

#AddictiveDesign Designed to be addictive?



We spend **more time** in front of our **screens** than we intend to. One key reason? The **design**.

Addictive design is intentionally crafted to capture our attention, encourage interaction, and keep us online as long as possible.





The goal? To show us as many ads as possible.

But what's behind it?



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Mechanisms such as **infinite scrolling**, **autoplay**, and **notifications** play a key role. They not only **influence** our behavior but also **make impulse control harder**.

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Over time, reaching for the smartphone becomes a reflex.







Going "cold turkey" can even backfire, intensifying cravings because the impulse isn't consciously regulated—only suppressed.



So, how much control do we really have



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Victims of digital asymmetry

Platforms are **testing new features** directly **on users** and optimize them based on our reactions—often **without our knowledge nor our consent**.





They rarely explain how these features affect us. Also, they **don't inform** us about alternative settings or **intentionally** make them **difficult to access**.



More control through conscious choices.





Chronological feed instead of algorithms





We engage longer and more intensely with emotionally charged content—whether positive or negative.

Algorithms precisely analyze **our reactions** and feed us content that constantly **stimulates our brain** and keeps us glued to the screen.



Choose to see posts in the order they were published. This way, you...

know when to stop scrolling because you recognize what's new and what you've already seen,

can **find interesting posts again**, even after refreshing the page,

decide for yourself what's relevant, as all posts are displayed.

The DSA

requires very large
platforms to provide
an alternative to the
algorithmic feed, and
as a result, the
chronological feed is
often available again.









We **instinctively** react to **sudden stimuli** because of our survival instinct.

Notifications exploit this: sounds, vibrations, or screen flashes stimulate **multiple senses** at once.



Avoid constant distractions by:

receiving notifications in scheduled summaries instead of being notified continuously

hiding the notification content (e.g., no banner or preview, only a badge count).

restricting notifications to specific apps or contacts.

Reduce visual triggers.





Our **brain** releases **dopamine** when we receive a message or see a video **we like**.



Over time, we associate visual cues—such as notifications or app icons—with this positive experience. As a result, our brain reacts to these signals before we even open the content.



Avoid these triggers by:

button to your home screen to quickly toggle this function (e.g., for taking a photo) without having to constantly access the settings.

activating grayscale mode: Colors lose their signaling effect, which often drives impulsive actions (e.g. red = danger → urgency).

removing distracting apps from the home screen or placing them in a separate folder.









We encourage each other to stay online. Social needs, curiosity, or the fear of missing out push us to always be available and to respond immediately.

Blue checkmarks, online status, and typing indicators **add pressure**.



Inform your contacts about your new habits. This provides:

stronger commitment that helps you stick to your goals. **motivation** through shared rules or challenges.

distractions and social interactions you'd otherwise seek online.

the opportunity to replace negative habits with new, shared activities.









Default settings, autoplay, infinite scrolling, hidden navigation elements, and missing time indicators make it harder to regulate our consumption. The result? Passive consumption and binge-watching.



Take back control by:

reflecting on why you're on your phone (boredom, frustration, distraction?).

choosing what you consume (e.g., through personal watchlists, notes, or bookmarks).

setting clear intentions: What exactly are you looking for or planning to do?

consciously spending your time with activities that inspire or relax you.







At its core, user well-being comes first. Fair design:

creates transparency about psychological mechanisms in digital applications, the goals behind them, and how user data is handled.





avoids addictive mechanisms and supports conscious use through time limits, reminders for breaks, and offline activities.

tests new features for potential risks—especially for children and adolescents—before launching them and adjusts them if necessary.





provides in-app educational measures that address risks and promote self-control and healthy digital habits.