

changing **behaviour** for a cause

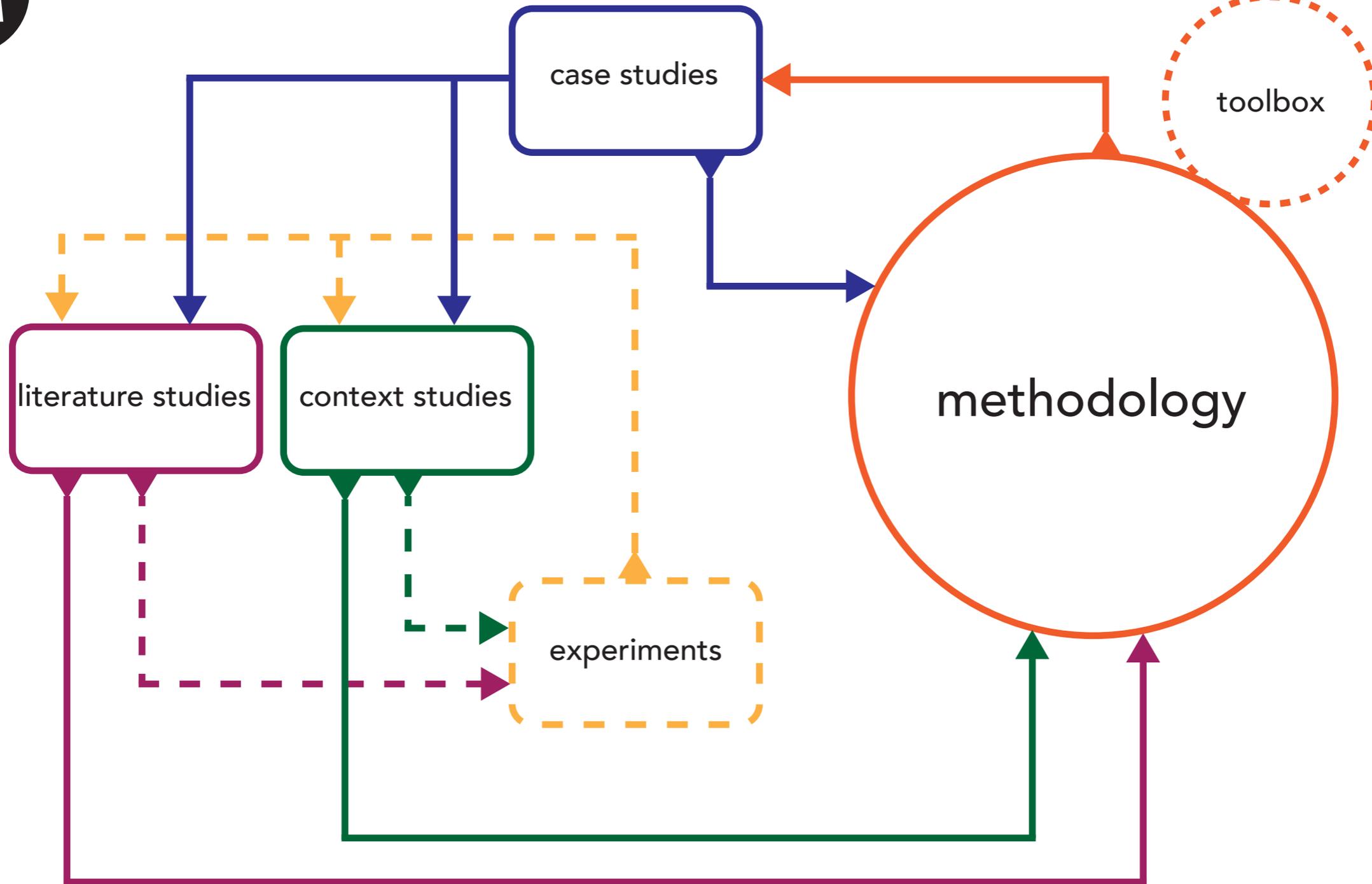
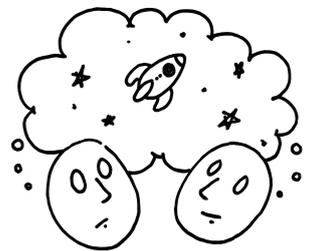


DecarboNet Project

A Decarbonisation Platform for Citizen Empowerment and Translating Collective Awareness into Behavioural Change.



This project has received funding from the European Union's Seventh Framework Programme for research, technological development and demonstration under grant agreement no 610829.





