

# Deceptive Patterns and FAST

Framework for Accessible Specifications of Technologies

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**#CodeMash2023**  
**#DeveloperCommunity**  
**#Accessibility**

# Thank You!



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**THANK YOU**

# What is FAST?

The **Framework for Accessible Specification of Technologies** (FAST) advises creators of technical specifications how to ensure their technology meets the needs of people with disabilities.

# Goals of FAST



FAST was **originally designed** for internal accessibility  
**spec review** at the W3C.

WCAG

WAI-ARIA

ATAG (Authoring Tool Accessibility Guidelines)

UAAG (User Agent Accessibility Guidelines)

ACCG (Accessibility for Children Community Group)

# User & Functional Needs

User need: A high-level accessibility characteristic of content and/or a user interface that is **necessary** for users to complete an objective.

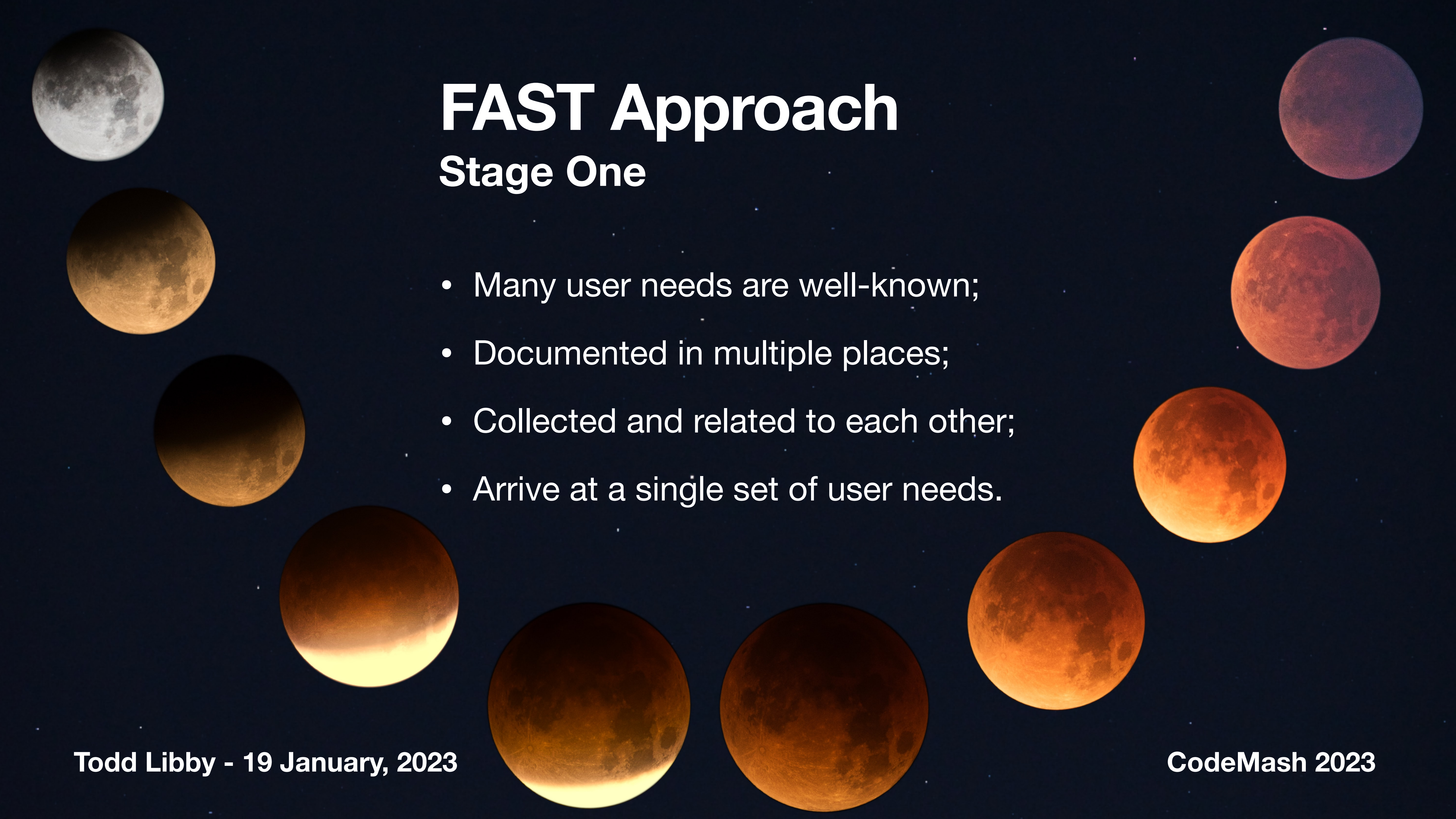
Functional need: A statement that describes a specific gap in one's **ability**, or a specific mismatch between ability and the designed environment or context.

