

Human First
Collective

Behavioural Science in Marketing: Understand, Predict, Change

Brunch & Learn Event



THE JUICERO

A £400 juicer, that connects to Wi-Fi.

The CEO was described as the 'next Steve Jobs'.



THE JUICERO

**Raised and lost
£120 million in 1
year.**



THE JUICERO

Juicero's product does not consider their customer's needs and pain-points.





Many businesses still miss the key ingredient...

**Understanding *who* their customers
are, and *why* they behave the way
that they do.**

**The average adult
makes 30,000
decisions per day.
220 of these are
about food alone.**



**95% of these decisions
are habitual and
unconscious.**



**So, people rely on
mental shortcuts
and other factors to
make decisions.**





**Factors that
influences
decisions...**

PERSONALITY

EMOTIONS

BIASES

**RISK
APPETITE**

EXPERIENCE

**SOCIAL
FACTORS**



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What is behavioural science?

**The study of human behaviour and
decision making to make the
unconscious, conscious**

Other companies use behavioural science...

Google

amazon

NETFLIX

J.P.Morgan

Walmart 

Coca-Cola

Uber

unicef 



Save the Children



 NatWest

 Nasdaq



Our Framework...

UNDERSTAND





PREDICT



CHANGE

Framework

1. UNDERSTAND



YOUR CUSTOMERS

Combine **quantitative** and **qualitative research** methods to delve into the **data** and **insights**



2. PREDICT



THEIR DECISIONS

Using **models** and **frameworks** to develop our understanding of **audiences** and **predict behaviours, priorities** and **outcomes**



3. CHANGE



THEIR BEHAVIOUR

Design methods to **intervene** and **instigate change** in our audiences

1. UNDERSTAND.

2. PREDICT.

3. CHANGE.



1

UNDERSTAND.

