





System 1 (the non-conscious) drives 95% of decision-making



5%

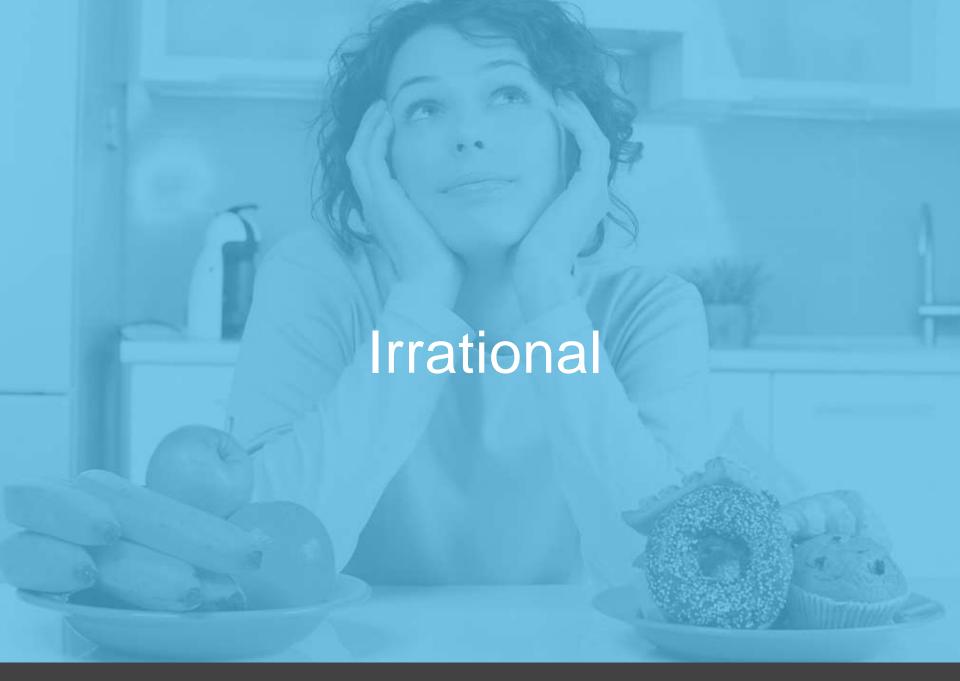
Conscious

- · Majority of Research
- Rationalizations

95%

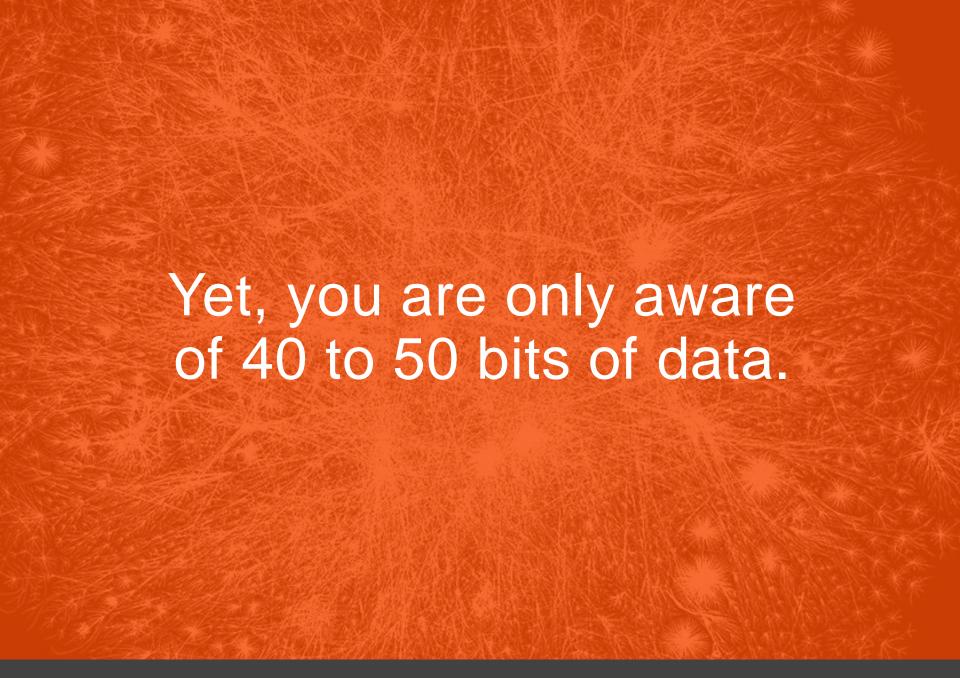
Non-Conscious

Where Decisions are Made









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We're social animals...

