

ENGINEERING A BEHAVIOUR CHANGE

IPSOS – BEHAVIOURAL SCIENCE WEBINAR

GAME CHANGERS



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Colin is a [regular speaker](#) and writer on the philosophy and practice of behavioural science and data analytics. He is an Honorary Professor of Behavioural and Consumer Science at Nottingham University Business School. His book, [‘Humanizing Big Data’](#) is published by Kogan Page and he is currently working on a new book about the science of behaviour change.

Tamara Ansons



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At Ipsos MORI she is drawing on her expertise to translate academic research into scalable business practices for behaviour change. She works across a range of public sector and brand related programs

GAME CHANGERS



THE OPPORTUNITY

“Decisions are taken now in a matter of hours that in normal times might take years of deliberation.”

-Yuval Noah Harari



New routines and rituals are rapidly being built

The role for **brands** is to **help consumers manage this change** – there is now a significant window of opportunity



FLUID TIMES

To change behaviour we need to **understand it holistically**

This means that we need to consider 'distal' influences on behaviour (e.g. social / cultural norms) going beyond proximal influences (e.g. heuristics and biases / habit models / S1)

PRINCIPLES

The science driving our behaviour change approach



Informed by our leading edge Behaviour change approach:

BEHAVIOUR CHANGE

Motivation

Do I want to do it?

Ability

Am I able to do it?

Processing

How we think about it?

Physical

Does the context encourage it?

Social

What are other people doing?

Using MAPPS to diagnose Behaviour:

The Ipsos Behavioural MAPPS framework offers a rigorous method for **identifying the influences** that are critical to effective diagnosis

We can identify and **mitigate barriers** to desired outcomes – and offer ways to **overcome these barriers**

WHAT IS SAID	HOW WE EXPLAIN	WHERE THIS SITS
<i>I don't think it will work</i>	Outcome expectations	MOTIVATION
<i>I'm not feeling like doing it</i>	Emotion	
<i>I don't want to do it</i>	Internalisation	
<i>I'm not that kind of person</i>	Identity	
<i>I don't feel able to do it</i>	Self-efficacy	
<i>I don't have the skills to do it</i>	Capability	ABILITY
<i>It's not part of what I usually do</i>	Routines	
<i>It is hard make choices</i>	Decision forces	PROCESSING
<i>Things are not set up for this</i>	Environmental factors	PHYSICAL
<i>I don't think other people are doing it</i>	Social norms	SOCIAL
<i>This is not the values we live by</i>	Cultural norms	

ACTIVATION

How we make Behaviour change happen

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ONLINE GROCERY PURCHASE



DIAGNOSE

WHAT IT LOOKS LIKE	CATEGORY	MAPPS DIMENSIONS
<i>There could delays and problems in delivery, could become expensive once normalcy resumes</i>	OUTCOME EXPECTATIONS	M OTIVATION
<i>I feel anxious and not in control about the what I buy, when I get it etc. It is important to support the local grocer, I feel guilty switching to online purchase</i>	EMOTION	
<i>I am only buying groceries online now because I cannot buy from the stores I normally buy from</i>	INTERNALISATION	
<i>I am a thrifty homemaker will like to look for value products, the right prices, would not like to pay extra for delivery</i>	IDENTITY	
<i>I don't think I am very good at looking for / browsing for snacks and other food products</i>	SELF-EFFICACY	
<i>I will be able to access my usual fresh outlets/vendors; and my usual brands SKUs; Handling online transactions was very complex for me , I wont be able to do this all by myself.</i>	CAPABILITY	A BILITY
<i>My usual practice is to buy limited fresh supplies/ for the week/few days. Paying in advance and maintaining balances etc. is not my way of paying for grocery</i>	ROUTINES	
<i>I have to think and work quite hard to figure out pack sizes, freshness, expiry dates.</i>	DECISION FORCES	P ROCESSING
<i>Online will not be able to deliver fast in response to random top ups</i>	ENVIRONMENTAL	P HYSICAL
<i>Everyone around me has started buying from local groceries again</i>	SOCIAL NORMS	S Ocial
<i>Its important to support local shopkeepers. Eating fresh is prescribed by our scriptures, stocking food for too long is not recommended.</i>	CULTURAL VALUES	

