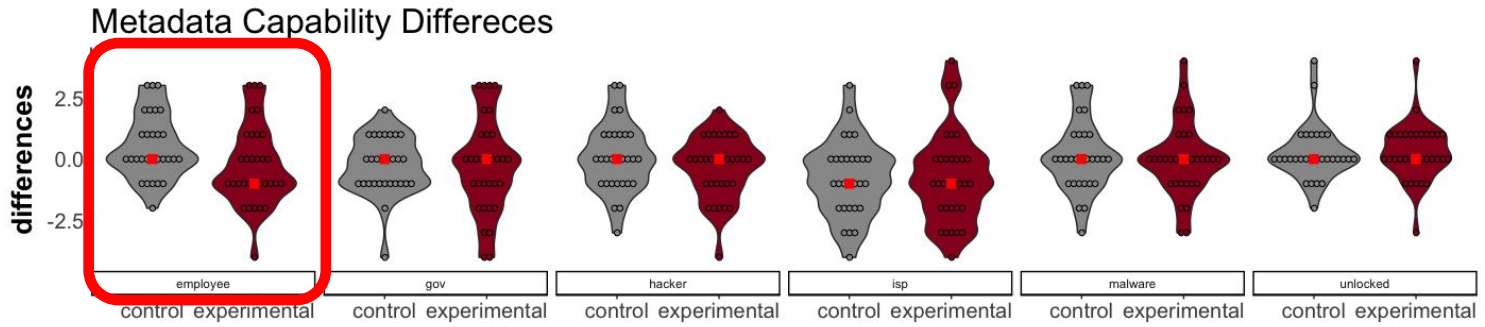
- 61 participants
  - 32 experimental
  - 29 control
  - No usability difference reported
- Days used?
  - median=20, mean=18.5
- Total screen time?
  - mean=2.6 hours, std dev. = 2.25
- Total messages sent?
  - required to send at least 5 a day (100 over 20 days)
  - median=124, mean=138.2



Study 3: Results overview

- Statistically, there is almost no difference between experimental and control groups
- Interviews tell us more

