

Shaking Things up with Behavioral Science

Creating Automatic Behaviors

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Your Presenters Today



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Today's Agenda

Habits Are The Ipsos **Moments of Habits Automatic Behavioral Framework Behaviors** Change



Behaviors Are Shaped By The Brain's Two Operating Systems

AUTOMATIC

Perceptual

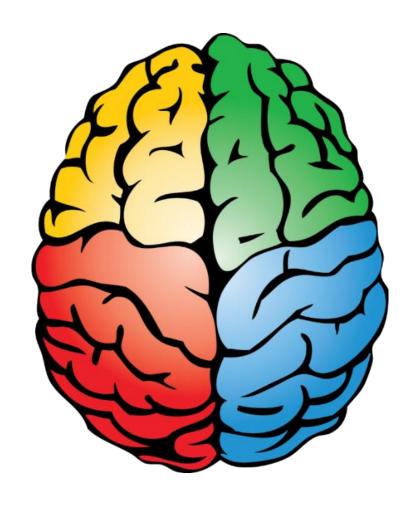
Nonconscious

Intuitions

Long-Term

Memory

Seeks Efficiency



REFLECTIVE

Conceptual

Conscious

Declarations

Short-Term

Memory

Seeks Accuracy

Habits Are Learned!

REFLECTIVE (Conscious)

AUTOMATIC (Nonconscious)

While learning...

Driving Walking Typing Throwing

Product Usage/Brand Selection

With practice...

Habit | hab•it | - noun.

An automatic reaction to a specific environmental cue or setting

INFREQUENT SPECTATORS



FREQUENT SPECTATORS

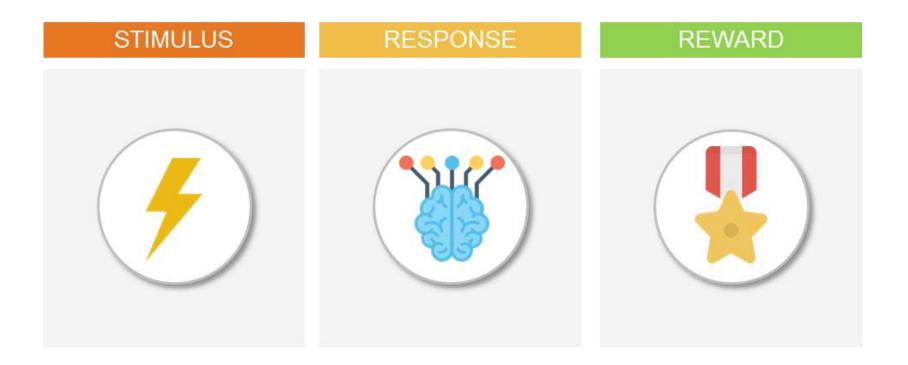


How many people are in this picture?

How many appliances do you see here?



How Do Behaviors Become Automatic?





Today's Agenda

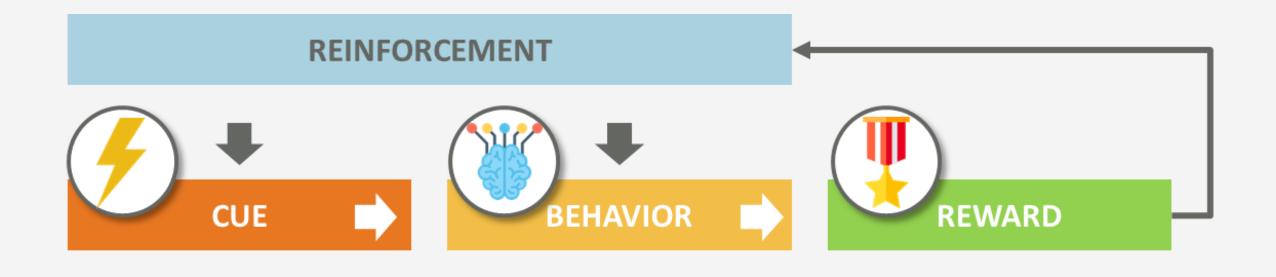


Why Are Bad Habits So Hard To Break?





