





What is Behavior Change?





Inspiring change so people and nature thrive.

Premises

- 1. Environment and development challenges are behavioral challenges.
- 2. Environment and development changemakers and practitioners rely on a limited set of strategies for changing behaviors.
- 3. A more complete set of strategies drawing on behavioral and social science applied with a user-centered approach will lead to breakthrough solutions to environment and development challenges.



What Does it Mean to Focus on *Behavior?*

Beliefs

What you know or accept to be true

Attitudes

What you think is good or bad

Intentions

What you plan or intend to do

Behaviors

What you actually do



What Does it Mean to Focus on *Behavior?*

Beliefs

What you know or accept to be true

Attitudes

What you think is good or bad

Intentions

What you plan or intend to do

Behaviors

What you actually do

Behavior change: When people are doing something differently than they were before, such as starting or stopping something.



Behavior Change 'For Good'

- Principle of well being
- Principle of integrity
- Principle of empowerment



See it: Decision-Making in Action

You are about to buy a new phone charger for \$21.99, when you learn that the exact same charger is available for \$12.99 at another store, 10 minutes' walk away.

Would you walk to the other store to get the cheaper phone charger?







You are about to buy a new computer for \$1129, when you learn that the same computer is available for \$1120 at another store, 10 minutes' walk away.

Would you walk to the other store to get the cheaper computer?







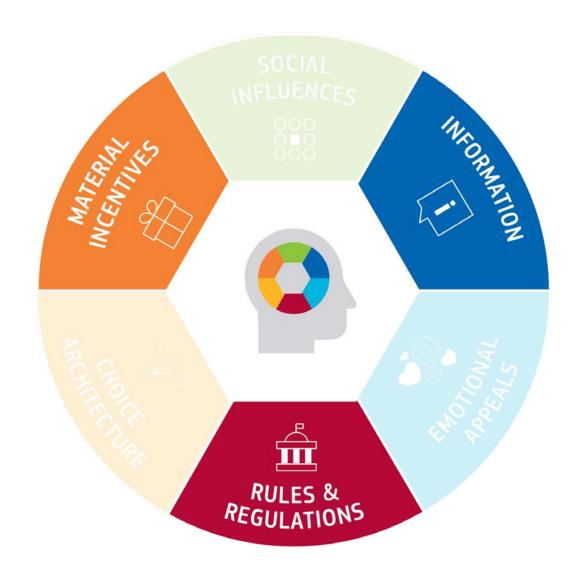
Would you walk 10 minutes to save \$9?























Material Incentives

Increasing or decreasing real or perceived costs, time, or effort for doing a behavior







proximity





Sprinkler

Automated watering-can-style irrigation, without the backache.