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2.5
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employee
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malware
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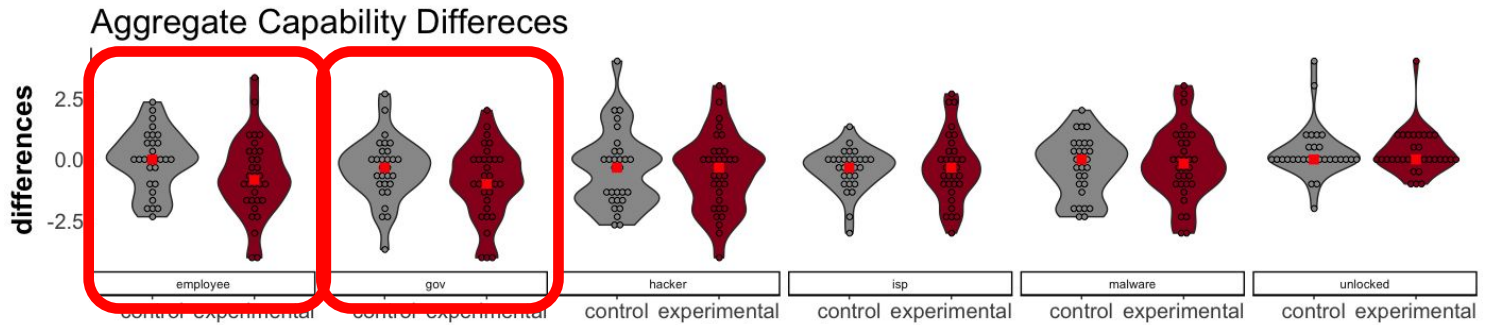