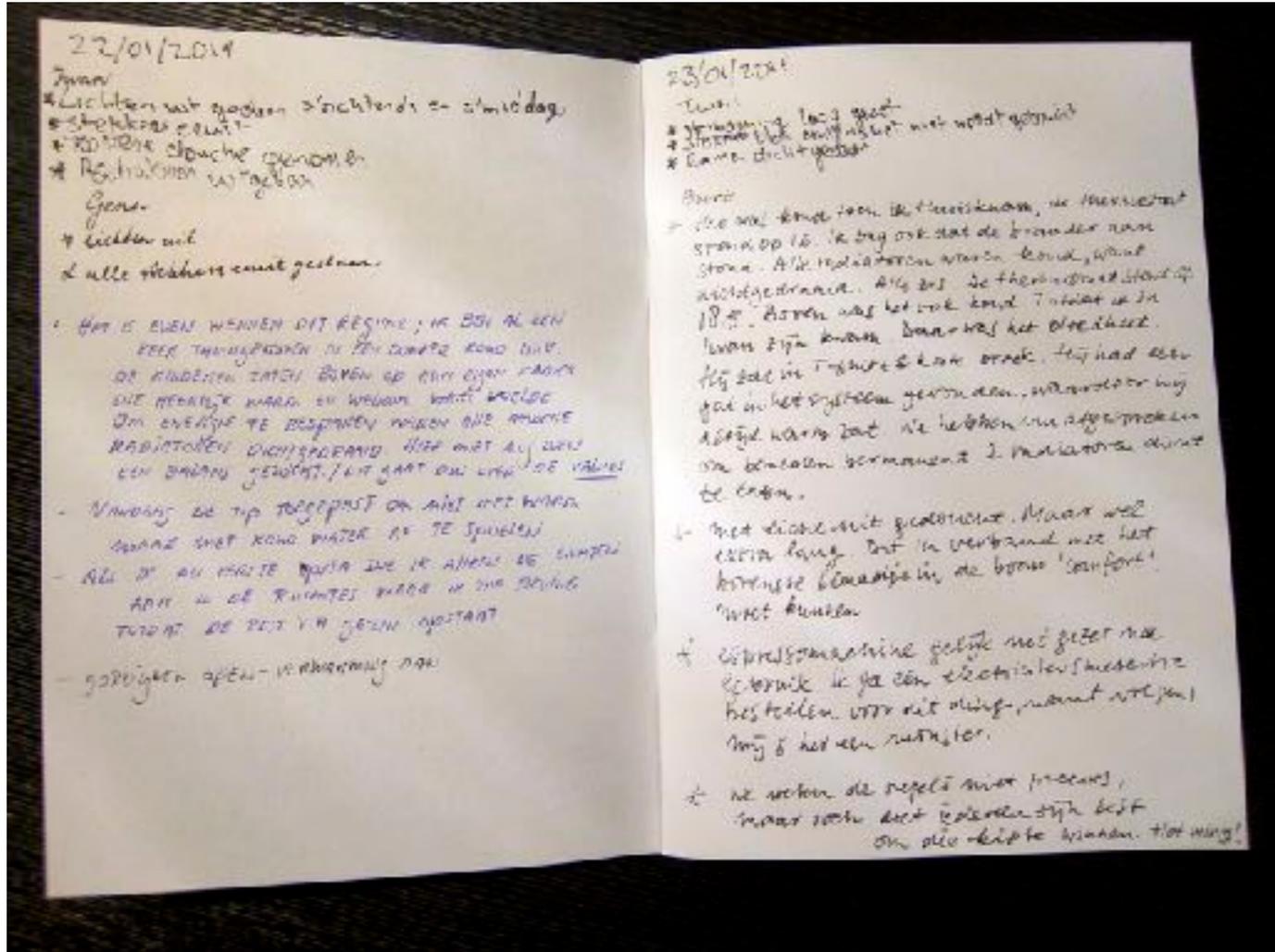
context & case studies



This project has received funding from the European Union's Seventh Framework Programme for research, technological development and demonstration under grant agreement no 610829.



context & case studies



The University Of Sheffield.





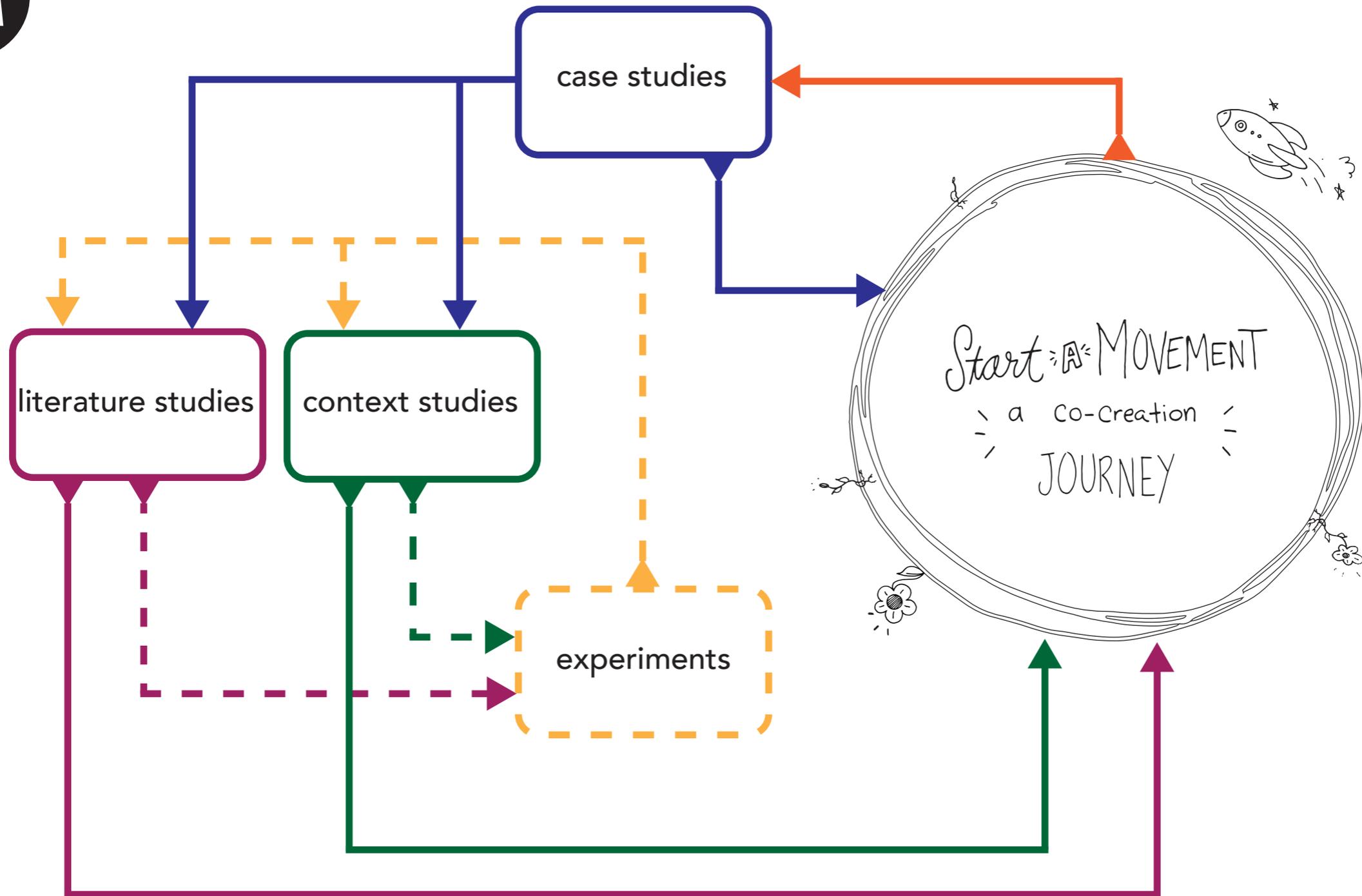
context & case studies



waag society



This project has received funding from the European Union's Seventh Framework Programme for research, technological development and demonstration under grant agreement no 610829.