Price: 55,000 kyats / 39 USD

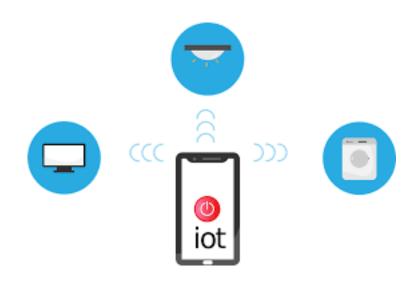
Area Coverage: 0.1 acres

Products Sold: 9,508

Designed in 2016



Other Tool Ideas



Smart IoT devices



Mobile apps





Material Incentives

- Make it easy (or the alternative hard)
- Give rewards or penalties







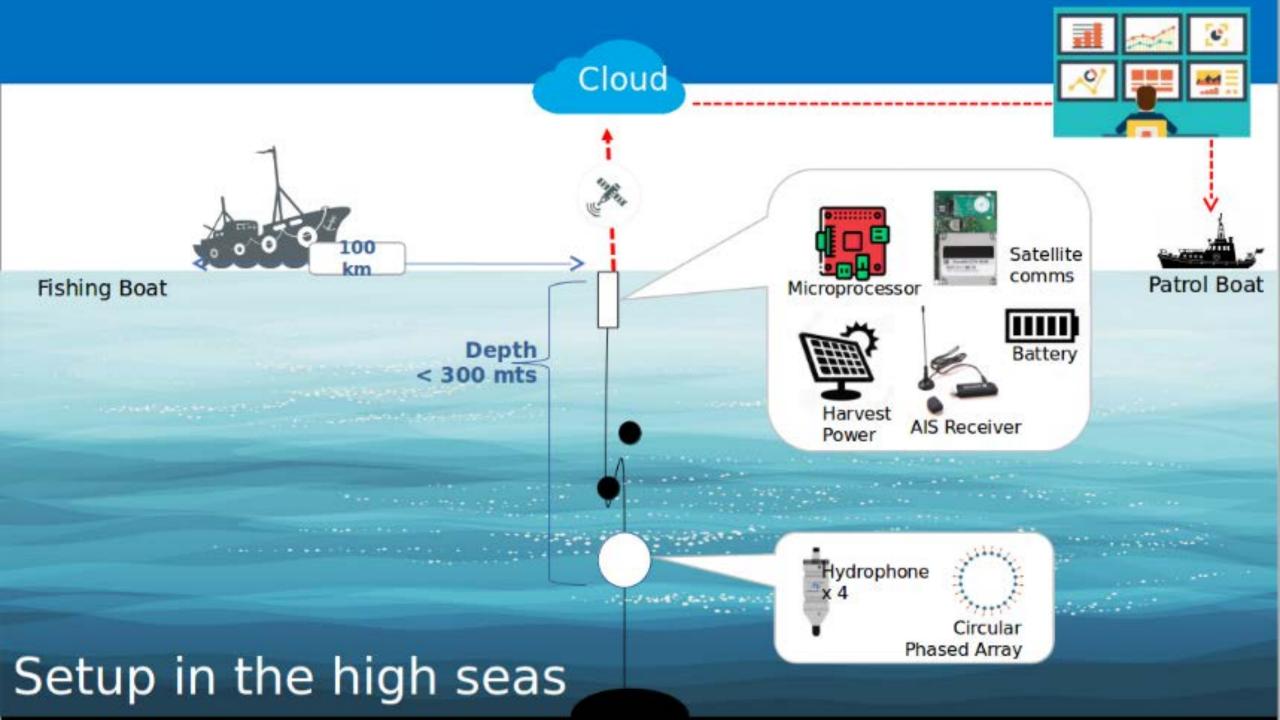
Rules & Regulations

Enacting rules that constrict or promote a behavior





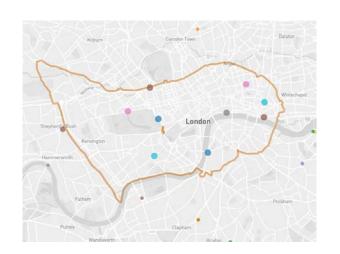




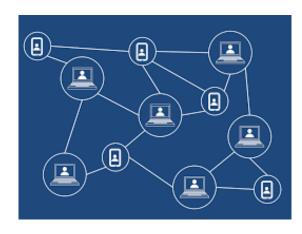
Other Tool Ideas



Digital passwords / face ID / fingerprint ID



Geofencing



Blockchain



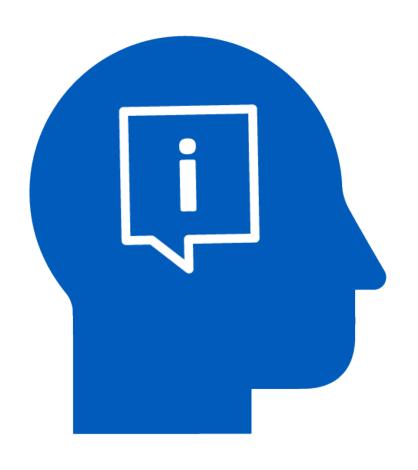


Rules & Regulations

- Mandate behavior
- Prohibit behavior







Information

Providing information about what the desired behavior is, why it's important, and how to do it







Our Current Games



Habitat Quality

Round Two Section Cost

Fresion Risk to Road

Water Quality

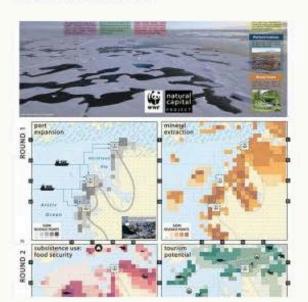
Fresion Risk to Road

Service Vision

Service Vi



Best Coast Belize!



