Games collect user data for different purposes: **personalisation, ads or tracking.**

Risks around sharing personal information: **security, privacy and integrity risks.**

**How do users select games?**

- Users would not download games that have **negative reviews** or asked for extensive personal information.
- **Paid games** and **games without advertisements** were considered more secure.

**Dark game designs facilitating data collection**

- Forcing installation of third-party apps (e.g. anti-cheat apps).
- Sharing user data with third-party apps.
- Social media integration (receiving gaming awards or disclosing contact information).

**Study method**

- **Online screening survey**
  Between 16th of Feb and 24th of March 2022
  (N = 283 responses)

- **Semi-structured interviews**
  Remote interviews for around 30 minutes
  (N = 20 participants)

- **Evaluation of data collected by games**
  Analysis of games reported by study participants
  (N = 21 games)

**Qualitative insights from users**

- Users **blocked** permissions requesting access to photos, browser history, location files.
- Users expresses **lack of trust** towards game developers' ethical practices.
- Voice chat is **unmonitored** risk of receiving threats and inappropriate comments from other players.

**Figure 1: Connecting to social media and rewards on Monster Legends**

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