Typing or Messaging? Modality Effect on Deception Detection in Computer-mediated Communication

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Instruction

Objective of the study

As the penetration of computer-mediated communication into our daily life, deception becomes an emerging issue in Instant Messaging. Successfully detecting deception can benefit both individuals and organizations in their decision makings.

Deception is defined as someone intentionally transmitting information that is different from his/her true belief.

Deceiver is the person who is deceiving by sending deceptive messages during the communication.

The main objective of this study is to investigate how well people can detect deception from Instant Messaging communication. We believe that the findings of this study will help us guard against deception and improve the effectiveness of online communication.

Procedure

Please follow the following procedure to complete the research study.

1. Read and sign **a consent form**. You should get a copy of the form from the administrator. This is the time for you to ask questions about the research study, if any.
2. Answer a brief survey on your demographic information (if you have not done it online yet).
3. Watch a video clip online by clicking on the corresponding number identifier on the screen, starting from [1].
4. Answer a paper-based questionnaire about **the person who was typing messages in the video clip or about the person whose user name was specified on the screen**. You should select the response that best reflects your thinking in response to each question in the questionnaire. Use '4' more cautiously. If your ratings are consistently far off from our baseline, we will have to discount your effort.
5. Repeat Step 3 and Step 4 until you have finished all the video clips one by one in an ascending order.
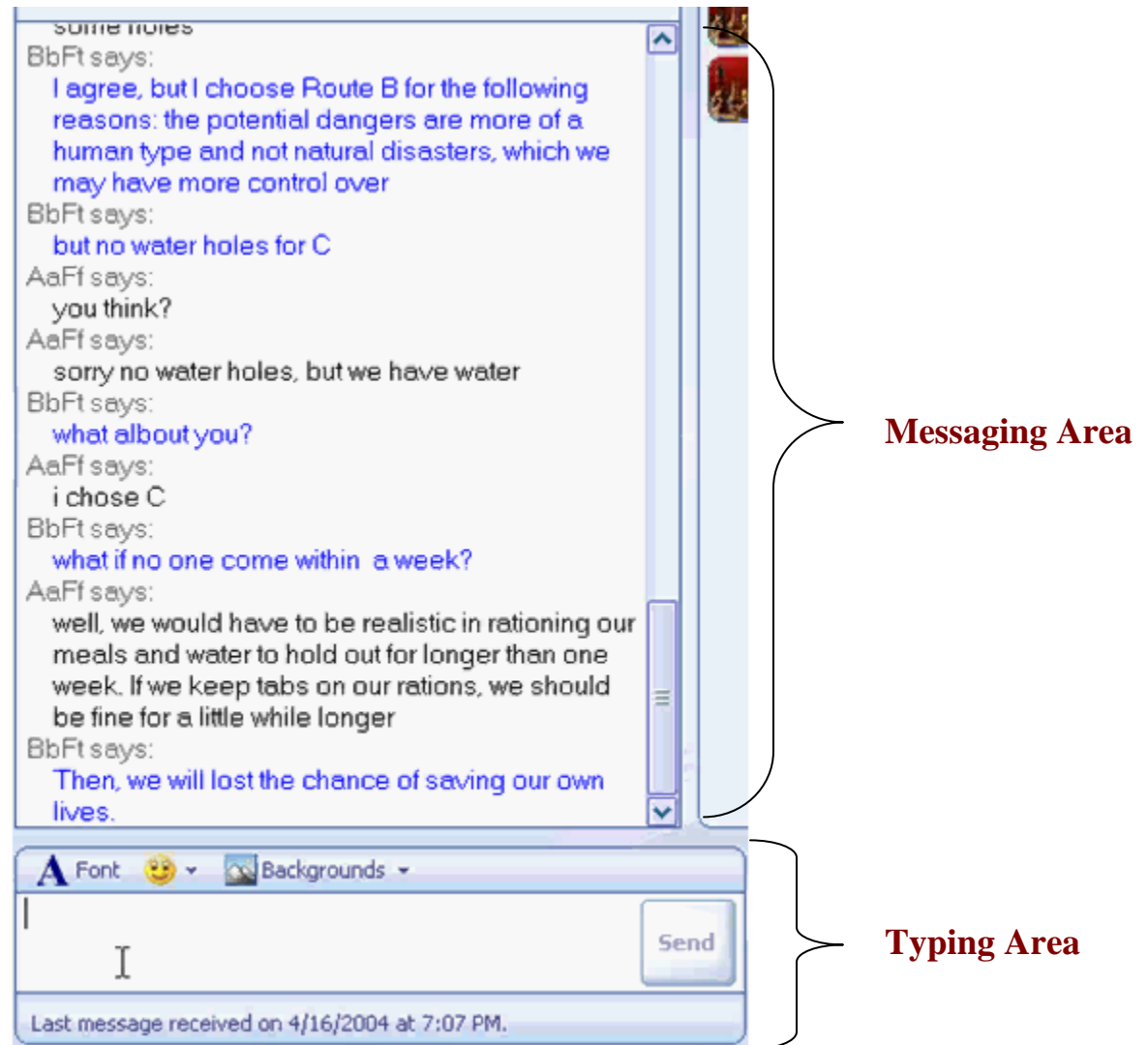
**Instant Messaging Screen
Description**

Welcome!

In the next hour, you will be watching a series of video clips online and answering questionnaires. **The video clips were captured from Instant Messaging communication between two people, who were working on the task described in the task scenario on the next page. Some of the people were deceiving while others were telling the truth.** You task is to judge whether the person who was producing messages in a video clip (or whose role was specified on the screen) was a deceiver or not.

You will see three types of screens for chat windows (See the right):
1) Messaging Area Only
2) Typing Area Only
3) Both Message and Typing Areas

some notes

BbFt says:
I agree, but I choose Route B for the following reasons: the potential dangers are more of a human type and not natural disasters, which we may have more control over
BbFt says:
but no water holes for C
AaFt says:
you think?
AaFt says:
sorry no water holes, but we have water
BbFt says:
what albout you?
AaFt says:
i chose C
BbFt says:
what if no one come within a week?
AaFt says:
well, we would have to be realistic in rationing our meals and water to hold out for longer than one week. If we keep tabs on our rations, we should be fine for a little while longer
BbFt says:
Then, we will lost the chance of saving our own lives.

Messaging Area

A Font 😊 ▾   Backgrounds ▾

Send

Typing Area

Last message received on 4/16/2004 at 7:07 PM.

The videos were collected from a previous deception research study. They captured previous participants' instant messaging screens. They have been informed that their keyboard behavior would be captured prior to their participation. All user names in the messaging windows were pseudo names assigned to the participants before the experiments. The chat was used to complete a task called desert survival. The participants were given a hypothetical scenario where they were stranded in the desert and they had to figure out the best route for their survival.