**People's
decision-making
is influenced by
many underlying
factors.**

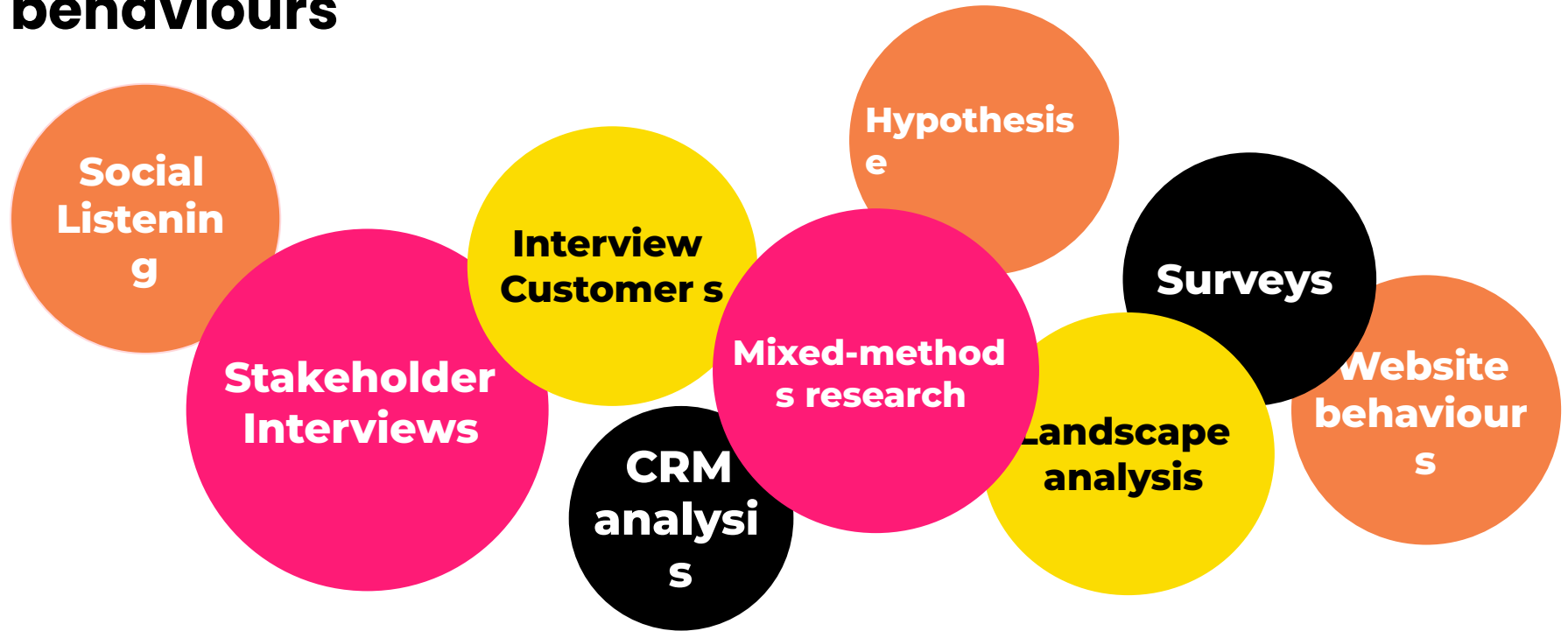


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Understand key decisions & behaviours



UNDERSTAND



Using relevant research channels.

DESK RESEARCH

Who: General overview of the market and population to add any additional insights to enrich the data.

What: GWI and Meltwater research tools provide insights into channel selection and social listening data.

Why: To provide insight into the media landscape for particular topics and how the public reacts and searches.



SURVEYS

Who: Existing and prospective audiences/customers.

What: We'll ask questions around what motivates the customer's decision making.

Why: To acquire direct customer data to identify the barriers to purchase and festival attendance.