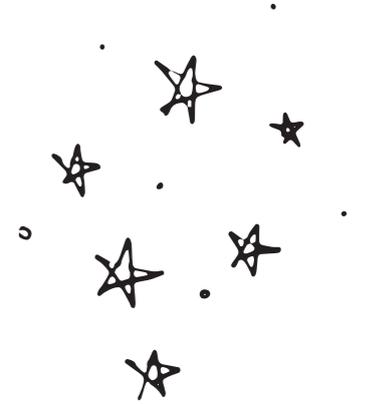
'Knowledge is about tomorrow.

In the now, we're driven by the environment we currently live in. [...] environment determines our behaviour to a large degree, and to a larger degree than we intuitively predict.'

Dan **Ariely** et. al.

'Hacking Human Nature for Good', 2014





'It's a delusion we can change peoples' behaviours.

Instead, people change their own behaviours.

Our role is to create an enabling environment and provide opportunities for people to become inspired by what their peers have achieved.'

Les Robinson

'How the science of behaviour change can help with sustainability'

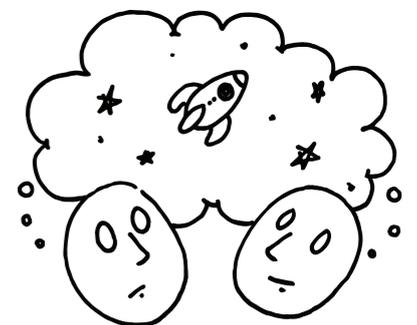
The Guardian, 2011



'In every area of our lives, there is a gap between what we know we should be doing and what we actually end up doing. And rarely is knowledge the limiting factor. It's something else. So what is it?'

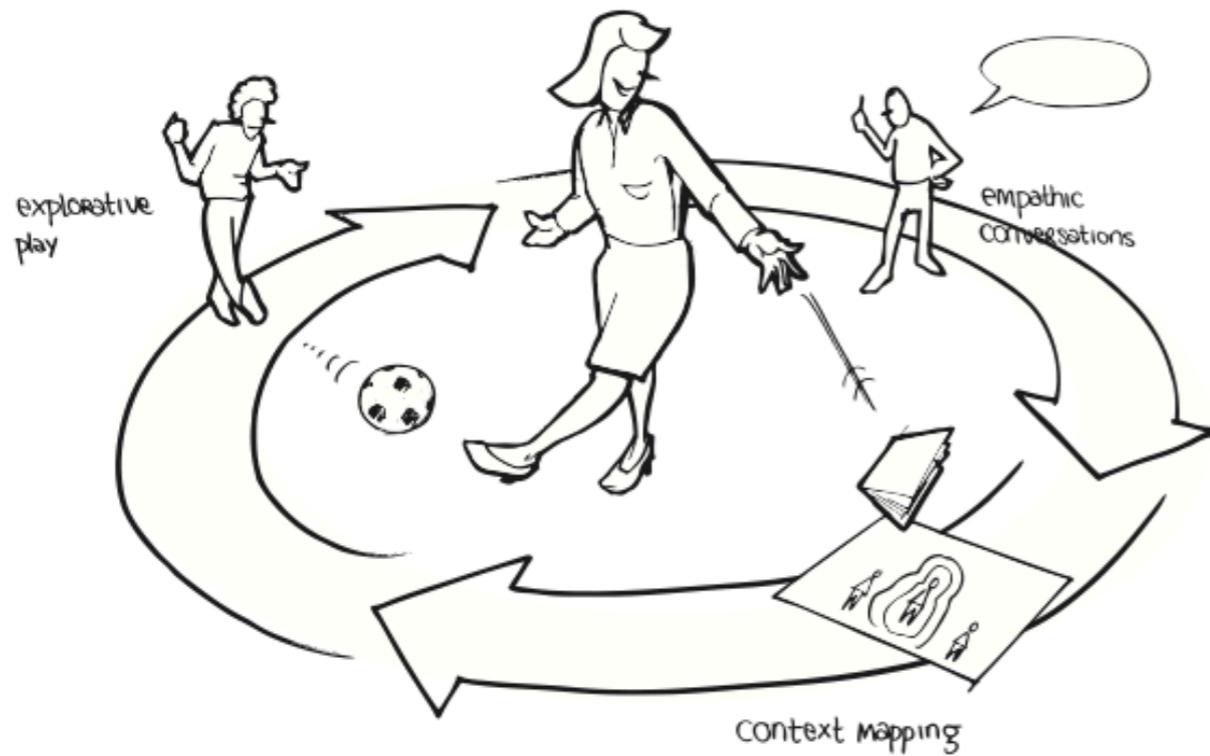
Dan **Ariely** et. al.

