

# **CYBERSECURITY**

FRAUDULENT APP PROMOTION ON THE GOOGLE PLAY STORE

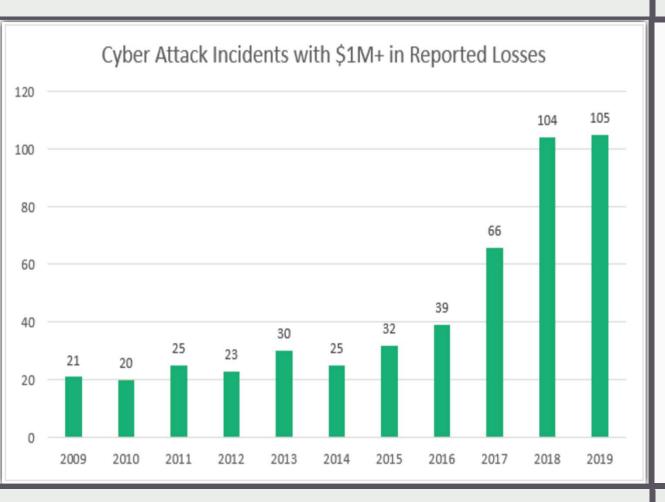
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## **How Important is Cybersecurity?**

- Cybersecurity aims to protect electronic data and devices from criminal activities.
- Consists of cryptography, network security, smart grid security etc.
- The advancement of processing power and the growth of the internet have caused major issues.
- Differs from other associated topics due to the vast number of factors to be considered when tackling cybersecurity issues.

#### **Severity of present-day cyber attacks**



As illustrated in [2, Fig. 1]

#### Further,

- 1 million cyber crimes are reported daily.
- Cyber attacks on US state departments resulted in \$1 trillion of damage in 2015
- Every electronic device is a potential victim of attacks.





- Current state of the Google Play Store
- 2.8 million apps are available for download in the Google Play Store
- The 5-star rating system heavily affects whether or not users tend to download applications (via the search rank of apps)
- However, vulnerabilities in the store have questioned the legitimacy of certain ratings and reviews.
- One such vulnerability had revealed details about 198 million reviews,
   of which 9942 reviews were fake.



- This paper explores the personnel, methods and devices used in posting fake reviews and ratings on the Play Store.
- Furthermore, it identifies vulnerabilities in the defense mechanisms of the store exploited by fraudsters.
- Whether the fraudulent reviews affect the overall rating of apps is also investigated.
- Potential fixes to Google Play to reduce such fraudulent reviews are given.



- Former research projects have mainly identified fraudulent accounts and observed inconveniences faced by real users, without concentrating on methods used and vulnerabilities. (Mainly focused on social media platforms)
- One study analyzed likes on Facebook ads generated by "like farms" based on various characteristics of the fake accounts used.
- Another study observed the usage of hijacked Google accounts, relating to this study.
- Machine Learning and NLP methodologies were used to explore various fraudulent advertisements on sites like Craigslist.



#### Qualitative Study

- 18 experienced ASO Workers recruited from freelancing sites
- In-depth interviews carried out via Skype
- Questions based on demographic data, methods of operation, devices, etc.
- Data made anonymous abiding to ethical considerations, and analyzed accordingly (Using Grounded Theory)





### The Research Methods (cont.)

#### Quantitative Study

- 1164 accounts used by 39 ASO workers analyzed.
- Various APIs were used to obtain information on the apps reviewed by the workers and other such details.
- Google Play's queries were used to discover the various devices used for the fraudulent reviews. Other websites were used to obtain manufacturer information for devices. (Year of Make, Cost etc.)



## **Findings**

- Fraudsters either use many fake accounts themselves, use organic accounts or use both.
- Many represented a superior who undertook orders. Hierarchical structure seen.
- The amount of fake accounts varied between workers, but they had at least a few hundred.





## Findings (cont.)

- The accounts were mostly bought, but were hand-made periodically in some instances.
- 93.8% of fake reviews were posted using cellular phones.
- These phones varied in type, price, year, but tend to be older and cheaper.
- Bots were used in these processes but are not as effective
- Workers recruited mainly from Social Media platforms





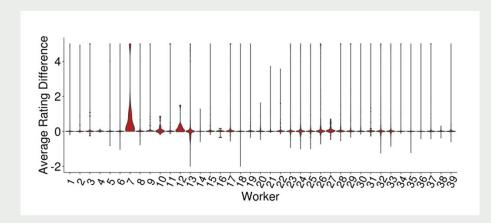
## Findings (cont.)

- It was revealed the fraudsters already know the main triggers for fraud detection systems and that they already have bypass mechanisms:
  - Singleton Accounts
  - Upvoting, Downvoting
  - Actual Installations
  - Maximum Daily Reviews
- Reviews are 'ordered' during pre-production and when negative reviews come up (Re- hiring).
- Review 'bursts' are risky and unlikely to succeed.
- Specific patterns in accounts used seen among workers (lockstep behavior)

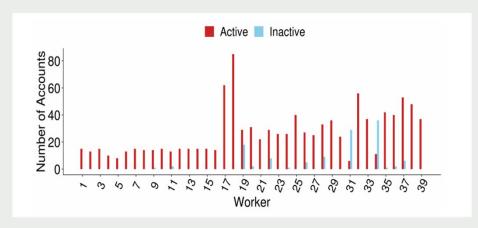


- The text for the review is often given by the developer. Otherwise,
   small reviews around 10 words or less used.
- Most workers tend to go with 5- or 4-star ratings, while bad ratings are used to make these ratings less obvious to the fraud detection system.
- To show the validity of the study, the number of fraudulent accounts currently active were checked.
- The findings showed that fraudulent projects, on average, increased the rating of the application at hand.

### Findings (cont.)



Change of Rating after Fraudulent Campaign As illustrated in [1, Fig. 16]



No. of Active vs. Inactive Worker Accounts
As illustrated in [1, Fig. 15]



#### Pros

- The paper has covered a sensitive topic with no ethical issues.
- Addresses vulnerabilities of the software itself, unlike other papers.
- Provides many implementable options to increase the security of the Play Store:
  - Device Fingerprinting
  - Organic Fraud Detection
- This paper builds on previous work and explores a large variety of questions regarding fraudulent app promotors and their strategies.

### Cons

- Only small, extremely selected samples were taken for both methods.
   The sample isn't representative of all ASO workers.
- Due to the industry in which the subjects are involved in, cannot be certain of all the results.
- As this study concentrates solely on the Google Play Store, the results cannot be inferred to other App Stores or any other sites.

#### Conclusion

- The paper shows the findings from the interviews and observations carried out on the ASO workers recruited from freelancing sites.
- Vulnerabilities in the Play Store were found and reported.
- New techniques and other information about Black Hat ASO workers was presented.
- · Due to the limited sample, we cannot generalize these findings.
- Future research should aim to cut off this limitation. Gather ASO
  workers from various demographics, with different skill levels etc. in
  order to obtain a generalized conclusion.

#### References

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