

INFORMATION DESIGN AND THE PSYCHOLOGY OF BEHAVIORAL CHANGE

- Kath Straub
Usability.org

The purpose of visualization
is insight
not pictures.





MANAGING THE GENERAL STORE

It's not easy, managing the general store. But Hank's a cheerful man and a hard worker. He gets stuff done.

	Harvest Ten Tomatoes	0 / 10	UNLOCK FOR 20
	Listen to One Bad Joke from Hank	0 / 1	UNLOCK FOR 6
	Clear Five Debris	0 / 5	UNLOCK FOR 10

HINT: Click on Hank to hear the joke of the day. (They're ALL bad!) If you haven't got any debris, clear a space on your homestead and wait a bit.

OKAY

Chat (15)

Engage Educate Guide



Why great information designs don't evoke change

We_{designers} forget the conversation part.



What You Need To Know About Energy


[UNDERSTANDING EFFICIENCY ▶](#)

[OUR ENERGY SYSTEM ▶](#)

At Home

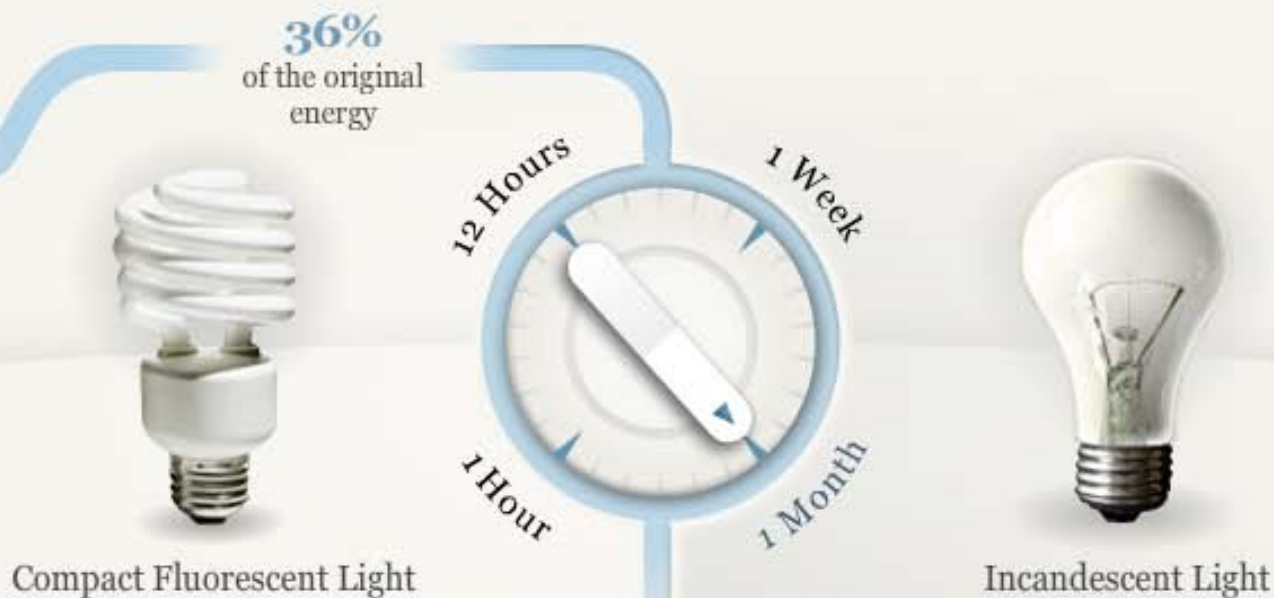


Compare the efficiency
of these appliances:

[Televisions ▶](#)

[Lightbulbs ▶](#)

[Washing
Machines ▶](#)