DESIGN THE INTERVENTION

WHAT IT LOOKS LIKE	CATEGORY	INTERVENTION ADVICE
<i>There could delays and problems in delivery, could become expensive once normalcy resumes</i>	OUTCOME EXPECTATIONS	Clarify/mitigate risk
<i>I feel anxious and not in control about the what I buy, when I get it etc. It is important to support the local grocer, I feel guilty switching to online purchase</i>	EMOTION	Help to manage reaction
<i>I am only buying groceries online now because I cannot buy from the stores I normally buy from</i>	INTERNALISATION	Encourage ownership
<i>I am a thrifty homemaker will like to look for value products, the right prices, would not like to pay extra for delivery</i>	IDENTITY	Align behaviour & identity
<i>I don't think I am very good at looking for / browsing for snacks and other food products</i>	SELF-EFFICACY	Encourage sense of mastery
<i>I will be able to access my usual fresh outlets/vendors; and my usual brands SKUs; Handling online transactions was very complex for me , I wont be able to do this all by myself.</i>	CAPABILITY	Education
<i>My usual practice is to buy limited fresh supplies/ for the week/few days. Paying in advance and maintaining balances etc. is not my way of paying for grocery</i>	ROUTINES	Attach to other routines
<i>I have to think and work quite hard to figure out pack sizes, freshness, expiry dates.</i>	DECISION FORCES	Aid more fluent processing of the task
<i>Online will not be able to deliver fast in response to random top ups</i>	ENVIRONMENTAL	Align with environment
<i>Everyone around me has started buying from local groceries again</i>	SOCIAL NORMS	Clarify what others do

DESIGN: BLUEPRINTS

CATEGORY	INTERVENTION ADVICE	
OUTCOME EXPECTATIONS	Clarify/mitigate risk	<i>Guaranteed Fast delivery, Lowest Prices,</i>
EMOTION	Help to manage reaction	<i>E-tailer to project how they are supporting & protecting local businesses, farms.</i>
INTERNALISATION	Encourage ownership	<i>Endorse the tech -smart/ digital mindset; being a part of the early adopter group</i>
IDENTITY	Align behaviour & identity	<i>ADVERTISING: Communicate the savings per bill. Loyalty schemes.</i>
SELF-EFFICACY	Encourage sense of mastery	<i>App assistance features like saving grocery list, reminders, suggestions, chatbots</i>
CAPABILITY	Education	<i>DIGITAL: Offer online support services</i>
ROUTINES	Attach to other routines	<i>Offer credit and restore CoD</i>
DECISION FORCES	Aid more fluent processing of the task	<i>DIGITAL: Size indicators, Date of expiry to be featured prominently-</i>
ENVIRONMENTAL	Align with environment	<i>PRODUCT: Restore fast delivery, Delivery for specific time slots</i>
SOCIAL NORMS	Clarify what others do	<i>DIGITAL: Customer endorsement and show number of local customers for categories. " 20,000 people in your city bought this "</i>
CULTURAL VALUES	Align with cultural norms	<i>IN-STORE: Call out local produce, ' Local ' 'SuperFresh'</i>

WE HAVE USED THIS FRAMEWORK FOR A RANGE OF PROGRAMMES:



CYBER-SECURITY

How do I encourage people to adopt appropriate security measures?

CHANGE CHALLENGE: Growth in cyber-risks



VACCINES

How can I drive take-up?

CHANGE CHALLENGE: Social media



PERSONAL CARE

How do I drive take-up of solid shampoo?

CHANGE CHALLENGE: Awareness of environment



PUBLIC TRANSPORT

How can I make get people take public transport to the airport?

CHANGE CHALLENGE: Tech driving private car usage



FINANCIAL WELL-BEING

How can I encourage greater engagement with financial behaviour?

CHANGE CHALLENGE: Deregulation / commercial environment



WEBSITE VISITS

How can I get more visits and dwell time?

CHANGE CHALLENGE: Proliferation of media

WAYS WE APPLY MAPPS:



Innovation: Personal care



We used MAPPS to review category Behaviour and identify pain points and barriers to personal care product adoption. The 'interventions' are then based around product innovation e.g. in formulation, pack, dispensing mechanism, format etc



Format change: Tobacco consumption



MAPPS was used to take a new lens on smoking Behaviour and explore opportunities for adoption of lower risk tobacco products. By looking at the complete experience, tangible changes were recommended for each stage of the customer journey

Say ↔ do

Sustainability: Say-do gap



MAPPS has been used to identify ways of closing the say-do gap for purchase of environmentally friendly options and encourage recycling Behaviour



Behaviour maintenance: Launch support



Our client was launching a new drinks product in a number of markets. They wanted to identify ways they could help ensure at launch it was positioned in a way to maximise likelihood of regular, routinised consumption

BEHAVIOUR CHANGE WORKSHOPS

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WHAT?