'Hacking Human Nature for Good', 2014





waag society's philosophy

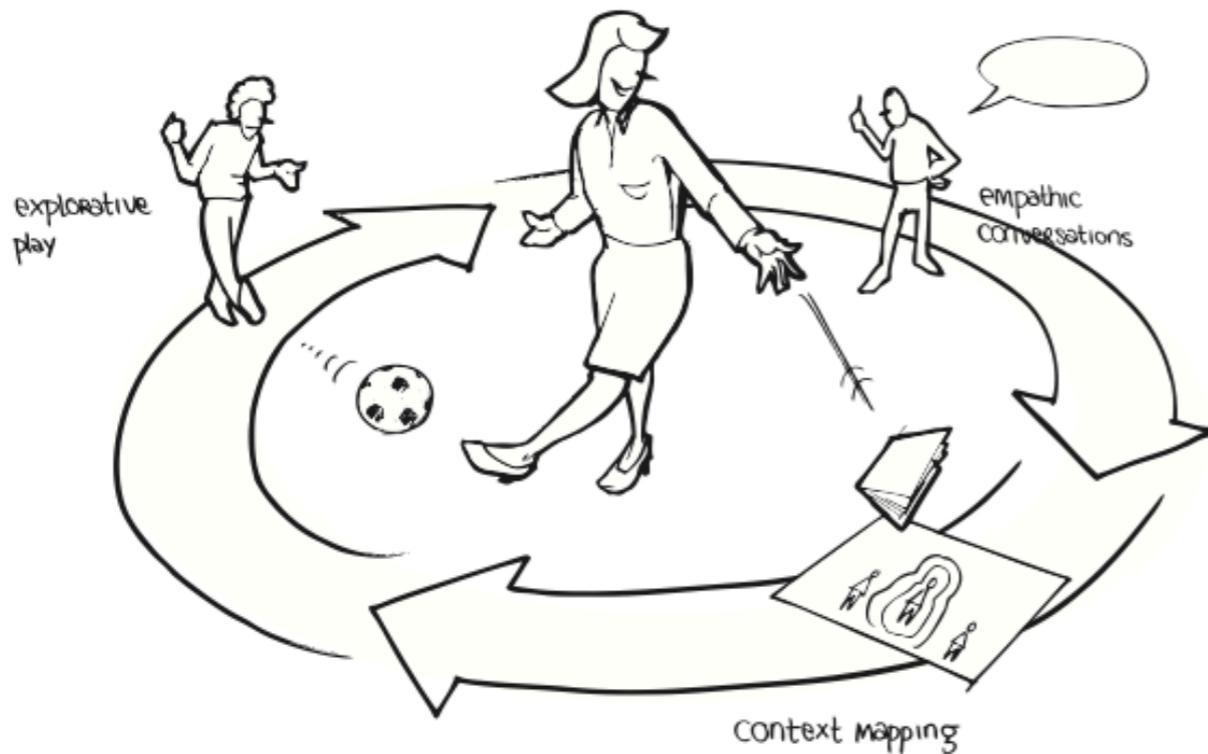




waag society's philosophy

+

studies on behaviour

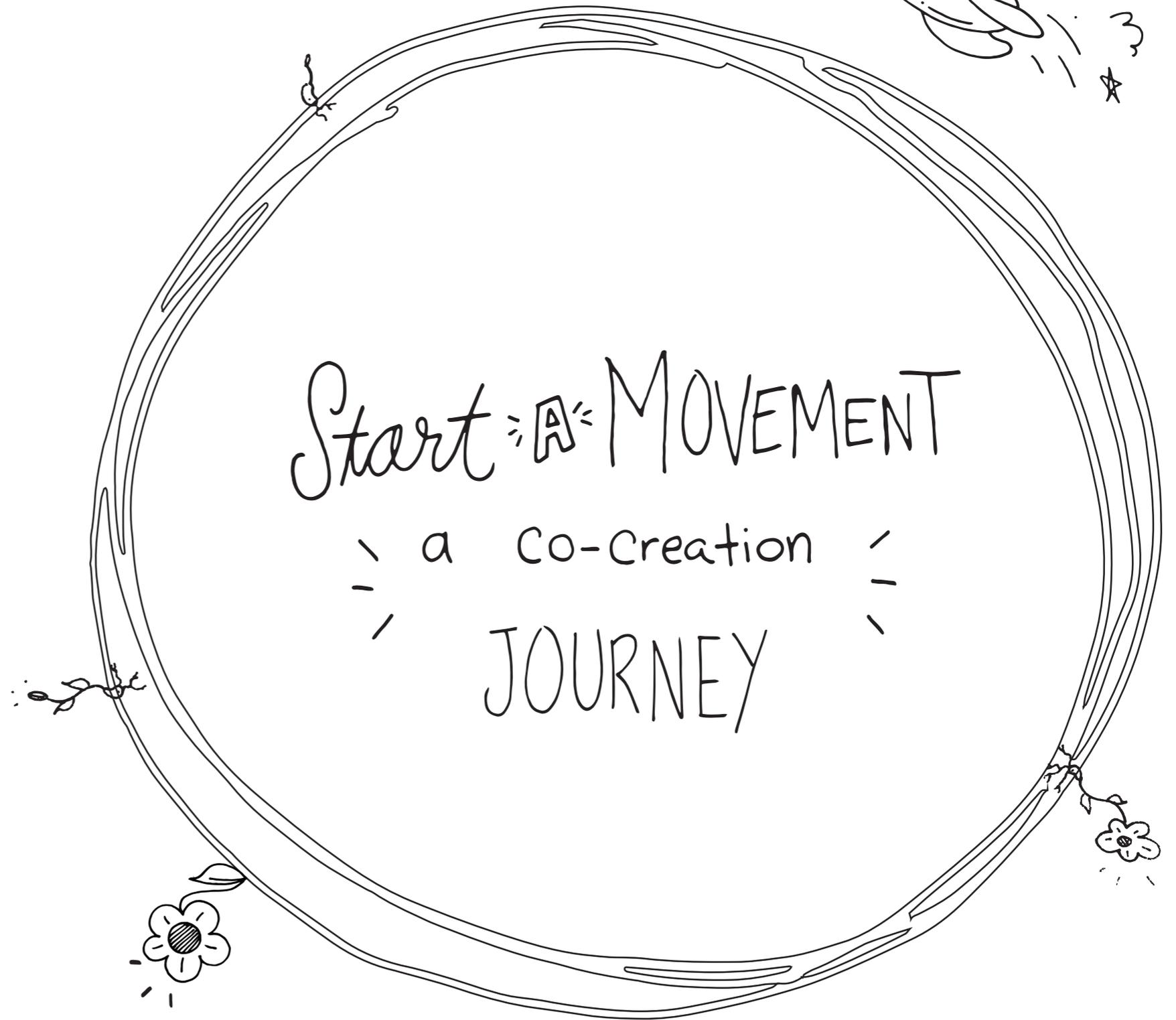


waag society





waag society's program



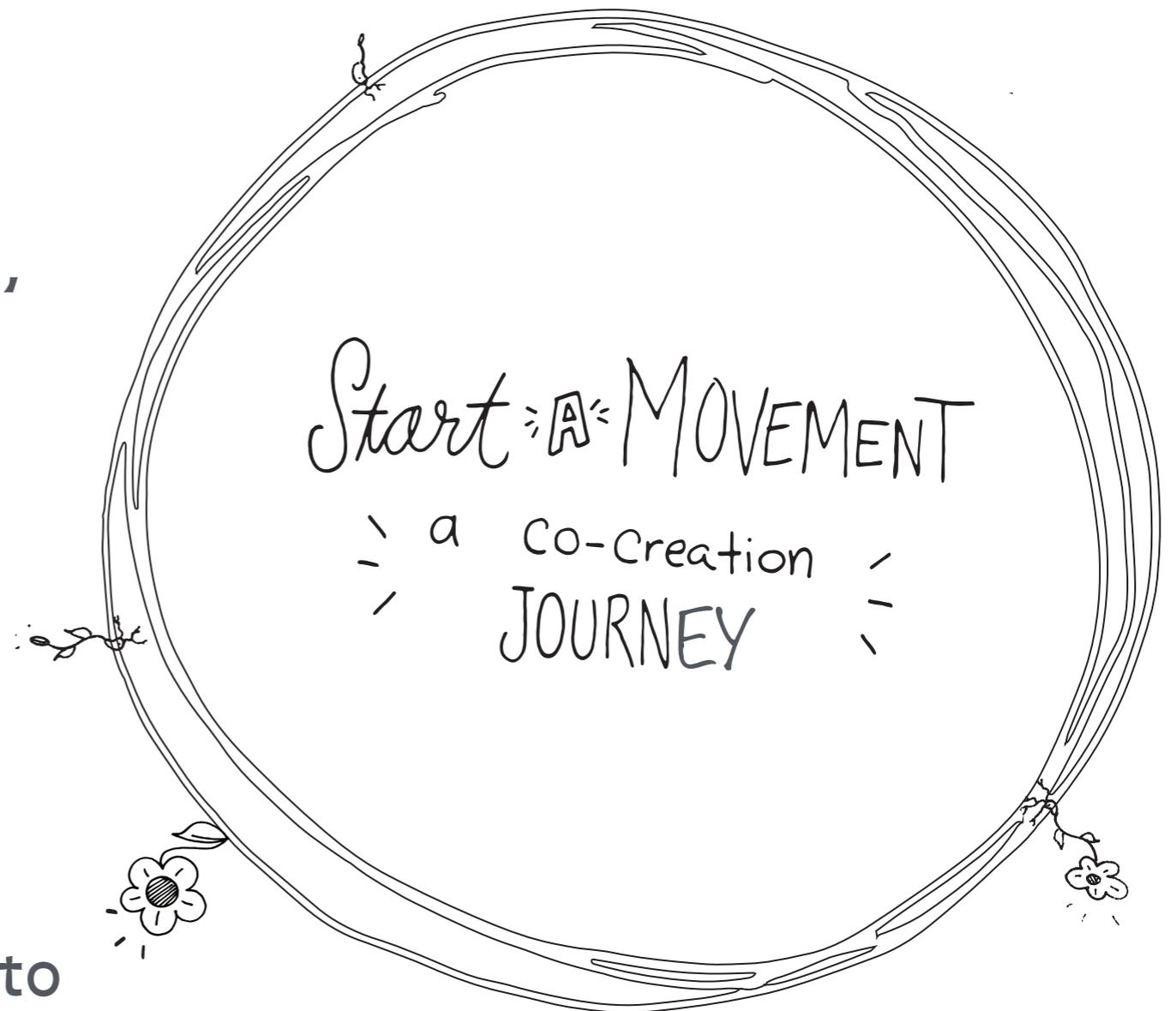


movement

A **movement** aims to encourage people to make informed (behavioural) changes in their life, in favour of a cause.

