

INTERACTIVE: Terms and Conditions Game ⌚20 min

Interactive: [Terms and Conditions Game](#)

Hidden unsubscribe links. Confusing questions. Deceptively color-coded buttons. These are all examples of *dark patterns*, or "tricks used in websites and apps that make you do things that you didn't mean to, like buying or signing up for something."¹

The first step to avoid falling for dark patterns is to raise your awareness of the different tricks websites and apps use. In this activity, you'll get to do just that!

Part I: Before You Play

1. What websites or apps have you encountered dark patterns on?
2. How savvy do you think you are in avoiding dark patterns? Explain.

Part II: Play the Game

3. Open up the Terms and Conditions Game. Your goal is to avoid giving Evil Corp your data through the 29 questions they ask you. Remember:
 - a. Do NOT accept any terms and conditions
 - b. Say NO to all notifications
 - c. Always OPT OUT of cookies

Keep the game tab open once you're done playing to see how you did and to answer the questions in your worksheet. Good luck!

¹ <https://www.deceptive.design/>

Part III: Your Results

Use your results summary on the final page of the game to answer the following questions.

4. Evil Corp attempted to get your data 29 times. How many times did you give Evil Corp your data?
5. What types of questions did you do well on? Why do you think that is?

Part IV: Dark Patterns and You

6. What types of dark patterns do you think you're **most** likely to see in the real world? **Least** likely to see?
7. Revisit your answer to question 2 in this worksheet. How has your answer changed, if at all?
8. Who do you think should be responsible for avoiding dark patterns: the designer or the user? Why?
9. Use your experience from the game to design a question that uses a dark pattern. You can include drawings to show how you would design any buttons, colors, etc.

Teacher Tips:

- ❖ On their final screen, have students retry the questions they got wrong.
 - For particularly difficult questions, you can see if any students were able to get them right and have them explain what they did to the rest of the class.
 - For some questions, you might want to ask students whether they think there is a definite, right answer someone could get their first time around or if it would come down to chance.
- ❖ Make question 8 a whole-class discussion or debate.
- ❖ Extend question 9 by having students try to trick a partner with their question. Or, have a class-wide bracket to compete for the best dark pattern.