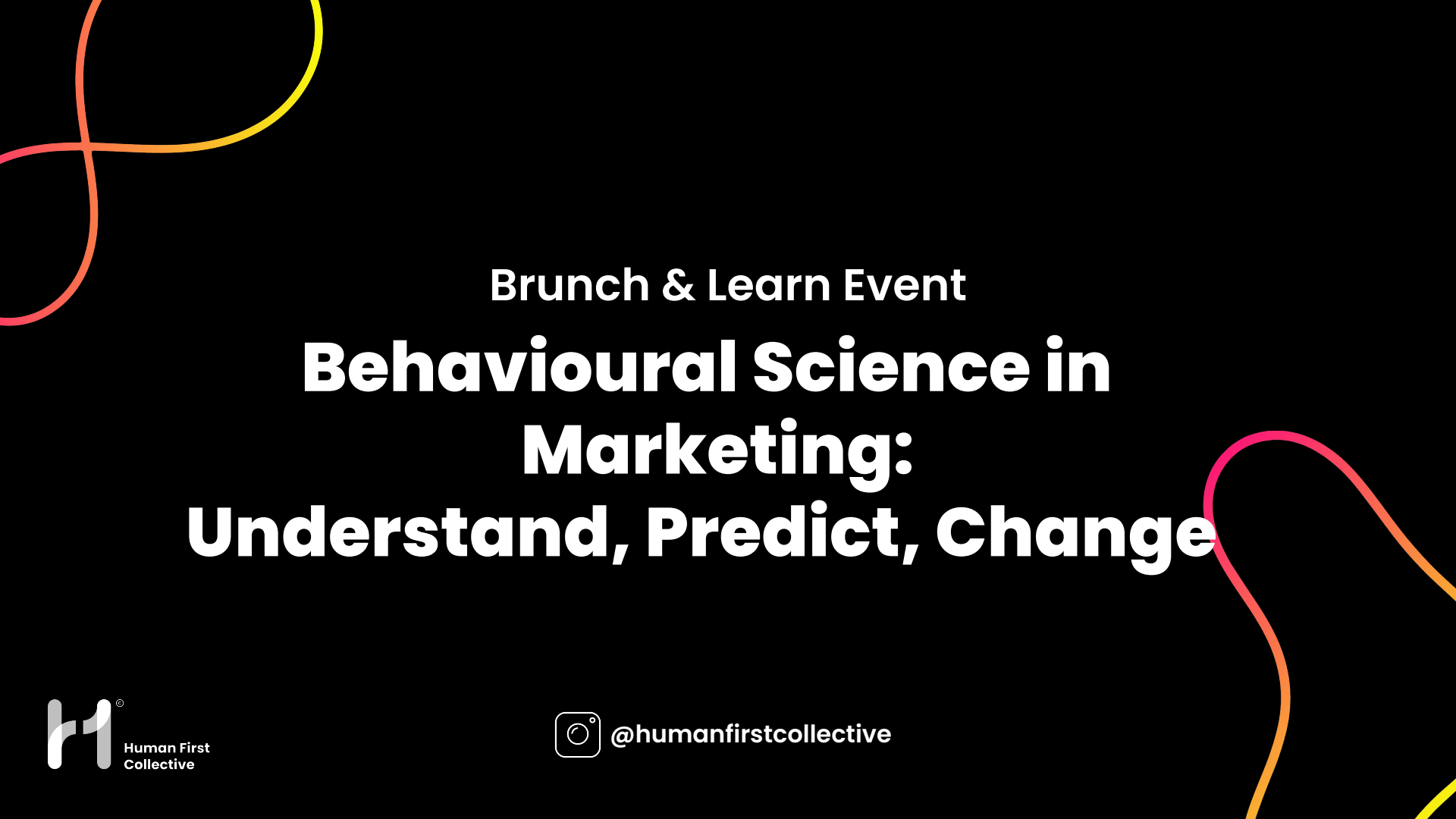
INTERVIEWS

Who: Internal stakeholders, customers, prospective customers.

What: We'll explore the insights that these individuals have in the customers' decision-making process.

Why: This insight will both enrich the survey data and uncover additional insights about why participants make their decisions.





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1. UNDERSTAND.

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2

PREDICT

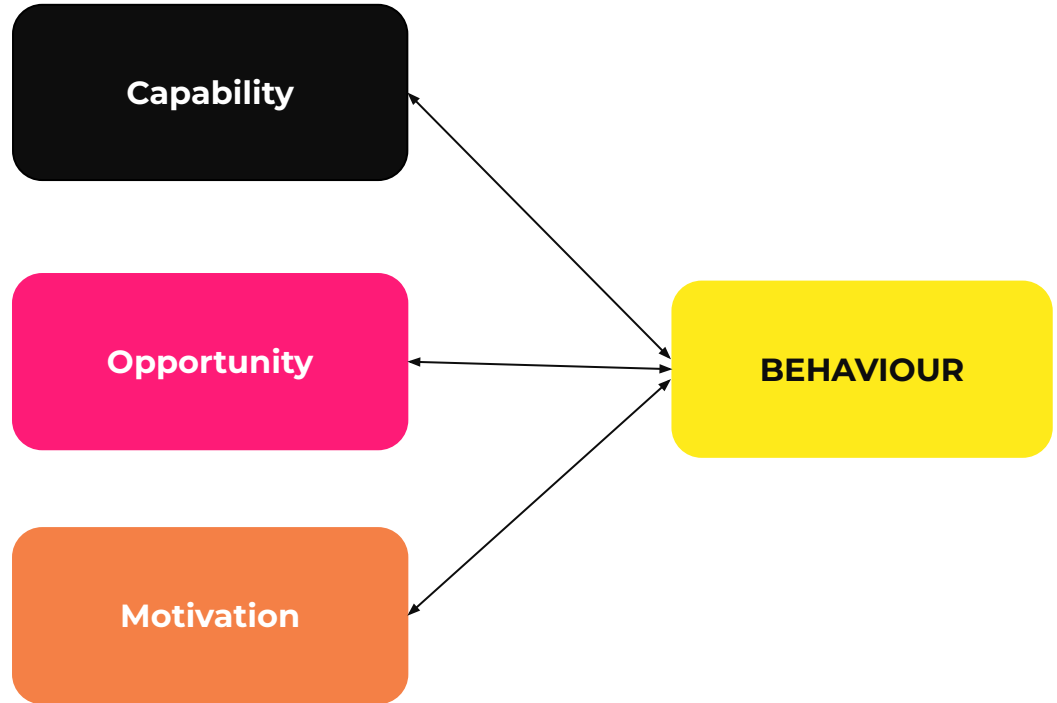
Behavioural frameworks can predict your customers decisions and behaviours, and opportunities to **create change.**



The COM-B Model

To understand consumer behaviour, it can be useful to look at **why people do what they do** (or why they don't!)

- **Capability**
"Do I have the ability to perform the behaviour?"
- **Opportunity**
"Do I have the time/opportunity to do the behaviour?"
- **Motivation**
"Do I want to do this behaviour?"



