

"Is Our Children's Apps Learning?" Automatically Detecting COPPA Violations

Primal Wijesekera, Joel Reardon, Irwin Reyes, Narseo Vallina-Rodriguez, Serge Egelman, Christian Kreibich





Introduction

COPPA limits online data collection from children. [2] Enforcement is a largely manual process. [3,4]



Many apps are free of cost. Developers can generate revenue by displaying ads.

Ad networks offer "plug and play" libraries to display ads and build user profiles for improved targeting. [1]

Objectives

Research Question: What restricted information do children's apps share with third parties? Are there trends?











Explore

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Human Operator

Media Captures Fine Location Persistent IDs Contact Info

Generate Corpus

1, YouTube Google Inc. \$ 4,4 *

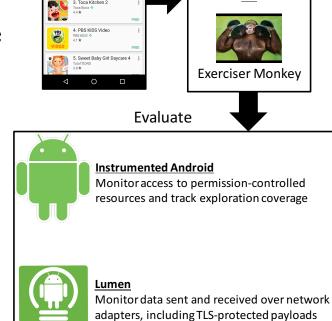
Engineering Objective: Develop an automated pipeline to detect COPPArestricted data collection. Evaluate the thoroughness of automated testing vs. deliberate human exploration.

Methodology

Test Progress

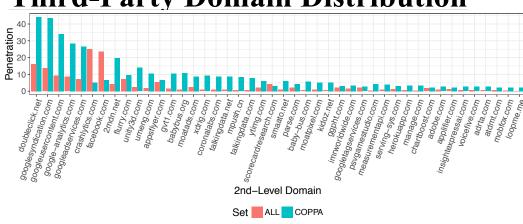
- $N_{auto} = 111$
- $N_{\text{manual}} = 61$
- Corpus size N = 446

Note: All apps manually explored have also been automatically run for comparison



Preliminary Results

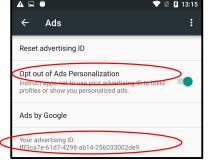
Third-Party Domain Distribution



As a whole, communication with third-party ad networks and analytics is more common in children's apps than all apps in general

Persistent Identifier (Non-)Opt-Out

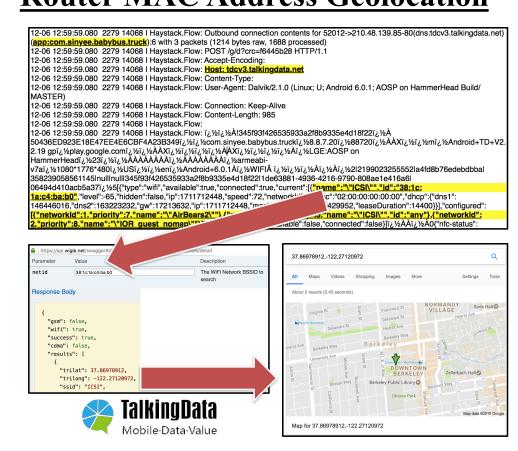






- Third parties collect persistent identifiers even after users opt out
- Developer BabyFirst notified of finding, no response yet

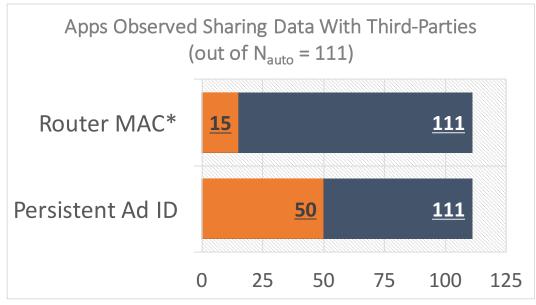
Router MAC Address Geolocation



- Third parties get Wi-Fi router MAC addresses; these are street-resolvable
- Developer BabyBus notified of finding, now working to resolve this

Conclusion

Key Takeaways



- * All from the same developer
- Not all apps and third party libraries respect user preferences opting out of persistent identification and tracking
- Third-party services may be using workarounds to collect otherwise unsanctioned geolocation data
- Data collection methods present in one app could be predictive of similar behaviors in other products from the same developer

Research Questions for Future Work

- How can we make a "smarter monkey" for auto testing?
- Do free apps collect data differently than paid apps?
- How accurately do privacy policies describe actual app data collection behavior?
- Do children's games collect and transmit data when not in use?

References

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