Roads to a Resilient Future

Ranchland: Farm or Fallow





Other Tool Ideas

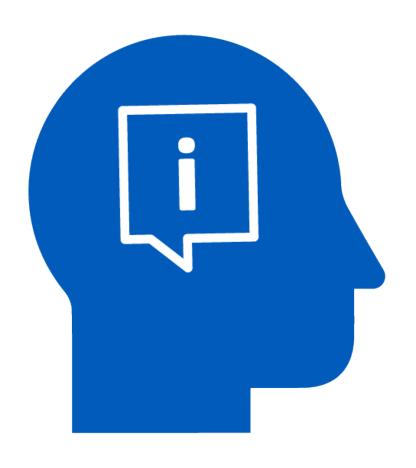


Web apps and mobile apps



Machine learning and artificial intelligence



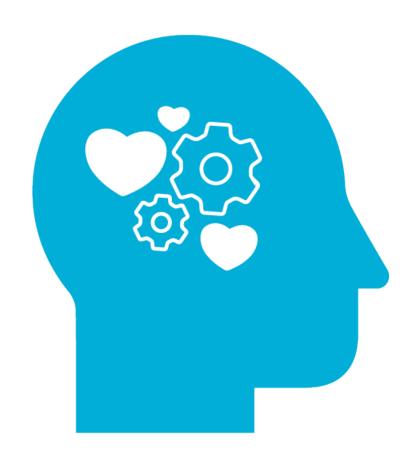


Information

- Provide step-by-step instructions
- Build awareness and understanding







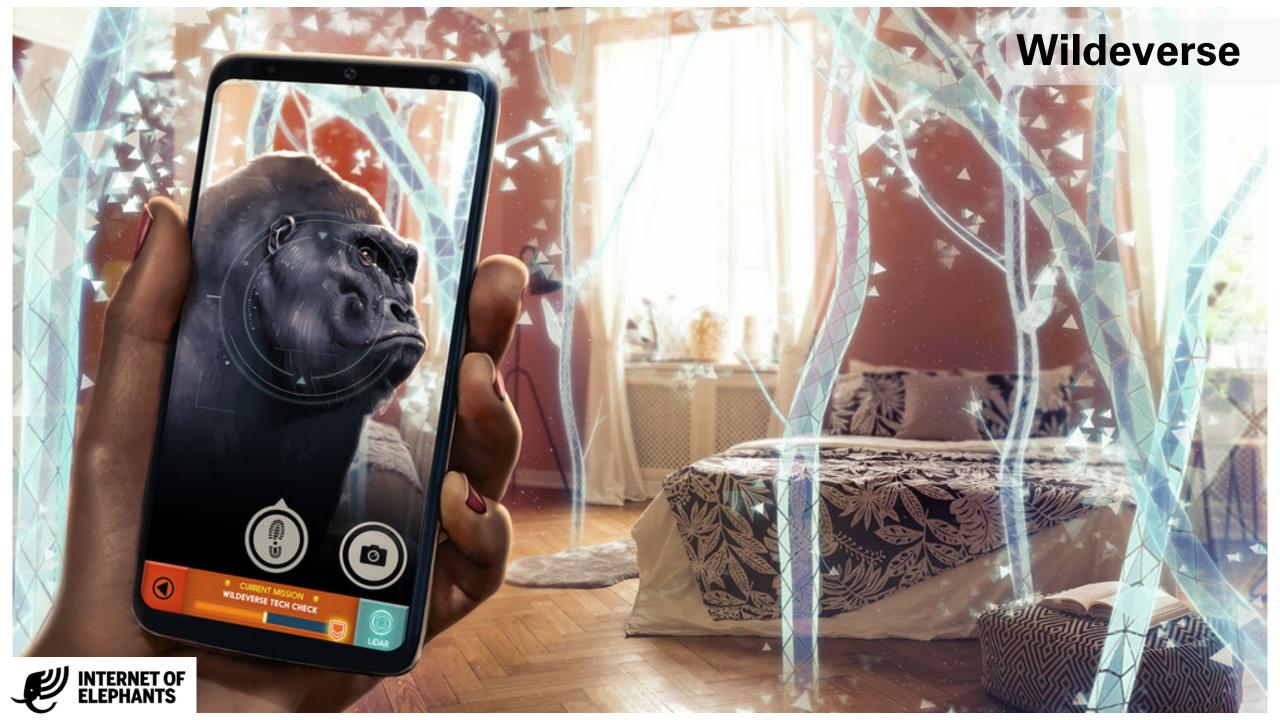
Emotional Appeals

Using emotional messages to drive behavior

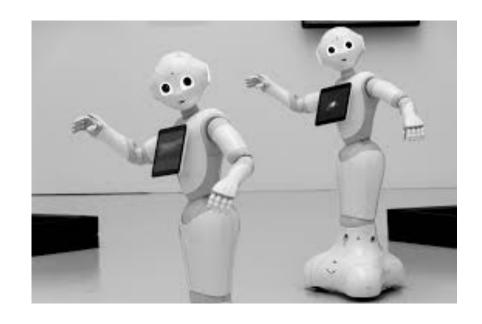








Other Tool Ideas

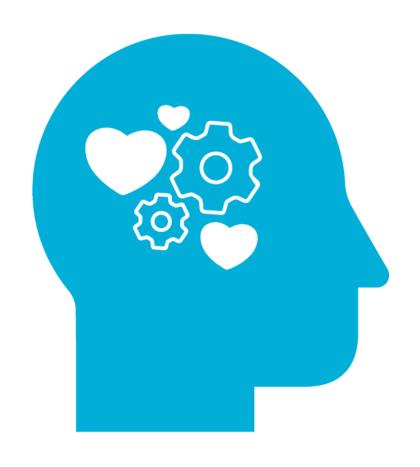




Robots

Wearable devices and gadgets



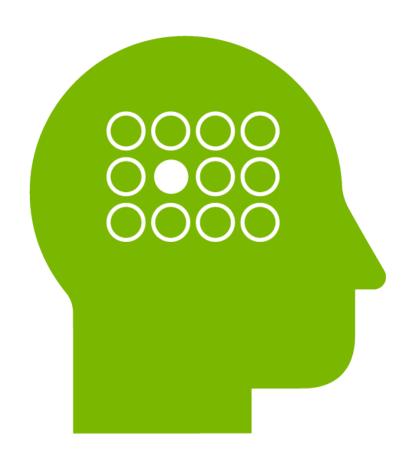


Emotional Appeals

- Leverage emotions
- Personalize the message







Social Influences

Leveraging the behavior, beliefs, and expectations of others







LITTERATI

Become an Environmental Hero.



Join the worldwide Litterati community to help crowdsource clean the Earth.



Create or Join Challenges!

Inspire friends, family, co-workers, classmates, or even the whole world to work together.



Connect with others. Work together. Create change.

And see your impact through maps, graphs, and visualized data.



Other Tool Ideas

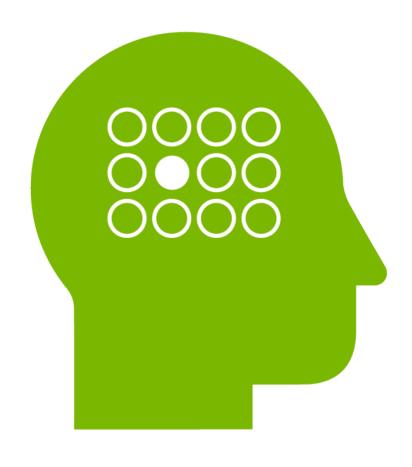


Wearable devices



Smart IoT sensors





Social Influences

- Make the behavior observable
- Make the desired behavior the perceived norm
- Eliminate excuses for not engaging in the desired behavior