KILOWATT HOURS

7.2

POUNDS

6

POUNDS

12.6

Energy Used

24

KILOWAT

Coal Burned

24

POUNDS

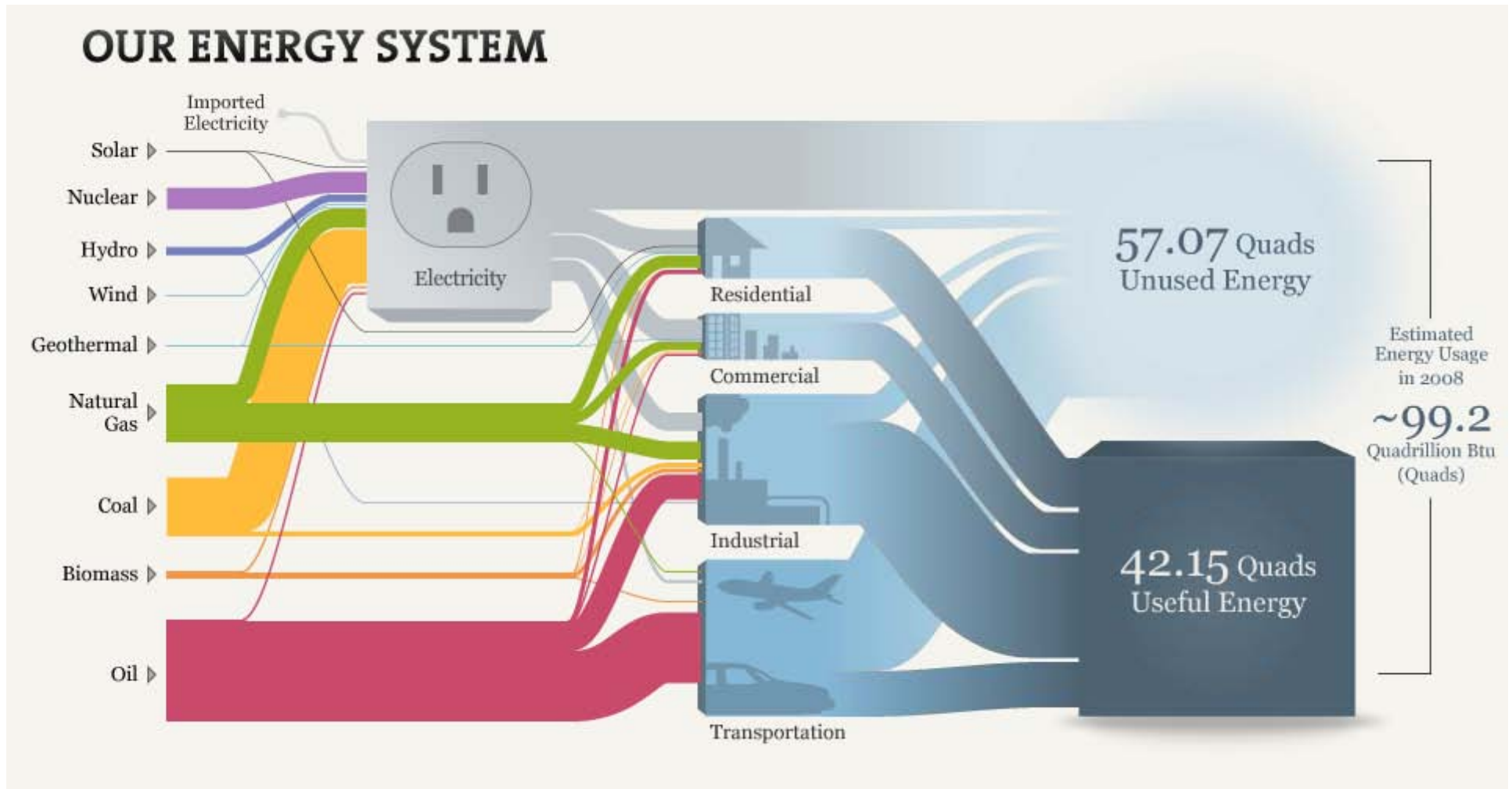
CO₂ Vented

50.4

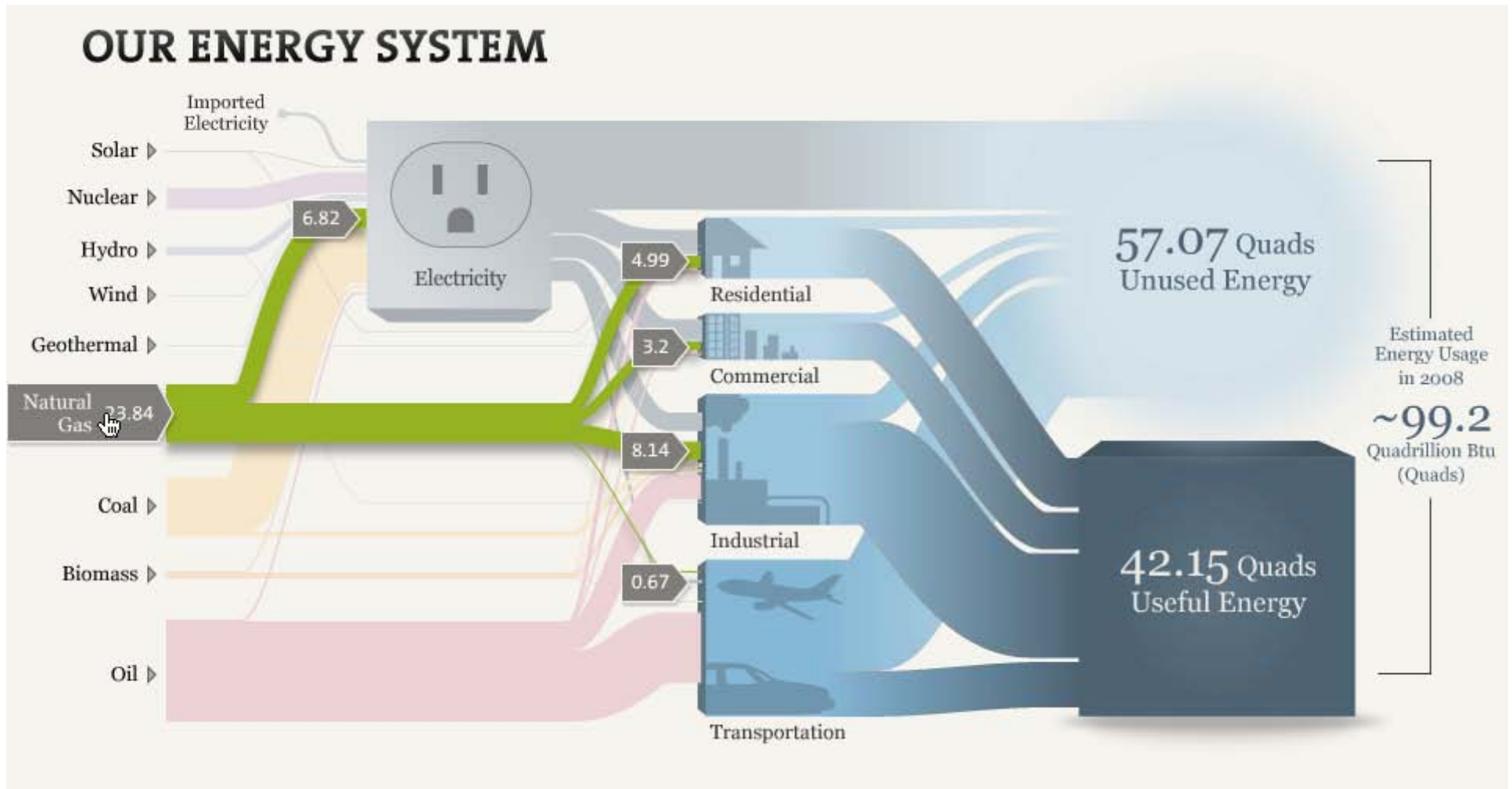
POUNDS

The data above represent approximate values. Energy used represents both the "useful" energy and energy lost due to inefficiencies and thermodynamic limitations. Roll your mouse over each set of data for further explanations.

