

## A SUPPLEMENTARY MATERIALS

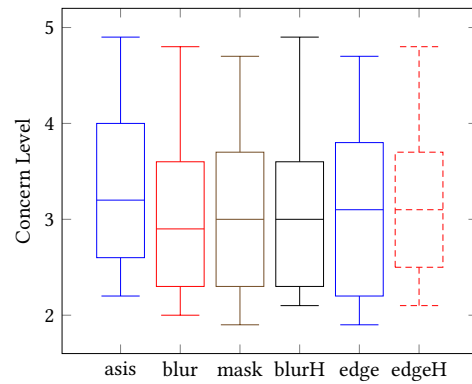


Fig. S1. Participants baseline concerns toward being recorded in each group shows no significant difference among groups, reducing sampling bias.

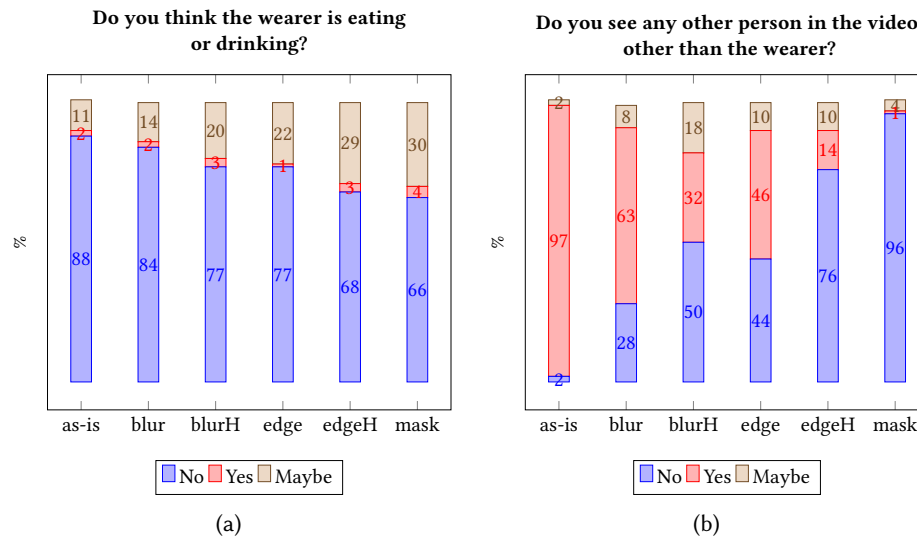


Fig. S2. (a) Participants answer to “do you think that the person is eating or drinking” in the case of all activities except eating and drinking. We see that the Yes response is not high. However, uncertainty by answering increases as the obfuscation level increases. (b) This is participants answer to “do you see any other person around the wearer?”. The graph shows the percentage of each answer in each case. As the obfuscation increases, there is a decrease in seeing the bystander (response of a Yes).

Table S1. Collected scenarios and associated wearer and bystander activity

Scene	Description of wearer activity	Description of bystander activity
a	The wearer is sitting on a desk in front of the laptop while placing both hands on the keyboard and then starts <b>typing</b> .	The bystander walks toward the wearer, grabs a cereal box, lifts it up, and pours some cereal into her mouth to <b>eat</b> it. Then she places the box on the table and walks away.
b	The wearer is sitting on a dining table <b>eating</b> a yogurt parfait with a spoon.	The bystander is sitting across the wearer <b>talking</b> . The bystander was not eating anything, and there was no food in front of her.
c	The wearer is sitting on a chair, and then while sitting, she grabs her glasses, <b>wears the glasses</b> , and adjusts it briefly.	There are two bystanders in the room. One is a doctor with a white lab coat measuring the blood pressure of the second bystander. The arrow in the video is pointing to the second bystander who is <b>lying sick</b> on a red couch.
d	The wearer walks into the bathroom heading toward the sink to wash his hands.	The bystander is <b>sitting on the toilet</b> seat.
e	The wearer is sitting on a chair outside while <b>talking</b> with the bystander.	The bystander is sitting on a porch rail in front of the wearer <b>smoking</b> .
f	The wearer is sitting on a dining table and <b>drinking</b> out of a wine glass.	The bystander is sitting across from the wearer while <b>crying</b> .
g	The wearer is sitting on a couch <b>fiddling with her ears and head</b> while watching TV.	The bystander is sitting on the couch <b>drinking</b> while watching TV.
h	The wearer is <b>biting her nails</b> .	There are two bystanders; the first bystander starts to yell at the second bystander and then <b>shoves him</b> starting a fight.
i	The wearer answers a <b>call</b> by carrying the mobile phone to her ears and then starts to talk.	The bystander is <b>exercising</b> by performing jumping jacks.
j	The wearer is <b>yawning</b> by placing her hand on her mouth multiple times.	The bystander is <b>praying</b> by kneeling to an object placed on an ottoman.