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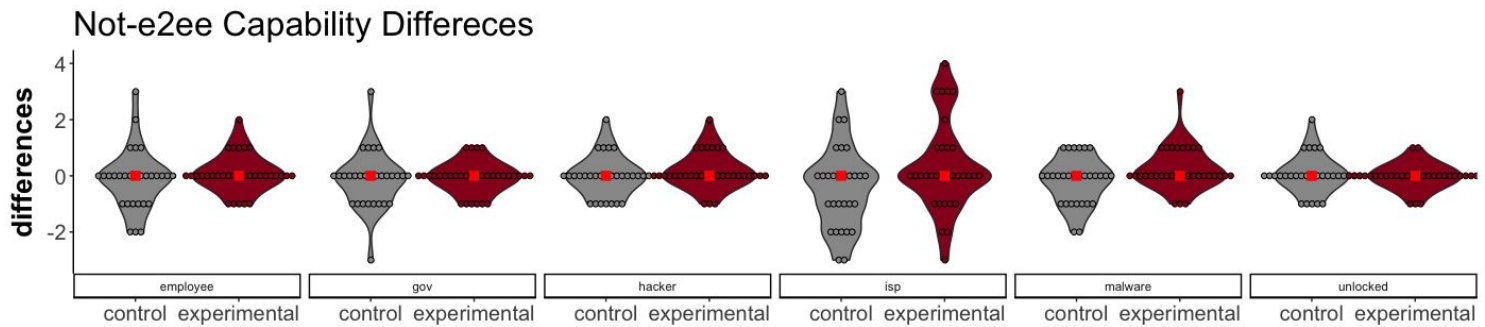
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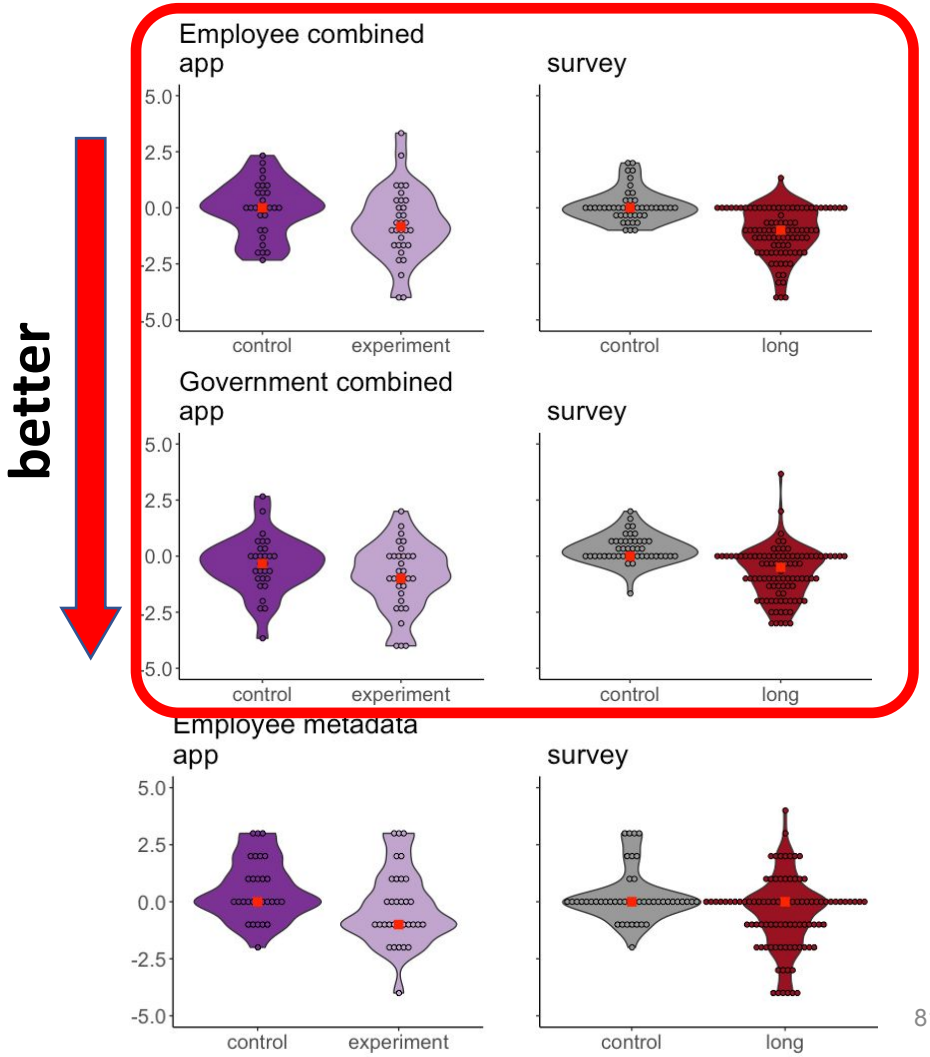
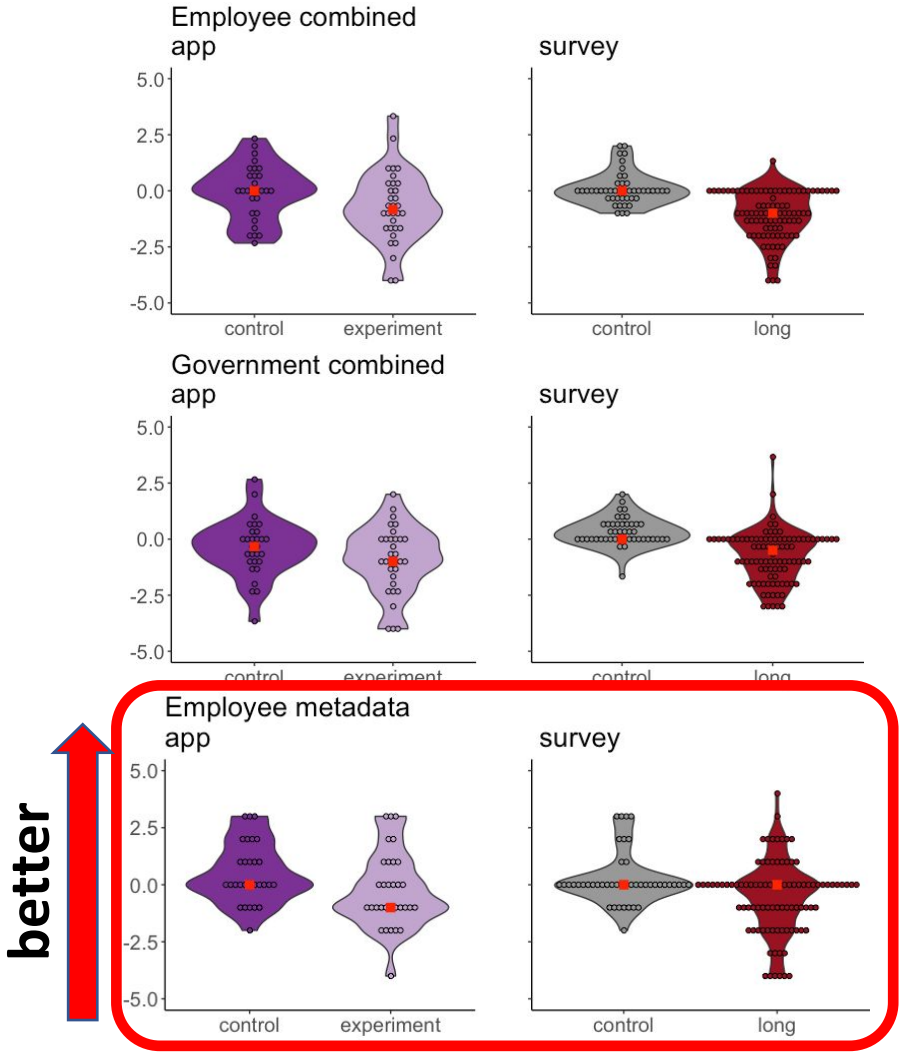
Reminiscent of study 2