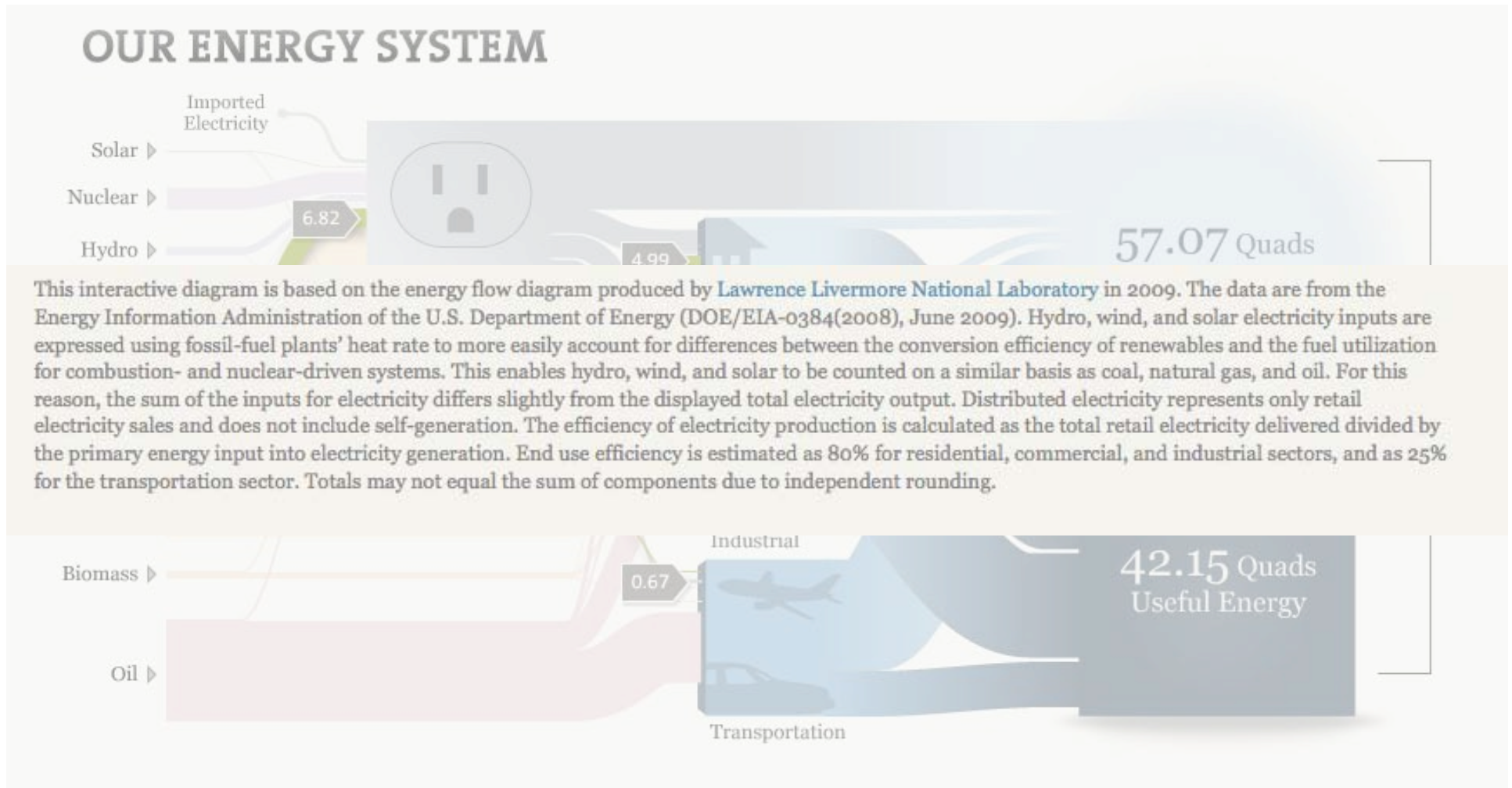
Information ... because we can.