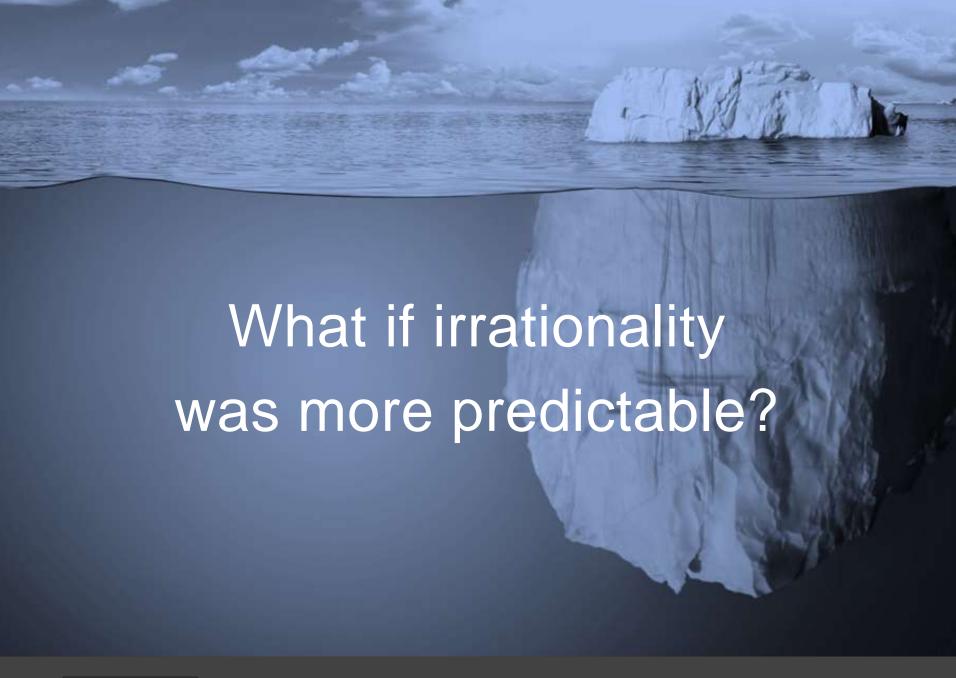




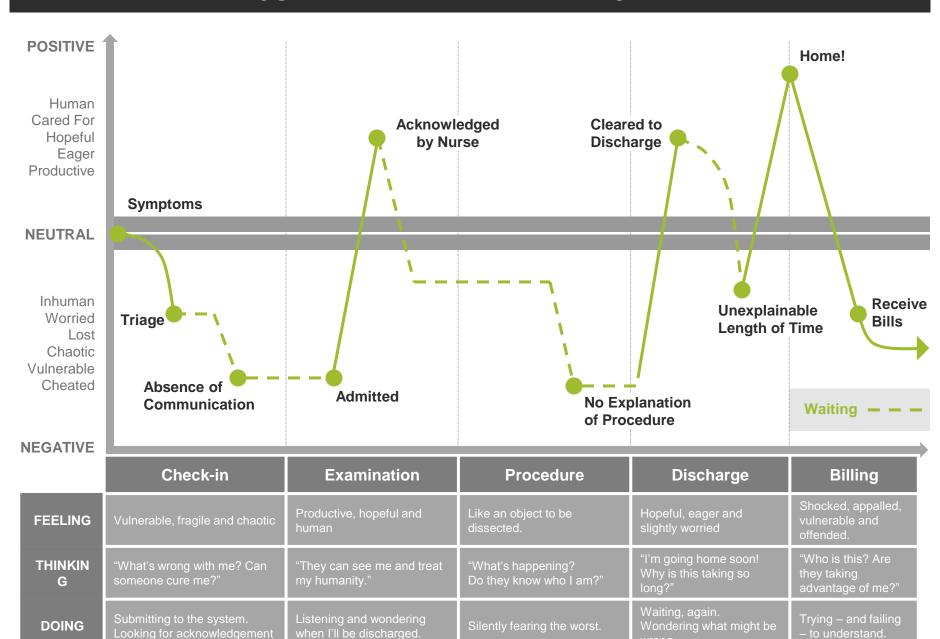
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PURPLE YELLOW RED BLACK RED GREEN RED YELLOW ORANGE BLUE PURPLE BLACK RED GREEN ORANGE