# 3 Stages of FAST

# FAST Approach

## Three stages

- Inventory functional and user needs;
- Identify ways to meet needs;
- Develop technology guidelines.



# FAST Approach

## Stage One

- Many user needs are well-known;
- Documented in multiple places;
- Collected and related to each other;
- Arrive at a single set of user needs.





# FAST Approach

## Stage Two

- Technology features;
- Author implementation;
- User agent support.

# FAST Approach

## Stage Three

- If the author must implement something...
- If the user need is met by design...
- If the user need is met by user agents...

# “Dark” Patterns

~~“Dark” pattern~~

# Connotation and Inclusion

**Black/Dark - Evil, disgrace, vile, immoral**

**White/Light - Purity, good, innocence, cleanliness**

# Deceptive Patterns or Anti-patterns

“A deceptive pattern is a **deliberate** anti-pattern **designed** to confuse or deceive a user. There is a difference between poor design and unintentional blockers for users.”

Functional Needs Subgroup



“A deceptive pattern is where there is **a deliberate attempt** to aim or force a user down a particular path or to trap attention in a way that redirects or focuses on a goal, that the user either doesn't want or need or maybe harmful to them.”

Functional Needs Subgroup

Deceptive Pattern: **Deliberate**. With intent  
Anti-pattern: **No intent** but harmful/bad UX

# Solving User Needs

Makes Web pages more **accessible** and **usable**, **less harmful** to people with disabilities and neurodivergent users, and creates **friendlier** and **safer** user experiences for everyone.

# Barriers & Categories

# Deceptive Patterns

## Categories of barriers

- Annoying / Unwanted (Unexpected)
- Not using affordances
- Vestibular
- Not activated / Not controlled by user
- Indicators
- Unwanted content / advertising / without user knowledge

# Deceptive Patterns

## Categories of barriers

- Wording
- Consistency (Affordances)
- Adjustability / flow blockers
- (Time) Pressure
- Invasive

# Deceptive Patterns

## Examples of patterns/anti-patterns

- Trick questions;
- Infinite scroll;
- Copy and paste is disabled;
- Timers;
- Asking the user to enable features (microphone, camera, etc.).




# Unsubscribing

## Anti-pattern

- Confusion?
- Intent / No Intent?
- Deceitful?
- Accessibility?

622 neighbours Not now

### ***Allow Nextdoor to mail letters on your behalf***



Allow Nextdoor to periodically print and [mail invitation letters](#) on your behalf to help grow your neighbourhood. Invitations include:

- Your name
- Your street name
- Helpful information about Nextdoor

Opt out anytime in privacy settings

**Confirm**

# Preferences

## Deceptive Pattern

- Confusion?
- Intent / No Intent?
- Deceitful?


I would like to receive relevant information from this company

Yes  No

I would like to receive additional information too

Yes  No

Contact Preferences

Would you like to receive information from  about upcoming events, exhibitions and news?

No

Yes

# Preferences

## Anti-pattern

- Confusion?
- Intent / No Intent?
- Deceitful?
- Accessibility?

### Handle

(Your unique personal identifier. You currently can't change it, so pick a good one. example: noam)

@ jina

Handle must be between 6 and 15 characters in length and can only contain letters, numbers, and underscores.

# Preferences

## Anti-pattern

- Confusion?
- Intent / No Intent?
- Deceitful?
- Accessibility?

If this is not your email address, please ignore this page since the email associated with this page was most likely forwarded to you.

No more calls, no more texts - we're breaking up.



Grover shows a picture of  
who the fuck asked

**Any current gap in the WCAG guidelines  
we want to address through FAST and  
Deceptive Patterns.**

The most important part about bringing Deceptive Patterns to WAI / WCAG 3 is to **reduce harm** to those who are affected.

People can use **without** physical harm or risk (to self or others within a physical environment).



# Ways to Meet User Needs

## How to meet user needs:

- **Author design & technical implementation**
- **User agent accessibility support of standard & author-implemented features**
- **Assistive technology support (including accessibility API mediation)**

User needs **need** to be analyzed  
for how they can be met.

**But...**

What about large companies like Meta, Twitter, Google, etc.? How will you get them to **change**?

# Ethical Web Principles

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- **W3C TAG Ethical Web Principles**
  - **The web should be a platform that helps people and provides a positive social benefit**
- **Ethical Principles for Web Machine Learning**
  - **This document discusses ethical issues associated with using Machine Learning and outlines considerations for web technologies that enable related use cases**

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<https://toddl.dev/slides>

<https://raw.githubusercontent.com/w3c/fast/restructure-functional-and-user-needs/index.html>

<https://www.w3.org/TR/ethical-web-principles/>

<https://www.w3.org/TR/webmachinelearning-ethics/>

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# Questions?