COM-B: Increase Clothes Donations To Shelter

Capability questions

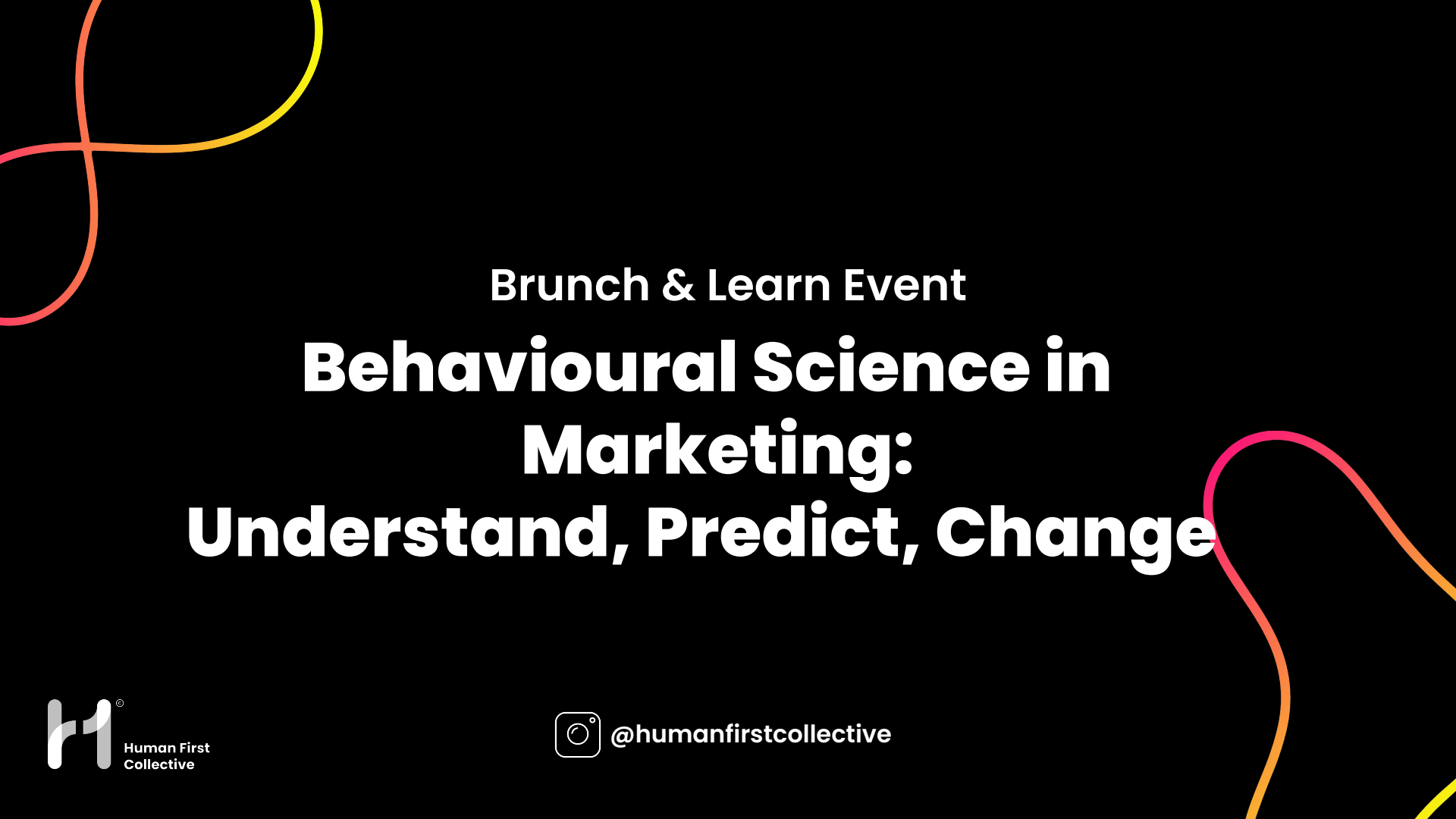
- Are people aware of Shelter?
- Do they know they can donate to Shelter shops online and in-store?
- Do they know how?
- Do they know why they would want to?

Opportunity questions

- Do people live near enough to a Shelter shop?
- Do they have easy access to a postal service?
- Do they know influencers or celebrities who donate?
- Do their friends regularly donate clothes?

Motivation questions

- Do people want to donate?
- Do they know the benefits of donating for themselves and others?
- Is donating to charity part of this person's self-identity?
- Have they done it before?



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CHANGE

3

We can change
behaviour by
making **changes**
to the
environment in
which people
make decisions.



