



## FROM CHANGING ATTITUDES TO SHAPING BEHAVIOUR: THE RISE OF BEHAVIOURAL SCIENCE

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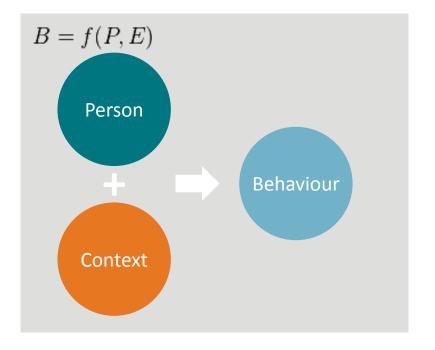
## CONSUMERS ARE **PEOPLE**



## CONSUMPTION IS A **BEHAVIOUR**

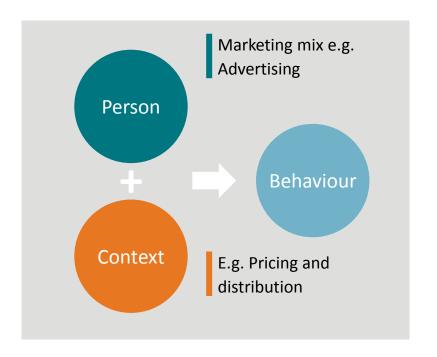


## **BEHAVIOUR IS DRIVEN BY THE PERSON IN CONTEXT** / SITUATION OR **ENVIORNMENT**





## **CHANGING BEHAVIOUR COMES FROM ALTERING EITHER ELEMENT**





# THE IPSOS BEHAVIOURAL MAPS FRAMEWORK





## BRINGING CLARITY TO BEHAVIOURAL SCIENCE

## The Ipsos 4 I process Identify

The problem and behaviour(s) of interest

#### Insight

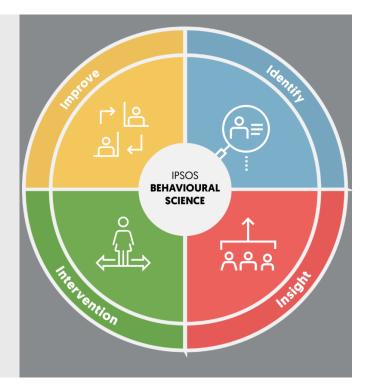
 Understanding behaviour(s) in depth and in context

#### Intervention

 Design feasible behaviour change solutions

#### **Improve**

 Evaluate and refine solutions (iteratively)

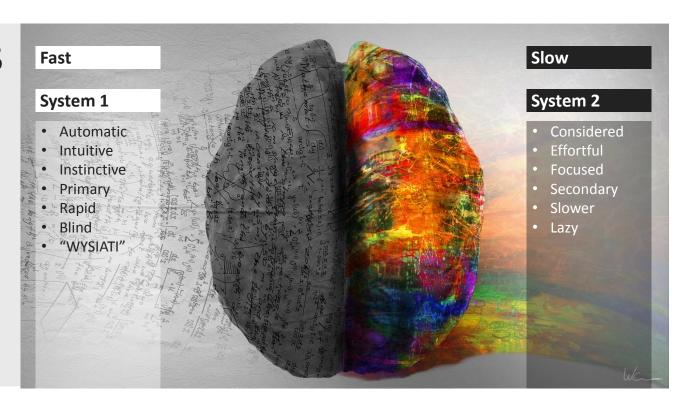




# THE PERSONAL DRIVERS OF BEHAVIOUR - MOTIVATION



## TWO SYSTEMS OF THINKING





## AUTOMATIC AND REFLECTIVE BEHAVIOUR



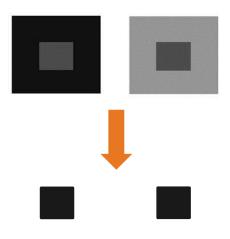
## BRANDS AND BEHAVIOURAL SCIENCE

 Strong brands can be unconsciously processed, but this will dictate how far they can stretch



Home insurance?