The Ipsos Habits Framework



The Power of Cues



Conscious Cues



Locations and Settings





Scripts





Identities/Roles

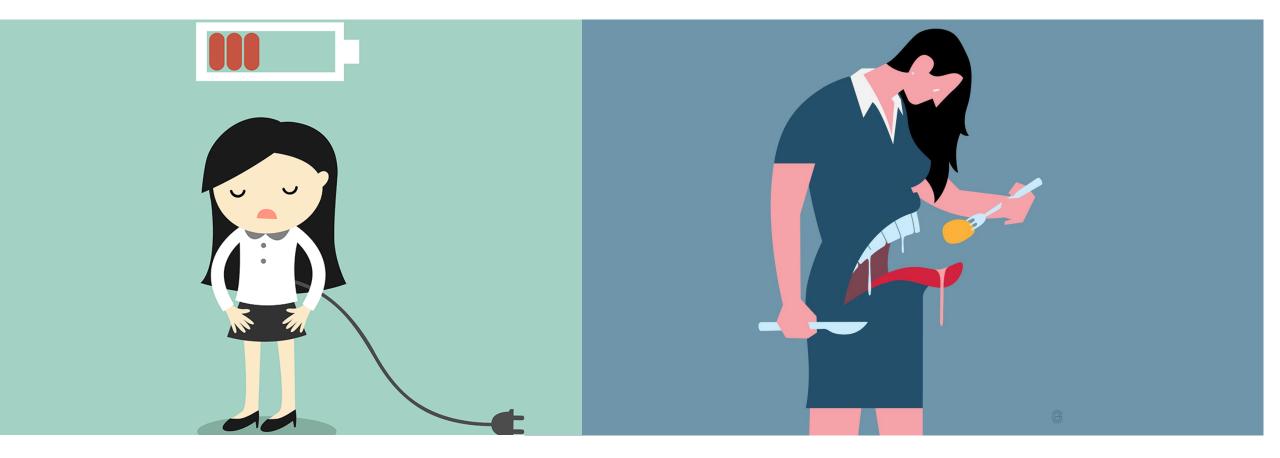




Psychological States

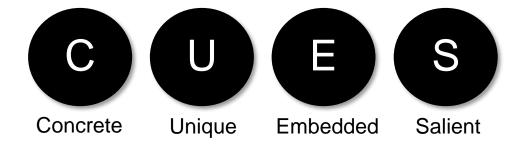


Visceral Physical States



The CUES Framework

Some cues are more powerful than others





C: Make The Cue CONCRETE

Concrete, tangible, vivid stimuli get more attention than long-term, abstract stimuli

Don't Use System 2 "Rules"

Use System 1 cues that reach the consumer directly

- Vivid pictures
- Sounds
- Vibrations
- Tangible objects in your engagement-moment environment
- Personal references

IT TAKES EFFORT TO AVOID RESPONDING TO THESE CUES!



Claim A:
Live the
healthy way,
eat 5 fruits and
veggies a day

Claim B:
Each and every
dining hall tray,
needs 5 fruits
and veggies a
day

Concrete Cues







U is for Unique: Cues Need to Be Specific

- What behaviors does the cue suggest?
- Cues that are uniquely attached to a behavior are the most powerful
- No other response has to be crowded-out

- What is the direct link to your product category?
- Are your brand assets distinctive?





E is for Embedding

Cues that are *embedded* current routine are especially powerful

- Embed a new behavior to an established behavior
- Need for Closure Ziegarnik Effect
- People feel a very strong drive to "complete" actions
- Cuing people to feel that their behaviors are incomplete can reinforce embedding in the moment





Best Practice: Embedded Cues







S is for Salience

Salience means that the cue *GRABS* attention

What grabs attention?

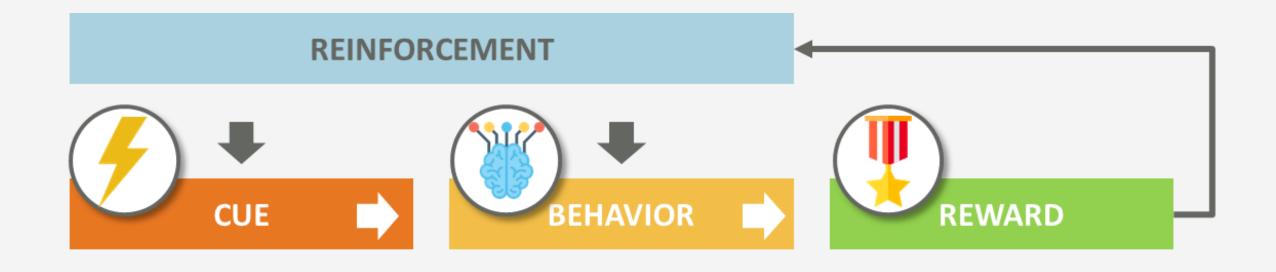
- Contrast
- Movement
- Brightness
- Loudness
- Size
- Goal Means







