




Breaking free

Pathways to a fair technological future






#Toyfail

An analysis of consumer and privacy issues in three internet-connected toys


Desember, 2016



APPFAIL

Threats to Consumers in Mobile Apps



March, 2016



INSERT COIN

How the gaming industry exploits consumers using loot boxes



15.09.2022



DECEIVED BY DESIGN

How tech companies use dark patterns to discourage us from exercising our rights to privacy


27.06.2018



OUT OF CONTROL


How consumers are exploited by the online advertising industry

18.11.2020



GETTING PLAYED

The true cost of virtual currency



GHOST IN THE MACHINE

Addressing the consumer harms of generative AI

2024



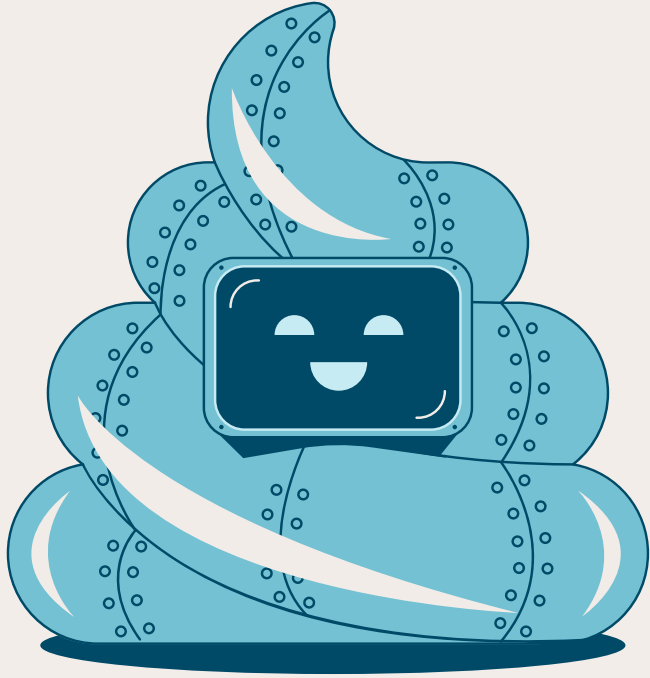
COMMERCIAL EXPLOITATION OF CHILDREN AND ADOLESCENTS ONLINE

How to ensure a rights-respecting digital childhood





**Move fast and
break things**



Enshittification

1

Draw in consumers by offering a useful service at an artificially low price



2

Abuse consumers to the advantage
of business customers



USERS



BUSINESSES

3

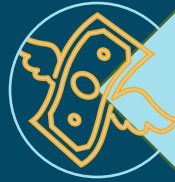
Abuse consumers and business customers to the advantage of the platform provider and its shareholders







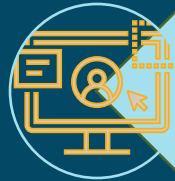
Nettverkseffekter



«Sunk cost fallacy»



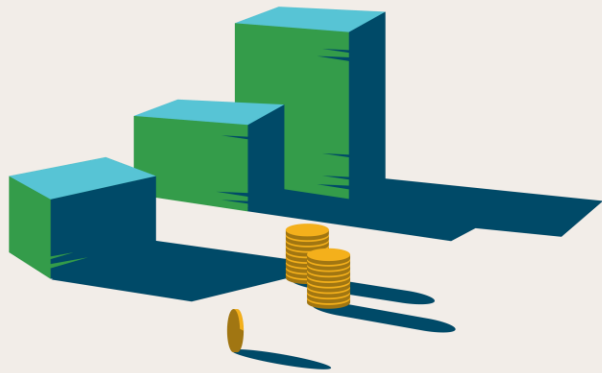
Teknisk innelåsing



Manipulerende design

– It's better to buy than
to compete.

Mark Zuckerberg



Kryss-subsidiering



Plattformkontroll



Offentlig sektors bruk



Lobbymakt





Er alt håp ute?

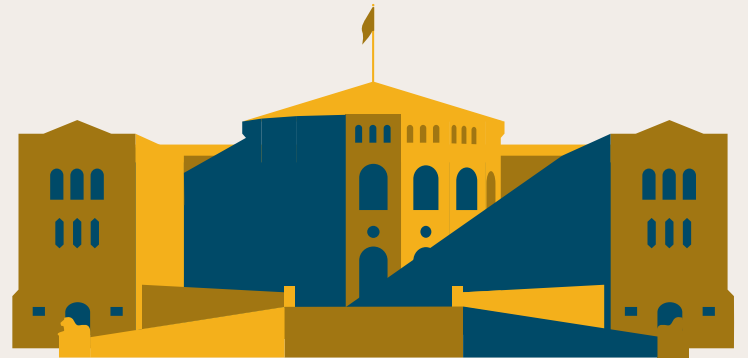
Rebalansere makten



Håndheve gjeldende regler



Offentlig sektor må gå foran







forbrukerradet.no/breakingfree