Through co-creation we create a **movement**.

A **movement** has no end. It is in constant flux and adapts to new circumstances. It enables people to act and change their behaviour.

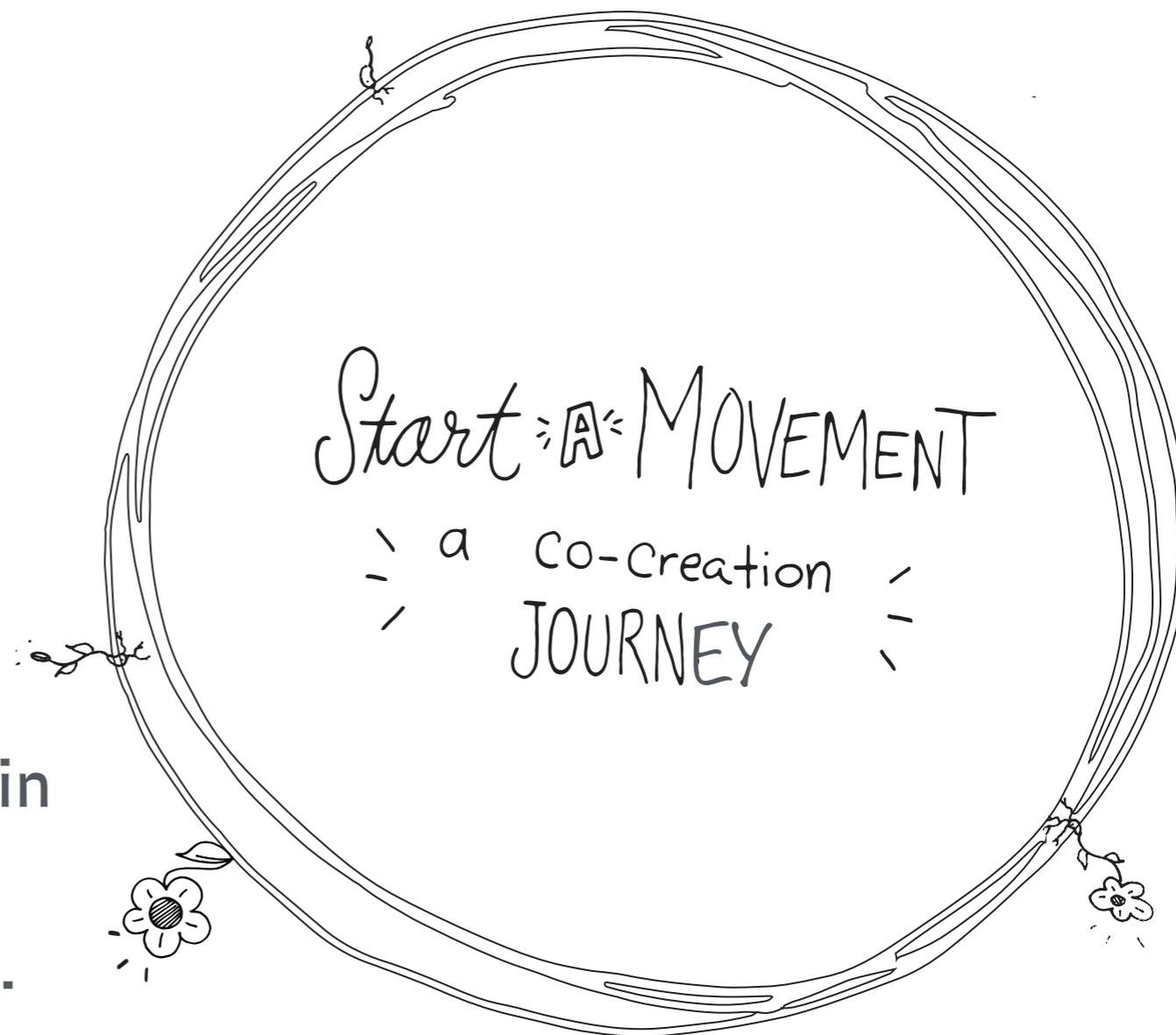




enabling environment

For this to happen, we need to design an **enabling environment** that allows people to join, act, share and/or reflect.