The Ipsos Habits Framework



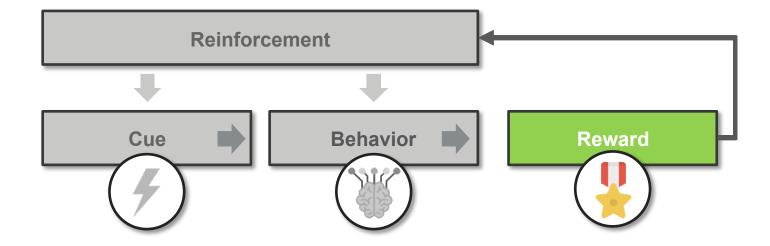
Embeddable Actions

Assess this: Buy Creamer Every Time I Buy Bags of Coffee Beans **Buy Non-Dairy Creamer** Assess this: Use Breath Strip Every Time I Exit my Use more Breath Strips Car Feed Wet Dog Food When My Family Assess this: Feed wet dog food more frequently Sits Down for Sunday Dinner Assess this: Eat Salad Before Mon, Wed, Fri Eat Healthier Meetings

Rewards Reinforce the Link Between Cue and Behavior

Rewards are required to establish the cue-behavior link

Consciously and Nonconsciously



Remember the Rat!



Consistency

Repetition

"Feels" > "Thinks"

Immediate > Delayed

Negative > Positive

Optimizing Rewards

Maximize Hedonic Rewards

Goal Acheivement

Expanded Benefits

Maximize Hedonic Rewards







Aesthetics



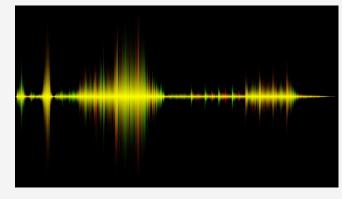
Flavor



Smell



Feel



Sound

Conscious/NonConscious Goal Acheivement

Focus on the link between the product and the conscious goals and motivations of the consumer.

Learn during consumption – reinforce with communications





3 customers for Campbell's coming up

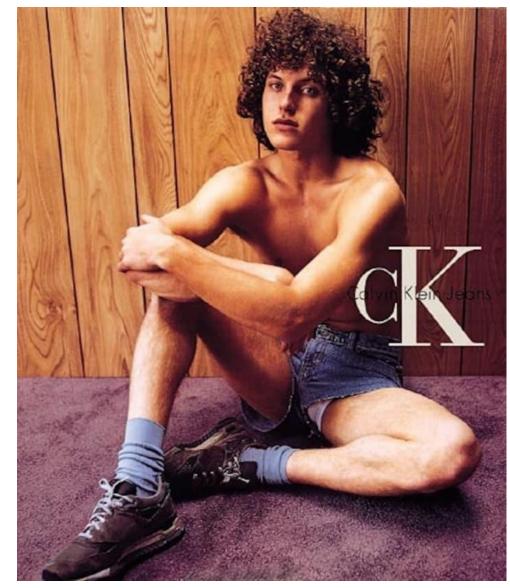
Pretty soon new, they'll be good and ready for something good and bot.
Make it Campbell's Susp. Campbell's Tomato Susp. or Chicken Noodle,
or Vegetable. Nothing slee takes the chill out of children quite so fast.
Nothing quite so warming tastes so good. And it heats in just 4 minutes.

Soup this good just has to be Campbellia.