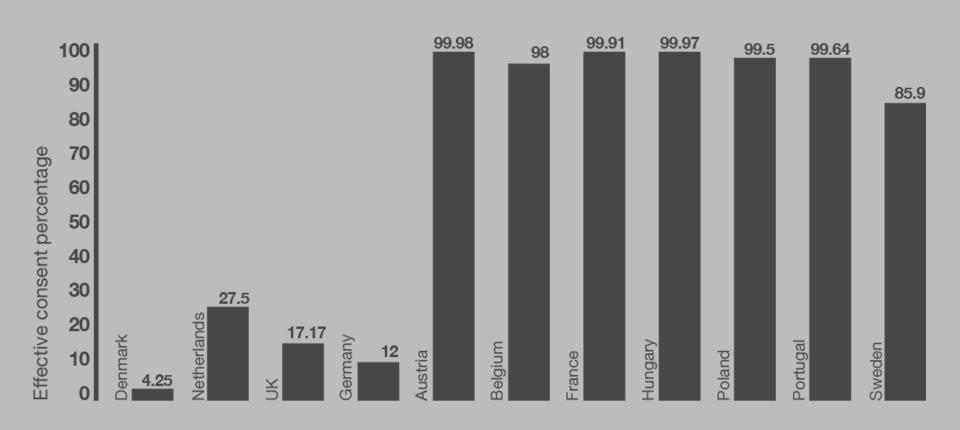
HOSPITAL PEAK-END EXPERIENCE MAP



01. CHOICE ARCHITECTURE

The careful design of the environments in which people make choices.

What's the difference?



Plan for errors.



02. LOSS AVERSION

People are motivated to avoid losses rather than acquire gains.

Moneyball was right... "I hate losing more than I love winning."

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Framing gains vs. losses

THE GAIN FRAME

71%

If Medicine A is selected, one-third of her acne will be cleared in two weeks. 29%

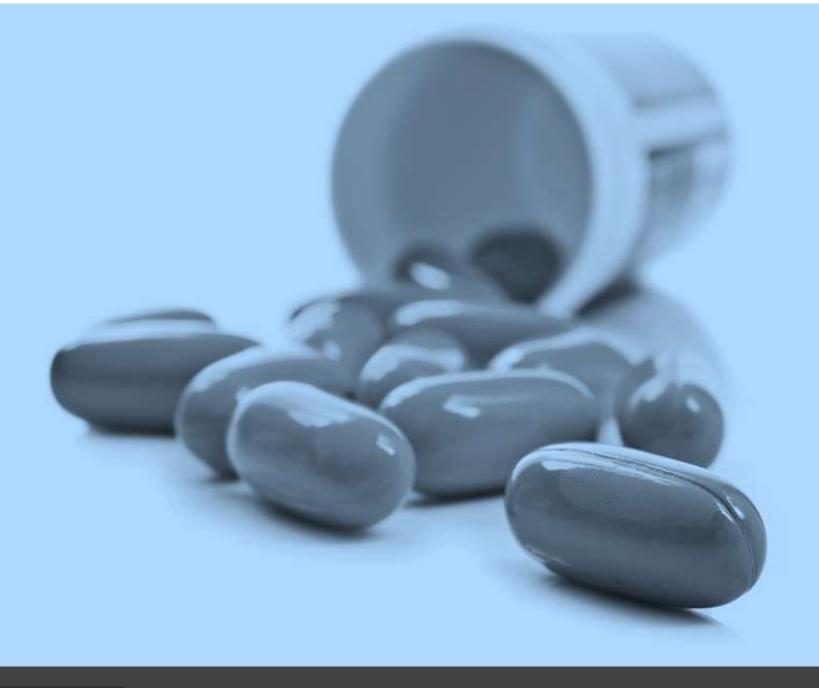
If Medicine B is selected, there is a one-third probability that all of her acne will be cleared in two weeks, and a two-thirds probability that no acne will clear in two weeks.

THE LOSS / PAIN FRAME

40%

If Medicine A is selected, two-thirds of her acne will still be there in two weeks. 60%

If Medicine B is selected, there is a one-third probability that all of her acne will be cleared in two weeks and a two-thirds probability that no acne will clear in two weeks.



03. PRIMING

Our environment influences how we think and act, even in the subtlest ways.

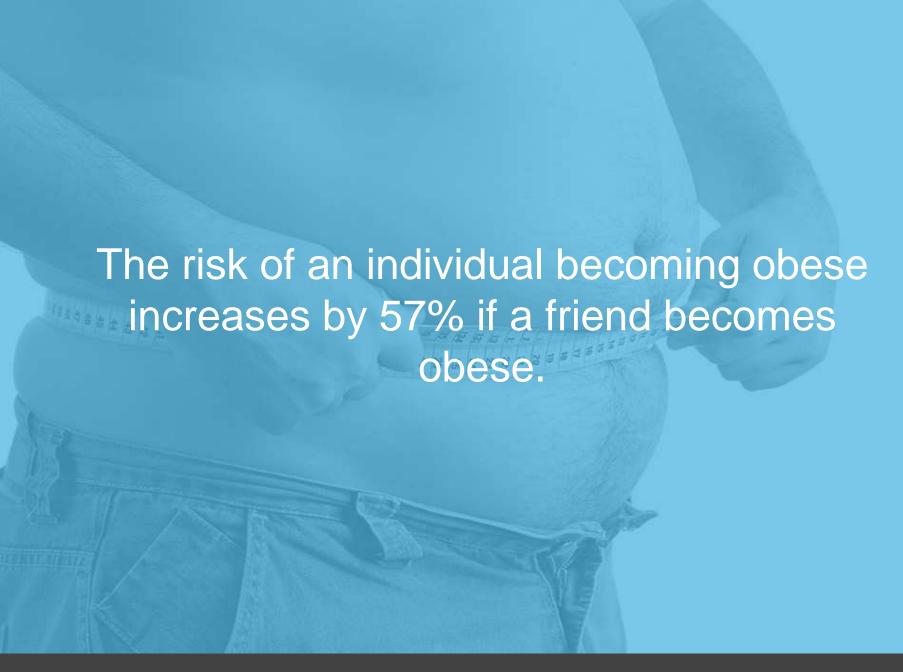
People primed with an "elderly" identity walked more slowly.

