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Errata Slip

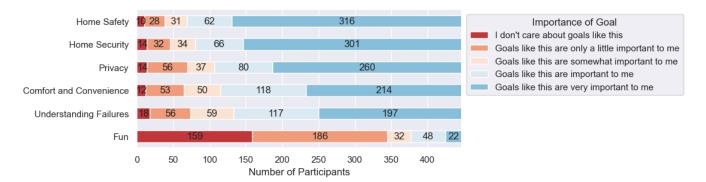
In the paper "Towards Usable Security Analysis Tools for Trigger-Action Programming" by McKenna McCall and Eric Zeng, Carnegie Mellon University; Faysal Hossain Shezan, University of Virginia; Mitchell Yang and Lujo Bauer, Carnegie Mellon University; Abhishek Bichhawat, IIT Gandhinagar; Camille Cobb, University of Illinois Urbana-Champaign; Limin Jia, Carnegie Mellon University; Yuan Tian, University of California, Los Angeles

(Tuesday session, "Beyond End Users/Developers and Experts," pp. 301–320 of the Proceedings), the authors have provided the following corrections to Figure 2:

Original

We asked participants to rate the importance of each of the following high-level goals for home automations: home safety, home security, comfort and convenience, understanding failures, privacy, and "just for fun", rating each on a five-point Likert scale. Figure 2 summarizes the responses.

We found that the goals were divided into three tiers of importance: Home safety and security were the most important, with 84% and 82% of participants rating them as "important" or "very important". Privacy, comfort and convenience, and understanding failures were of secondary importance, with 76%, 74%, and 70% of participants rating them as (very) important. Notably, fun was not a strong motivation for using home automation, with 77% of participants reporting they don't care or that it is only a little important.



Corrected

We asked participants to rate the importance of each of the following high-level goals for home automations: home safety, home security, comfort and convenience, understanding failures, privacy, and "just for fun", rating each on a four-point Likert scale. Figure 2 summarizes the responses.

We found that the goals were divided into three tiers of importance: Home safety and security were the most important, with 92% and 90% of participants rating them as "(somewhat) important" or "very important". Privacy, comfort and convenience, and understanding failures were of secondary importance, with 84%, 86%, and 83% of participants rating them as (very) important. Notably, fun was not a strong motivation for using home automation, with 77% of participants reporting they don't care or that it is only a little important.