- Employee and government shift in the right direction
  - These adversaries had the largest effect sizes in the survey study



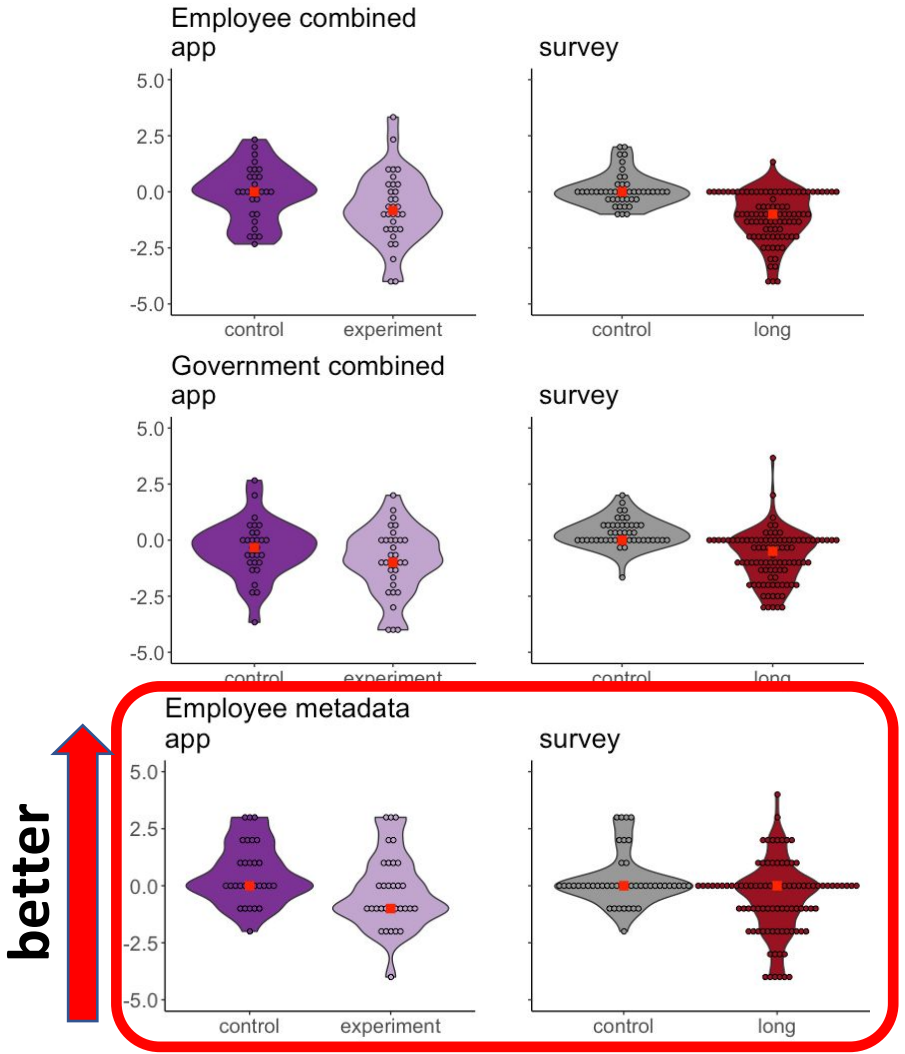
Reminiscent of study 2

- Employee and government shift in the right direction
  - These adversaries had the largest effect sizes in the survey study



Reminiscent of study 2

- Employee and government shift in the right direction
  - These adversaries had the largest effect sizes in the survey study
- Some shift the wrong way
  - (like in the survey study)



Interviews:

- We interviewed 19/32 experimental participants
  - 10/19 participants were able to generalize the concept
    - " [it protects from] *Probably anyone who would interrupt or interfere in between the messaging, in between where you sent it and someone else received it.*"
  - 14/19 knew the unlocked phone adversary was powerful
  - 9/19 participants got at least something wrong about E2EE
    - " [it protects from] *people … hacking into your phone … from either reading the messages or altering the contents of the message.*"
  - 9/19 said they didn't read the messages or weren't interested in them.
    - "*I obviously didn't pay a lot of attention to it.*"

Study 3 takeaways

- No statistically significant changes in mental models, but;
  - The strongest effects seen in study 2 show themselves
  - There is some overselling
  - Some had decent mental models when interviewed
- The messages might have to be made more obvious
  - Even if it sacrifices some usability.
  - Some users simply ignored the messages

Summary

Questions? 

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- Mental models of secure communication: not **functional** enough
- Can **small nudges** and user-centered design improve things?
  - Initial qualitative study to identify topics, messages
  - Online study to examine specific messages
  - Longitudinal study to measure real-world effectiveness

- We identify key items to teach users.
- They work well when we **control external factors**.
- **Integration** to applications might need to be more obvious.
  - Perhaps by sacrificing usability a little bit.

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