Information ... because we can.



Information for information's sake



In our enthusiasm,
we forget to remind people
why they care and
to tell them what to do ...

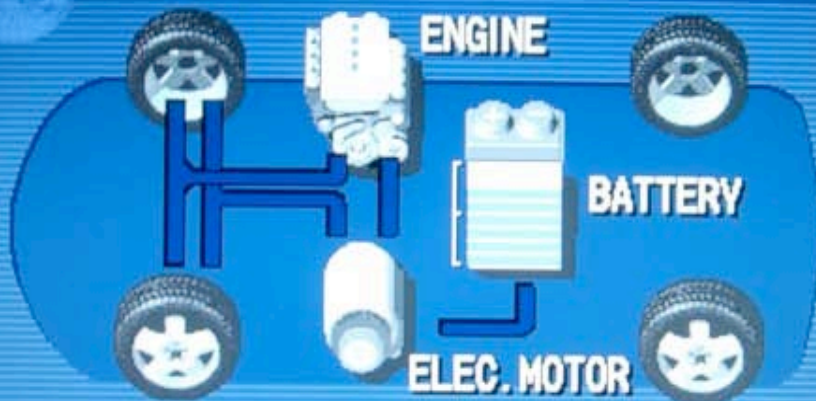


8m. 0



Energy Monitor

OUTSIDE TEMP 36 °F



Consumption

Current 0.0 MPG

DISPLAY

INFO

CLIMATE

AUDIO

MENU

DEST

MAP
VOICE

1053

H
M



ODO
TRIP

km/h
MPH



Efficiency Leaves

Indicates short term efficiency. The more leaves and vines that are displayed, the more efficiently you're driving.

▼ 1 of 5

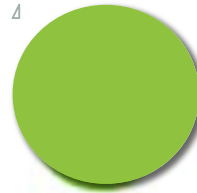


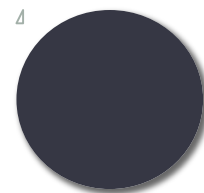
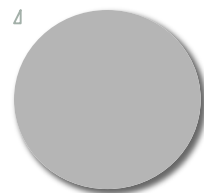
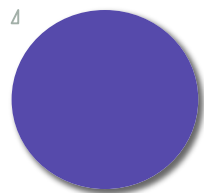
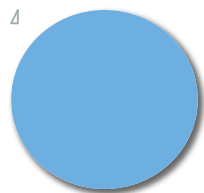
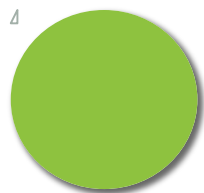
But, how do I make
the leaves grow faster?





CREATING HABITS



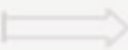


	GREEN Do new behavior	BLUE Do familiar behavior	PURPLE Increase behavior intensity		GRAY Decrease behavior intensity	BLACK Stop existing behavior
 DOT One time	 GREEN DOT <i>Do a new behavior one time</i>	 BLUE DOT <i>Do familiar behavior one time</i>	 PURPLE DOT <i>Increase behavior one time</i>		 GRAY DOT <i>Decrease behavior one time</i>	 BLACK DOT <i>Stop behavior one time</i>
 SPAN Period of time	 GREEN SPAN <i>Do behavior for a period of time</i>	 BLUE SPAN <i>Maintain behavior for a period of time</i>	 PURPLE SPAN <i>Increase behavior for a period of time</i>		 GRAY SPAN <i>Decrease behavior for a period of time</i>	 BLACK SPAN <i>Stop behavior for a period of time</i>
 PATH From now on	 GREEN PATH <i>Do new behavior from now on</i>	 BLUE PATH <i>Maintain behavior from now on</i>	 PURPLE PATH <i>Increase behavior from now on</i>		 GRAY PATH <i>Decrease behavior from now on</i>	 BLACK PATH <i>Stop behavior from now on</i>