Enabling environments are the optimal circumstances for acting in favour of the movement – changing behaviour for the cause.





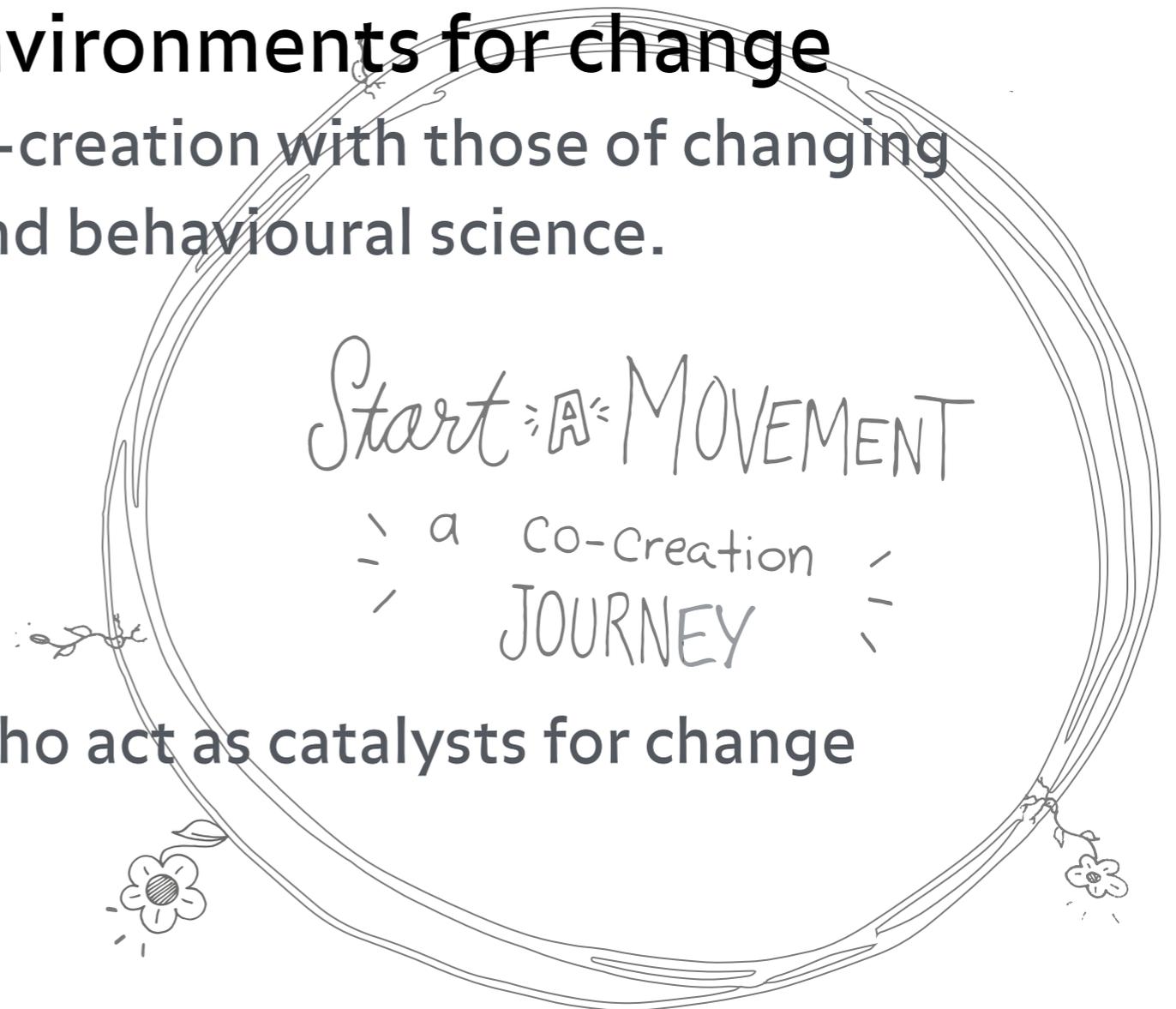
start a **movement**

What: creating enabling environments for change

combining principle of co-creation with those of changing behaviour in marketing and behavioural science.

For: change agents

people or organizations who act as catalysts for change



How: 5 iterative stages

a hands-on program, with tools and strategies to support and document the work.