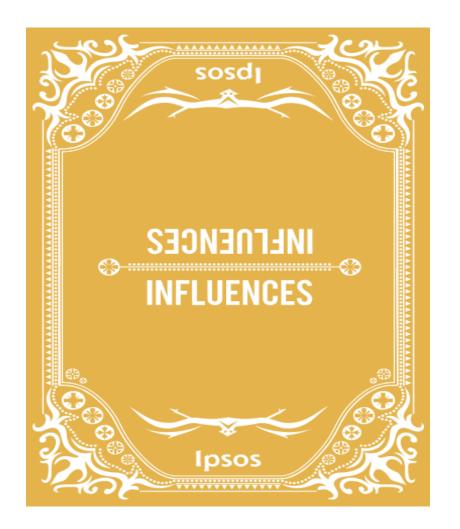
 The brand frame – without it brands can appear identical – cola





## Attitudes are very important





#### **Motivational**

## **Habit**

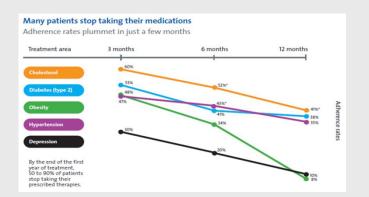
Behavioural patterns,
based on learned
context- behaviour
associations
that occur automatically on
encountering specific
contexts.



# PERSONAL MOTIVATION: CREATING HABITS IS NOT ALWAYS EASY

For many products such as the long term adherence to dermatological care creating habits can be important.

However in an areas where the problem clears up in the short term it is difficult to create the contextual link for long enough to build habitual behaviour





# THE PERSONAL DRIVERS OF BEHAVIOUR - CAPABILITY





## My ability to make decisions



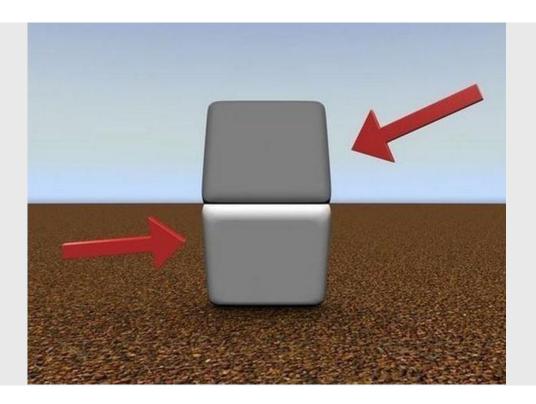


## Memory, Attention, Decision-Making The

ability to retain information, focus selectively on aspects of the environment and choose effectively

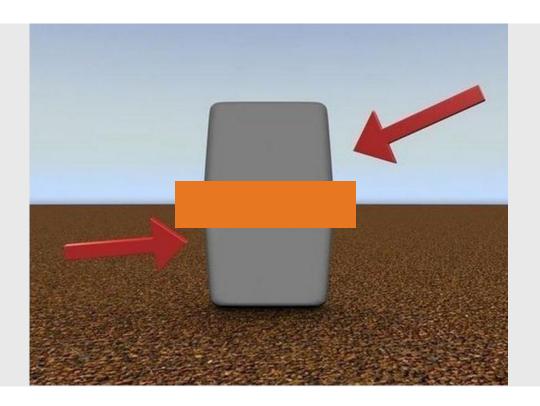


## **VISUAL ILLUSIONS** – **AN ANALOGY**



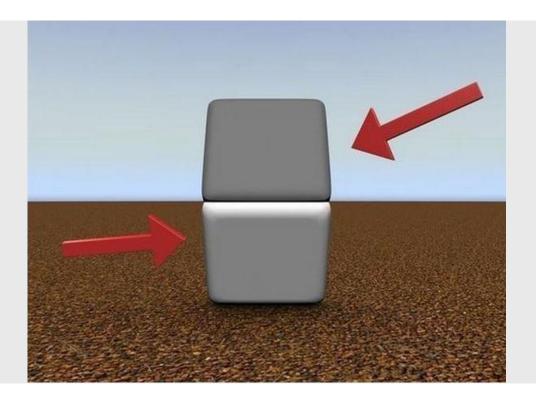


## **VISUAL ILLUSIONS** – **AN ANALOGY**





## THERE IS NO **WAY TO COUNTER THE BIAS**





## GOING BACK TO FIRST PRINCIPLES – WE LIKE TO THINK QUICKLY

#### **Biases**

A pattern of deviation in judgement resulting in inaccurate judgement and irrational behaviour

#### **Heuristics**

A decision-making strategy – or mental shortcut – that ignores information to make decisions faster, more frugally or even more accurately than more complex methods





Memory, Attention, Decision-Making



## Anchoring & Adjustment

During decision-making we use an initial piece of information (anchor) to make subsequent judgements.