Fogg Behavioral Model - <http://www.behaviormodel.org/>

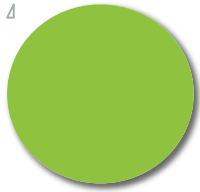
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**Behavior = Motivation
Ability
Triggers**



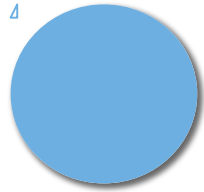
Ability holds me back

Unfamiliar behavior
just once

⋮

Fear holds me back

Unfamiliar behavior
for some time



Timing holds me back

Familiar behavior
just once



Size of

Commitment holds me back

Familiar behavior
from now on





Green and blue dot behaviors
fail to transition to blue paths
because we try to do
too much too fast

Sequencing and Behavior Chains

Fogg Behavioral Model - <http://www.behaviormodel.org/>
But see also Pavlov, Skinner,...

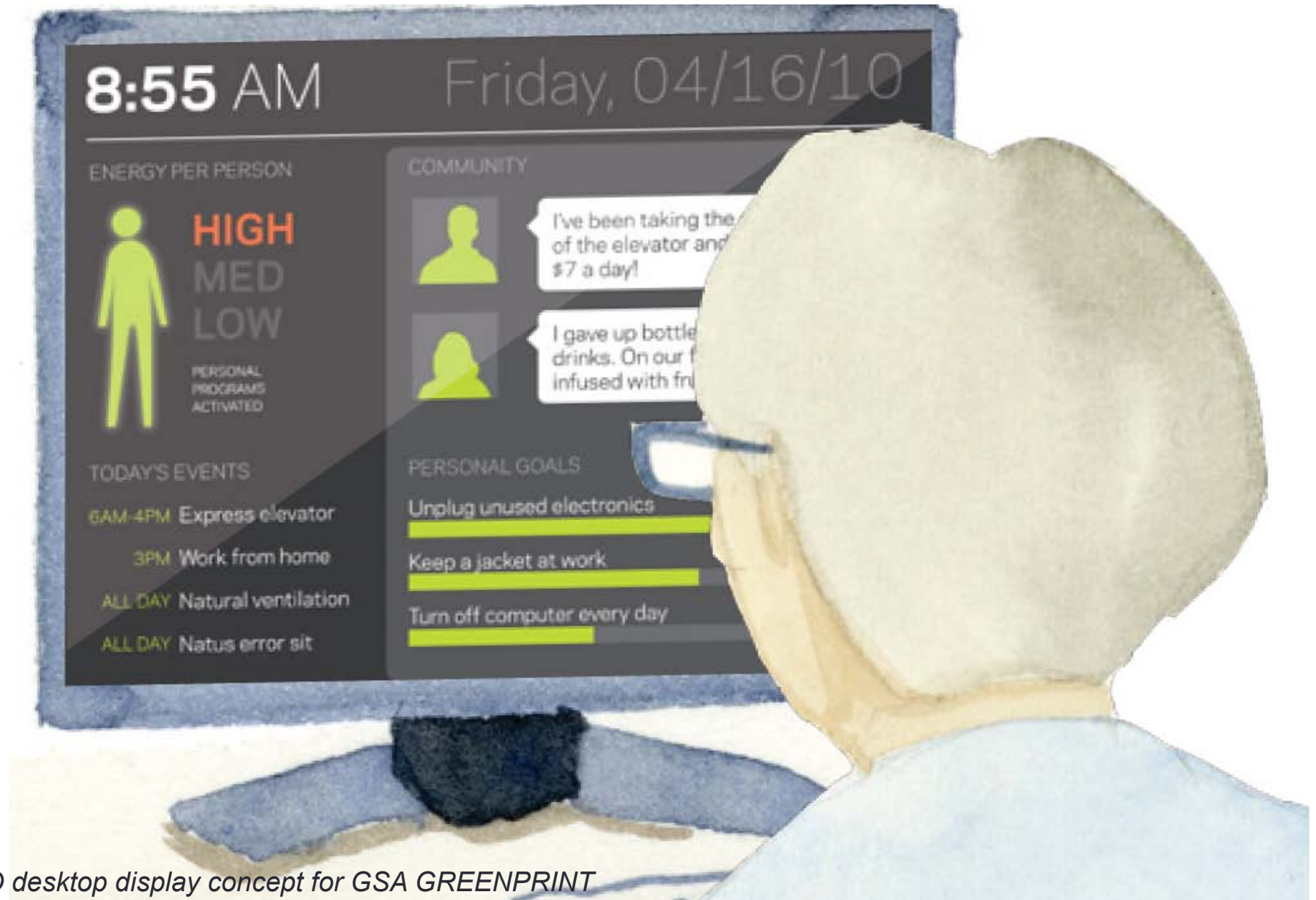


BACK TO
INFORMATION VISUALIZATION

Create a conversation

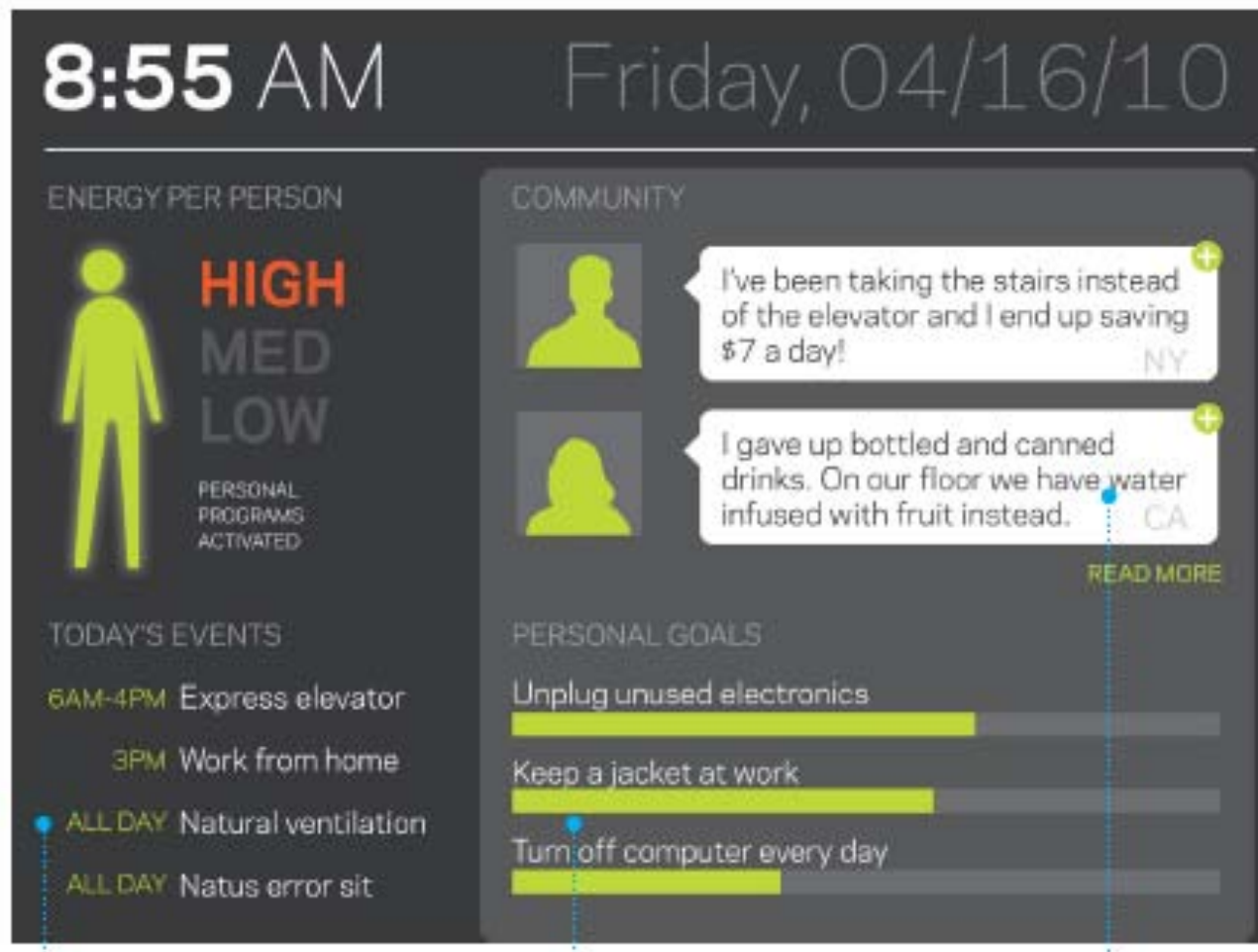
- Help me connect the dots
- Remind me why I care (Motivation)
- Remind me what to do (Trigger)
- Make it easy (Ability)
- Make me accountable
- Reward me