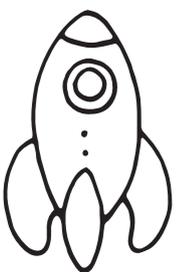
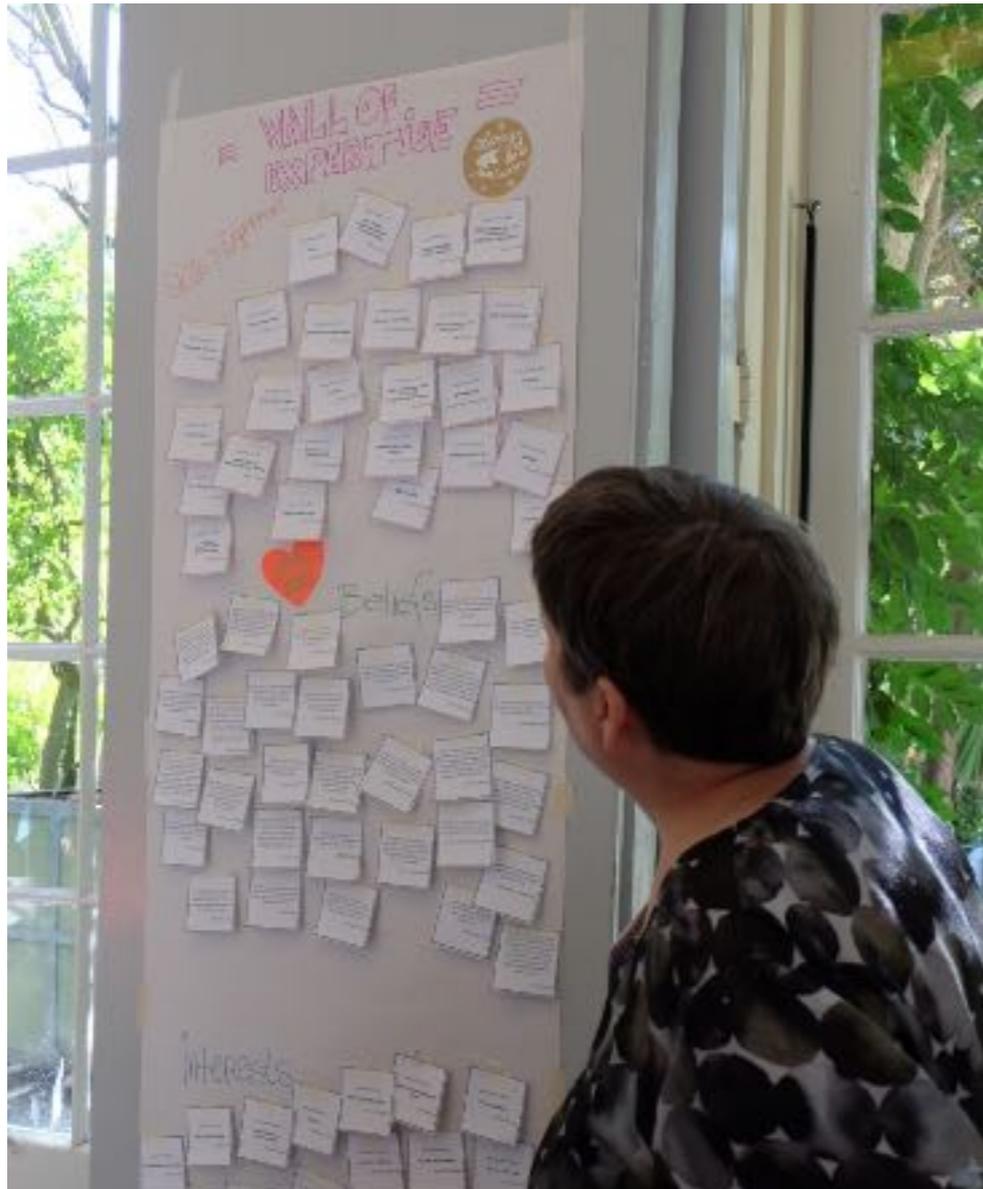


5 stages

stage 1: open your mind

stage 2: enabling environment exploration

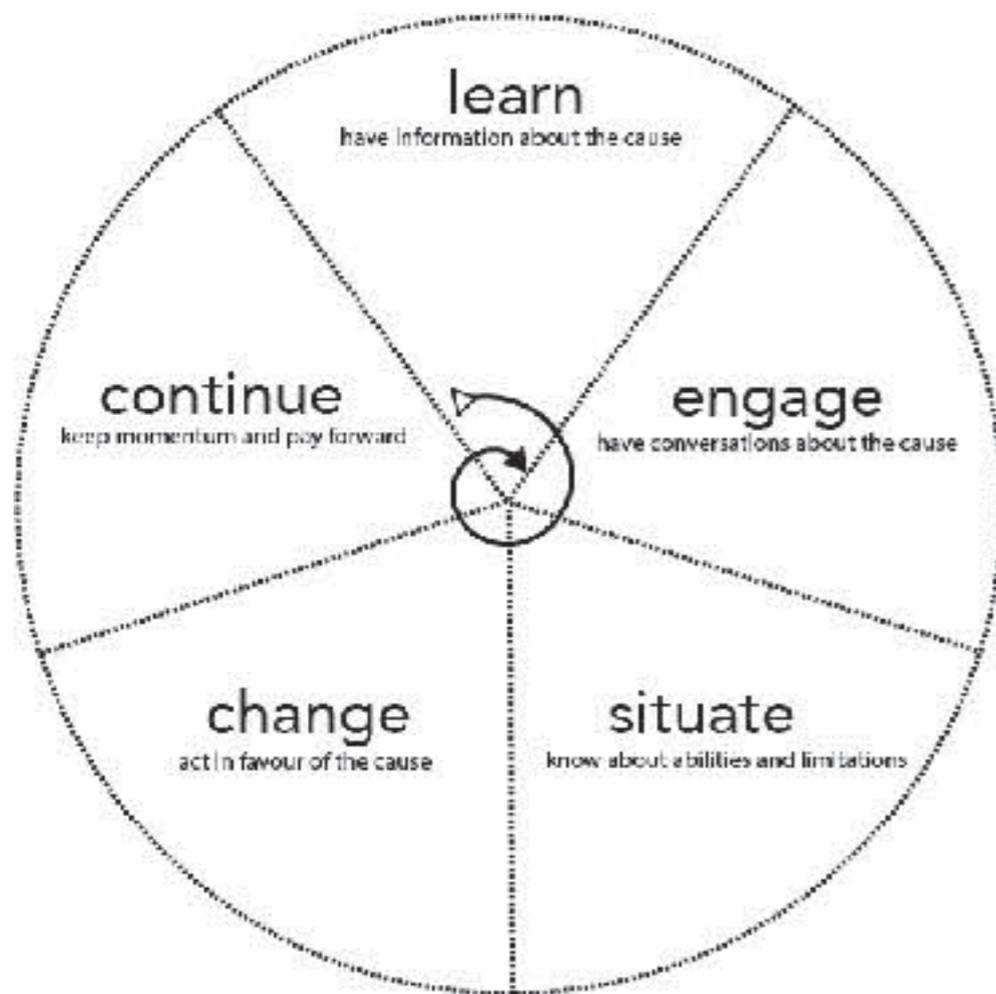
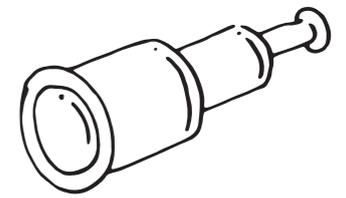
sensitize to the topic and method & explore possibilities