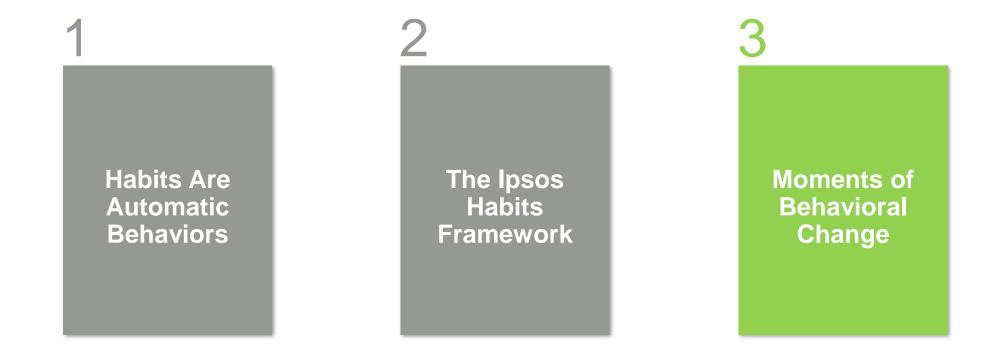


Expand Product Meaning With Emotional Rewards





Today's Agenda



Habits are Created and Broken During Disruptive Moments

Context matters!

When context changes, we reevaluate prior actions

When context changes, we are open to new solutions

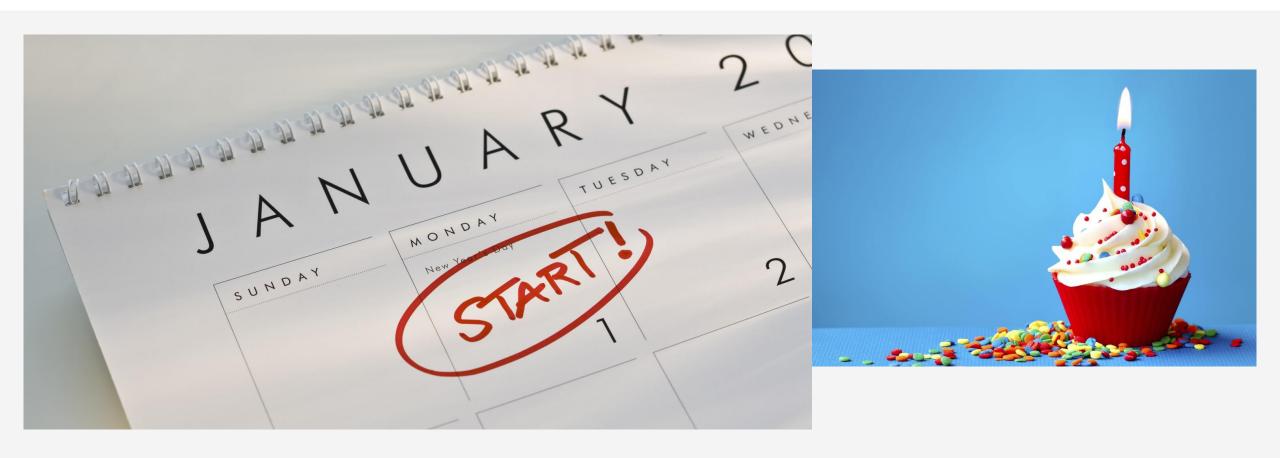
When context changes, we learn

The Power of Cues





Types of Disruptive Moments



Types of Disruptive Moments









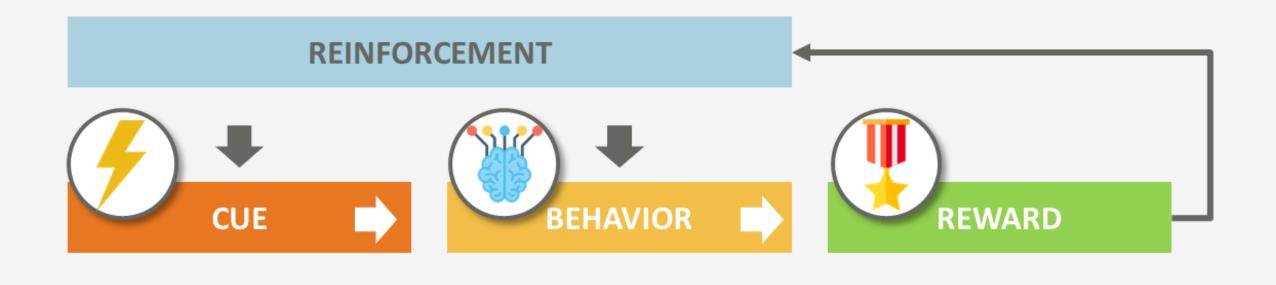
Align Cues with Moment-Based Goals



Align Rewards with Moment-Based Goals



Examining Habits in Market Research



Thank You!



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