The smaller the plate, the less we eat.

04. SOCIAL NORMS

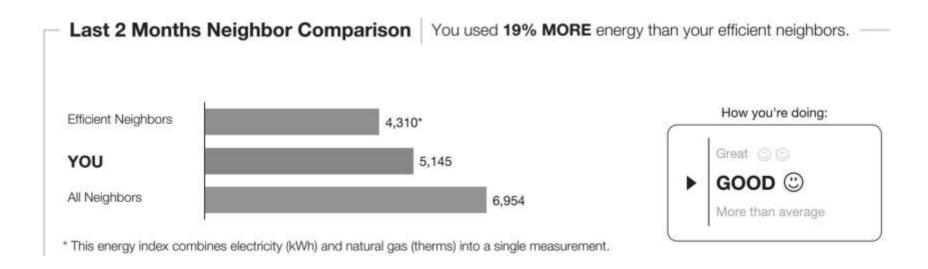
People naturally follow the crowd and are heavily influenced by those around them.



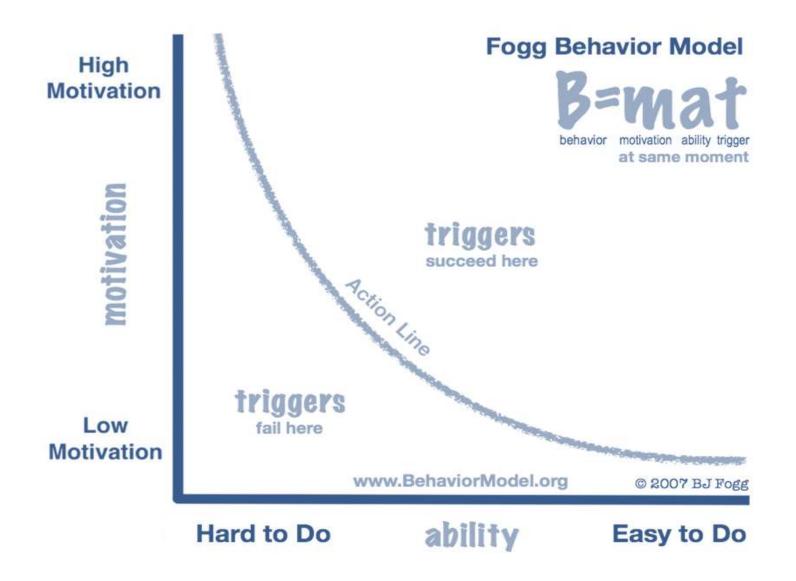


More than half of French college students overestimated the prevalence of binge drinking by their peers. The more common they assumed it was, the more they drank themselves.

Emphasize social norms for the desired behavior.







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O1. DIAGNOSE



What are the target behaviors we seek to change?

INQUIRE

- What is their motivation?
- What is their scarcest resource?
- What are key social & environmental influences?
- What is the behavioral pattern to solve?

Motivation Dimensions

- Acceptance / Rejection
- Hope / Fear
- Pleasure / Pain

Ability Dimensions

- Time
- Cost
- Perceived Effort
- Brain Cycles / Conclusion
- Non-Routine

03.

- What are the barriers?
- What cognitive biases are at play?
- What behavioral economics concepts might we use to address this challenge?
- Frame the behavioral intervention opportunity.

04. BLUEPRINT

- How might we execute on the behavioral intervention opportunity?
- Create 3 "safe" ideas and 3 "crazy" ideas.
- Pick 1-3 target interventions based on impact and feasibility.

05. TEST

- What core psychological assumptions might we need to test?
- What are 3 simple ways to test these?

06. CHANGE

- Tell your stakeholder's story and how you can use behavioral economics to help them.
- What is your quick pitch story to build internal momentum and support?