5 stages

stage 3: movement mission, stakeholders and audiences



know who you want to reach
know your audience's baseline
know what you want to achieve





5 stages

stage 4: co-creation with users and various stakeholders



co-creating with a variety of experts will ensure:

- relevance
- ownership
- agency
- sustainable design



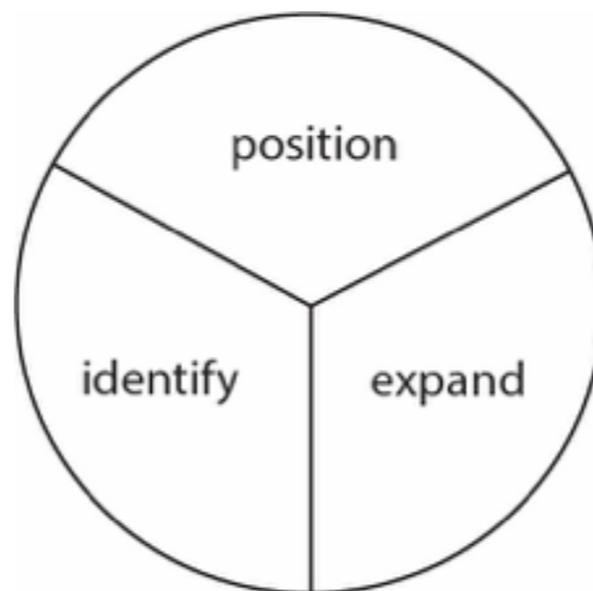


5 stages

stage 5: enabling environment design



Develop, based your movement mission and your co-creation process, the most effective 'enabling environment' to facilitate behavioural change.





some start a **movement** tools

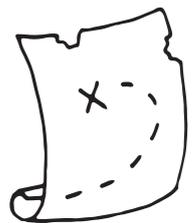
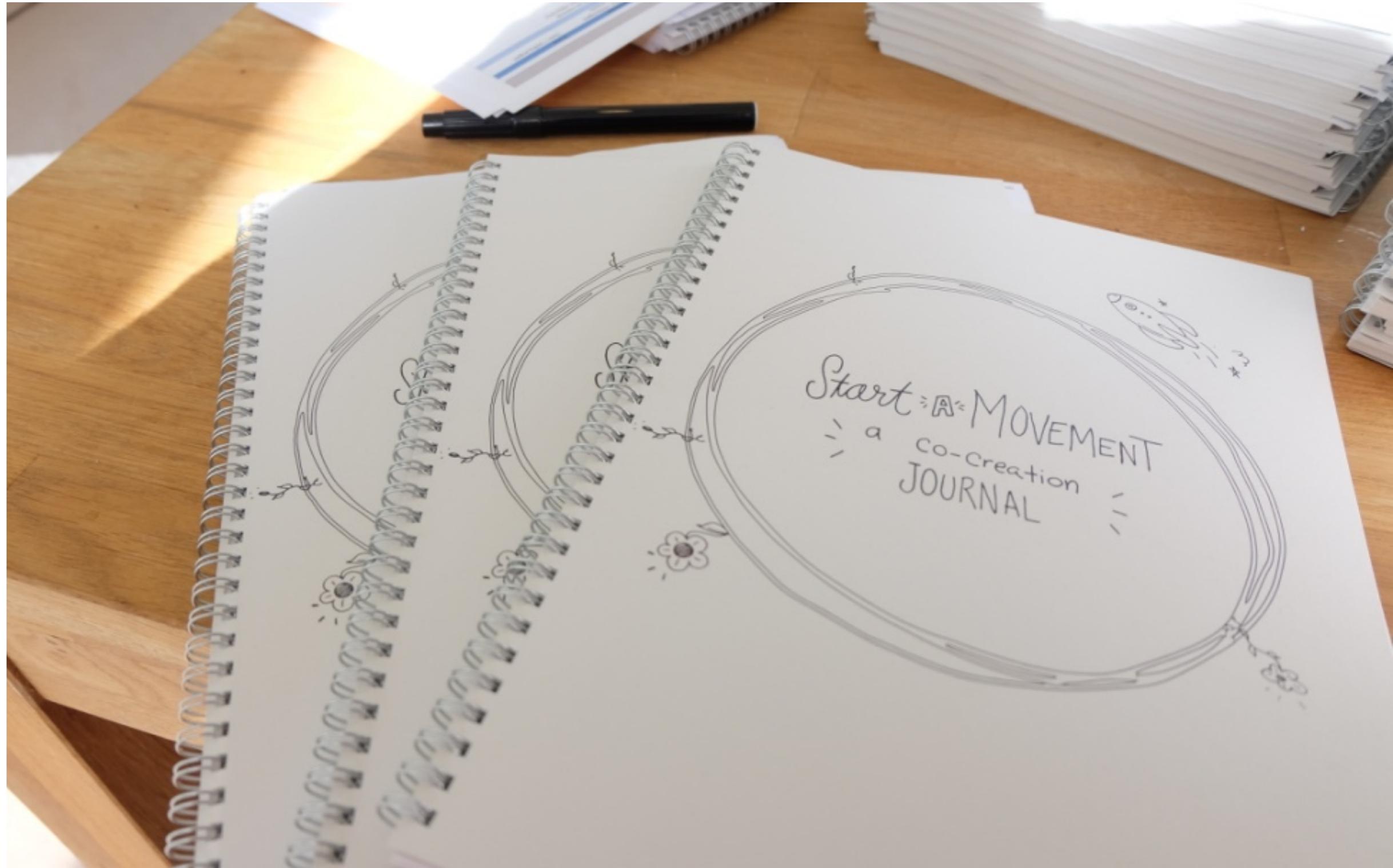


VALUE TREE

What are the things you value most when you think about energy in relation to your home environment?
And does their priority change over time when you have altered your energy saving behaviour?



some start a **movement** tools



‘Even when we change our routines, neural pathways remain etched in our brains, ready to be reactivated when we lose focus.’

‘Altering behavior requires not only an understanding of how to persuade people to act [...] but also necessitates getting them to repeat behaviors for long periods, ideally for the rest of their lives.’

Nir **Eyal**, Ryan **Hoover**

‘Hooked’, 2014



waag society

institute for art, science and technology