- This is a key part of our system that starts with defining the behaviour change problem and curating our understanding of the issues
- The workshop means we can pivot from understanding to changing behaviour through the development of design briefs
- Our design briefs mean that there is no longer the chasm from understanding to design – clear guidance is given in terms of next steps

WHY?

- There is a pivot to be mediated between understanding and solutions – a codified workshop is an effective way to make this happen
- It is a central point in behaviour change work from which we can help develop and test prototype interventions

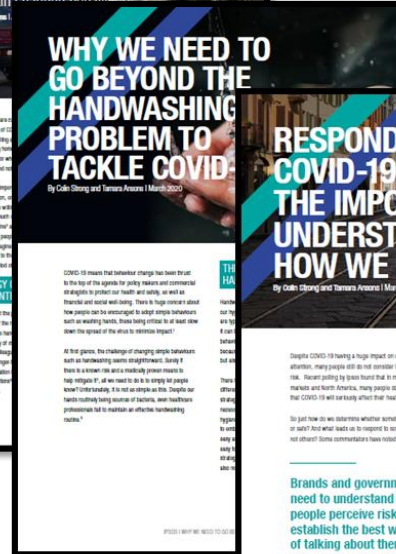
BEYOND WORKSHOPS :

There is a range of additional tools that we offer – currently on an ad-hoc basis but in development for rolling-out on a more standardised basis:

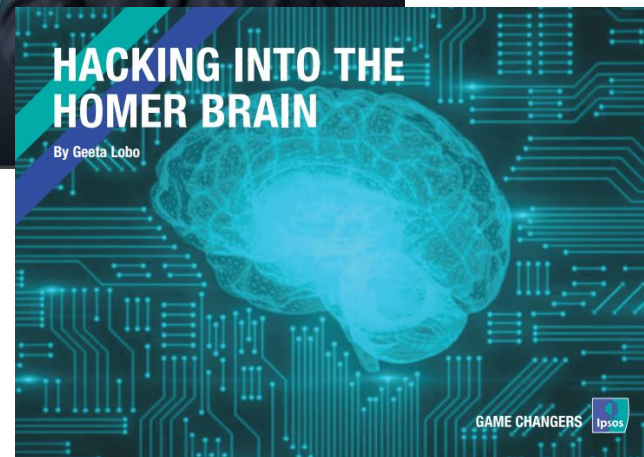
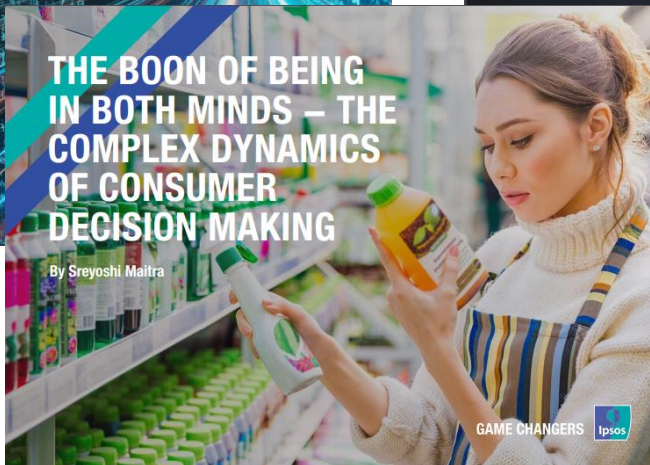
- **Behavioural audit:** Measurement of key behavioural dimensions in operation (with drivers analysis) – used as input to the workshop & post-intervention evaluation
- **Behavioural segmentation:** Developing typologies in order to size and target the activation of interventions
- **Behavioural sandbox:** Online community to observe behaviour (and response) of target segment consumers who have been asked to undertake the outcome activity
- **Evaluation platform:** Platform for lab and in-field measurement of intervention performance powered by data, neuro and behavioural science



WE HAVE A RANGE OF THOUGHT LEADERSHIP REPORTS ON BEHAVIOUR CHANGE IN COVID-19



WE HAVE A RANGE OF THOUGHT LEADERSHIP REPORTS ON BEHAVIOUR CHANGE IN COVID-19



DISCUSSION

Helping brands drive behaviour change in India



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Q & A

**BE
SURE.
GO
FURTHER.**

GAME CHANGERS



**THANK
YOU**

GAME CHANGERS