Table S2. Labeling Wearer Activity: Sample of wearer activity labels that were accepted or rejected. Participants should get at least one accepted label right to be considered correct (verified by two coders).

Activity	Accepted	Rejected
Typing	"Typing" - "keyboard" - "computer" - "laptop"	"table"
Eating	"Eating" - "feeding" - "lifting a utensil to their mouth"	"touching their face"
Wear glasses	"glasses" - "spectacles"	"Pulling or lifting hair up" - "touching the face"
Wash Hands	"bathroom" - "toilet" - "sink"	"salon"
Talking	"Talking" - "chatting" - "conversing"	"Chewing a gum" - "observing" - "moving the head around"
Drinking	"Drinking" - "glass" - "cup" - "wine" - "a drink"	"smelling" - "eating" - "fruit"
Scratching head/ears	"scratching" - "touching" - "fiddling" - "head" - "hair" - "ears"	"The hand in the frame might not be hers."
Nail biting	"mouth" - "bite nails" - "over the mouth" - "inside the mouth" - "on the chin".	"laughing" - "gasping" - "Eating" - "picking the nose" - "scratching" - "face"
Calling	"call" - "phone" - "talking"	"headphones" - "face"
Yawning	"covering mouth"	"laughing" - "gasping" - "Eating" - "rubbing/scratching" - "face" - "picking their nose"

Table S3. Participants mean confidence in labeling the wearer activity.

	Confidence (0-10)					
	as-is	blur	blurH	edge	edgeH	mask
Eating	9.2	8.3	8.4	7.5	7.1	7.7
Wearing glasses	8.9	8.0	7.5	6.0	5.7	8.2
Drinking	9.1	8.9	9.0	9.0	7.9	8.8
Scratching	7.6	7.2	7.5	7.0	6.9	6.6
Nail biting	7.4	7.1	6.8	5.7	6.6	6.6
Calling	9.1	8.7	8.3	8.4	7.7	8.7
Yawning	7.0	6.9	7.5	6.2	6.7	6.7
<b>Average</b>	8.3	7.2	6.9	6.2	6.0	6.3
Typing	9.3	5.8	3.7	3.6	3.5	2.8
Washing	8.6	6.3	5.5	4.4	4.7	3.8
Talking	7.2	4.7	4.4	3.9	3.1	2.9
<b>Average (All)</b>	8.3	7.2	6.9	6.2	6.0	6.3

Confidence level has a scale of 0-10 (0=random guess, 10=high confidence).

Table S4. Labeling Bystander Activity: Sample of Wearer Activity labels that were accepted or rejected. Participants should get at least on accept label right to be considered correct.

Activity	Accepted	Rejected
Eating	"eating" - "cereal box" - "pouring into the mouth" - "drinking" (drinking was accepted as a valid label because the movement of eating cereal from a box is similar to drinking)	"Walking up to an object" - "Smelling flowers", "looking at something and putting it down"
Talking	"Talking" - "laughing" - "conversing"	"eating"
Sick	"sick" - "laying down" - "medical device" - "doctor"	"bending over" - "Reading something"
Toilet	"using toilet" - "bathroom" - "commode"	"siting down in a room" - "Washing hands" - "standing still"
Smoking	"Smoking" - "cigarette"	"siting" - "raising hands" - "reading a magazine" - "Kissing"
Crying	"Emotional" - "crying" - "upset" - "sobbing"	"moving hands" - "eating" - "drinking" - "dancing"
Drinking	"drinking" - "eating"	"talking" - "vaping" - "sitting"
Fighting	"Shove" - "fight" - "push" - "arguing" - "playing"	"hugging" - "teaching"
Exercising	"Jumping" - "exercising" - "dancing"	"running" - "Standing"
Praying	"bowing" - "rocking"	"Throwing up"

Table S5. Codebook used to code participants' reported reasoning to their chosen concern level had they been the bystanders caught in each video.

Code	Description
Activity	When the bystander activity is reported as an explanation for the chosen concern level.
Context	When some contextual information about the environment or the wearer activity is reported as an explanation for the chosen concern level.
Identity	When participants report information about the bystander identity as an explanation for the chosen concern level.
Fundamental	Showing fundamental concerns regarding being recorded in general.
Interpretation	When participants report concerns about how the activity can be perceived differently by others.
Obfuscation	When participants report their ability or inability to make sense of the bystander obfuscated visual information.
Other	Reasons that are not covered by any of the above.