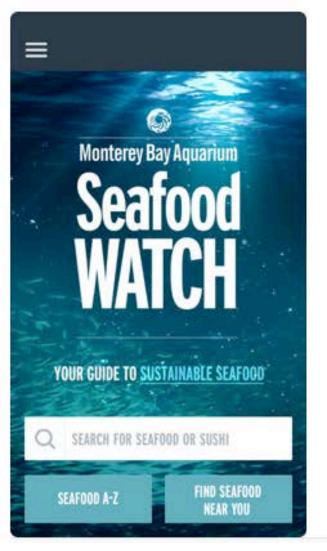
Choice Architecture

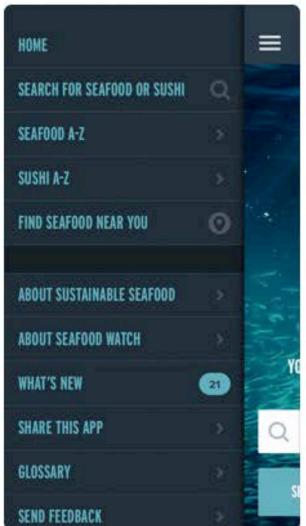
Changing the context in which choices are made

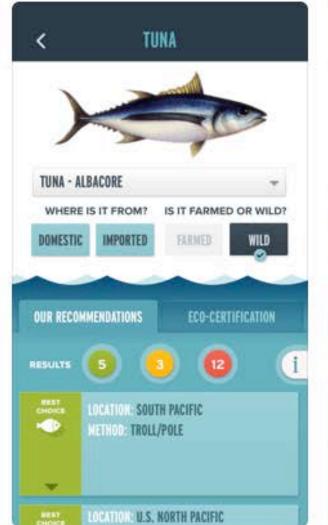


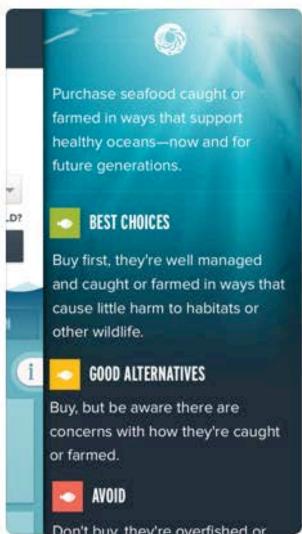












Other Tool Ideas

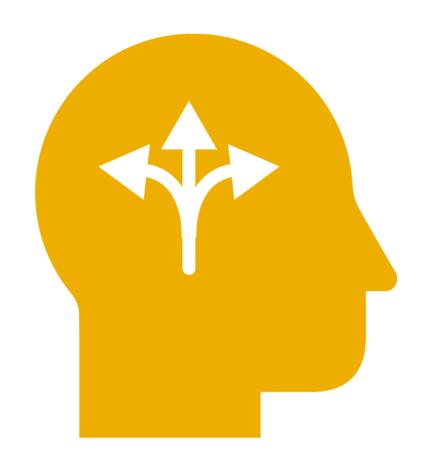


Wearable devices, mobile apps, and web apps



Smart IoT devices





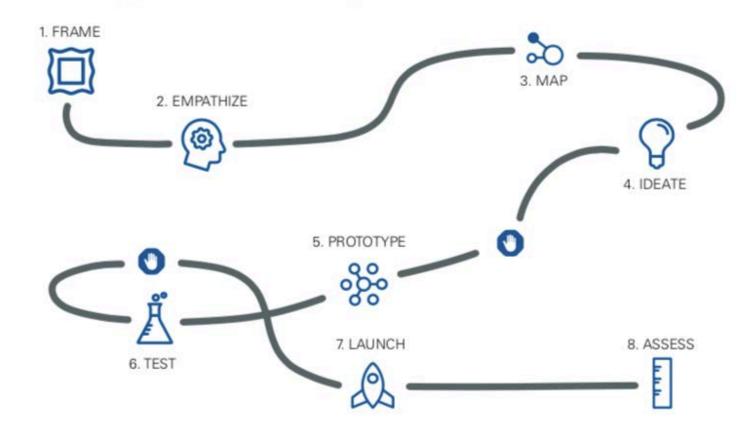
Choice Architecture

- Direct attention
- Simplify messages and decisions
- Use timely moments and prompts
- Facilitate planning and goal setting





The Behavior-Centered Design Journey







Want to keep exploring? Check out behavior.rare.org for strategies, tools, trainings, and more.