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**Imagine your local
supermarket pre 2018...**

**Changing the choices
at the check-out
reduced sugar
consumption by 20%.**

(Ejlerskov et al. 2018)





A nudge is a small tweak to the environment that can change behaviour, **without restricting choice.**

Nudge Cards



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Present Bias

People prioritise short-term rewards in the present over future long-term benefits

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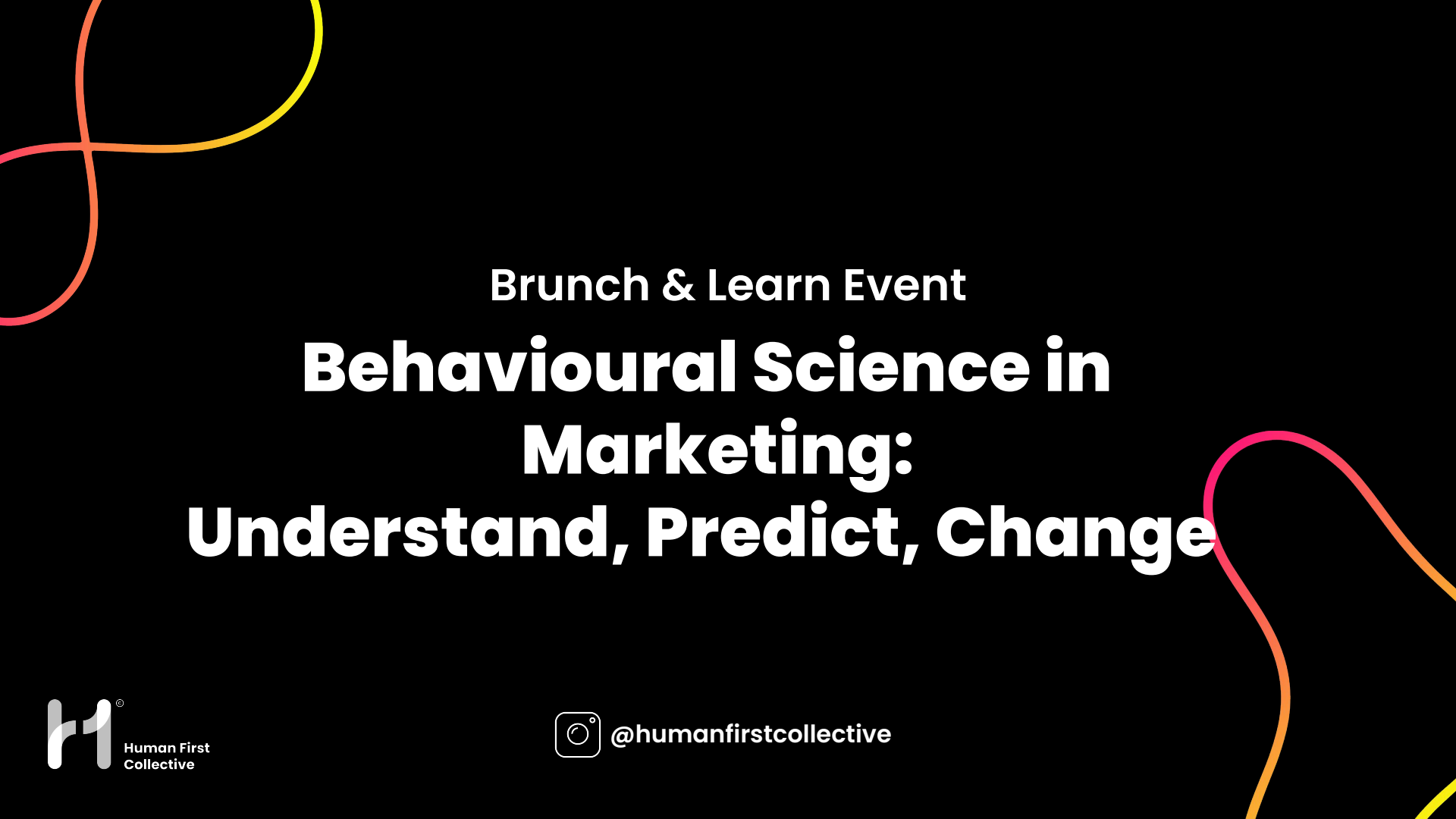
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Social Proofing/Norms

People tend to conform to the actions or opinions of others when they are uncertain about what to do



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Thank you!

Connect with our speakers



Lottie Namakando



Isobel Madle



Daryll Scott