# PERSONAL ABILITY: AN EXAMPLE ANCHORING

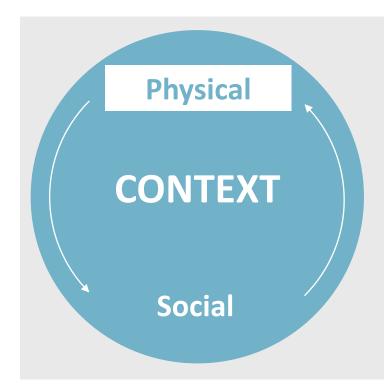
During decision making we use an initial piece of information (the anchor) to make subsequent judgements Example sales tactics include "start high and end low" strategy to set an anchor for cheaper options

What should we price it at? If you listen to the pundits, we're going to price it under \$1,000? I'm thrilled to announce that pricing starts not at \$999 but at just \$499.

	16 GB	32 GB	64 GB
WiFi	\$499	\$599	\$699
WiFi + 3G	\$629	\$729	\$829



## CONTEXTUAL DRIVERS OF BEHAVIOUR -PHYSICAL

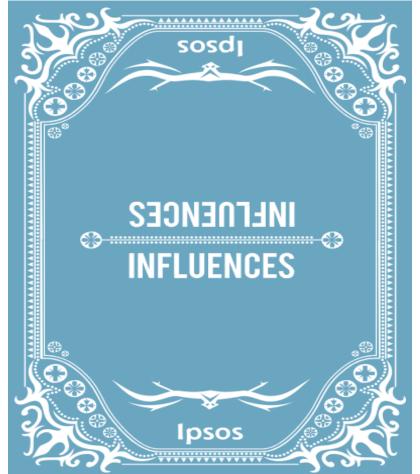


Physical context includes the actual environment in which we find ourselves. From distance to actual product choice this influences our behaviour





**Environmental Context and Resources** 



## **Triggers / Prompts**

Are there features of a given situation or environment that act as prompts or reminders to perform a specific behaviour?



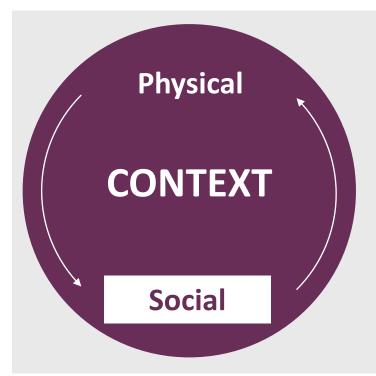
# PHYSICAL CONTEXT – AN EXAMPLE SIZE AND SPACE



- Environmental cues are key to behaviour
- Physical size and space is often a determinant of shopping behaviour
- An experiment run by CPG manufacturer found that the most influential factor on penetration of new brands was cupboard space



## CONTEXTUAL DRIVERS OF BEHAVIOUR -SOCIAL

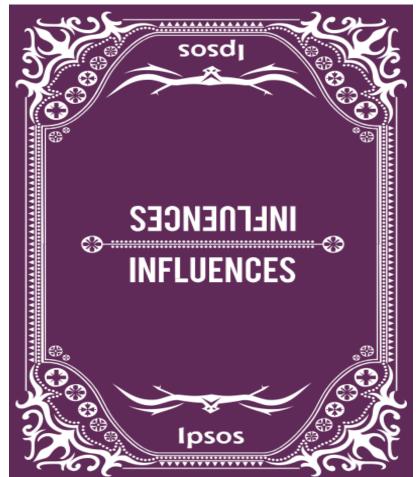


Social context, refers to the current social setting that people find themselves in including the culture that the individual was educated or lives in, and the people and institutions with whom they interact





Social Influences



## **Social Proof**

People conform to the behaviour of others assuming it to be the correct behaviour (e.g. expert, celebrity, social, media, friends and peers)



# SOCIAL CONTEXT – A CLASSIC EXAMPLE SOCIAL PROOF



- Social context is key to driving behaviour
- Using social proof is one of the top 5 tips in ecommerce
- Brands from Amazon though to trip advisor have very successfully used it to help up and cross sell products



# THE IPSOS BEHAVIOURAL MAPS FRAMEWORK





## Thank you!