Show me what I need to know



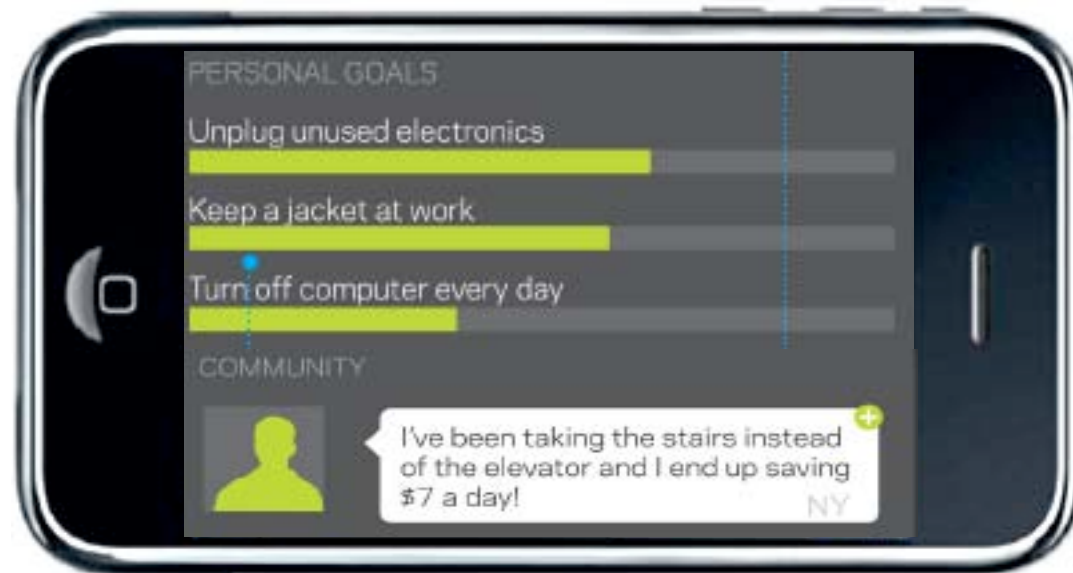
IDEO desktop display concept for GSA GREENPRINT

Show me ... help me *TRIP* over the information



IDEO Elevator display concept for GSA GREENPRINT

Show me ... help me *TRIP* over the information



Push Alerts

Show me what I need to know... in a way that is meaningful to me

Enphase Energy: Monthly Report

Monthly_report1c

Monthly Energy Pro Report for Chong, J

Welcome to your monthly energy report. Our goal at Enphase Energy is to maximize your solar energy production, and to keep you informed about your system. View the summaries below to see how your system performed and how much you contributed to offsetting the global carbon footprint.

Energy Production and Peak Power for February 2011

Week	Peak Power	Energy Produced
02/01/2011 - 02/07/2011	9550 W	430 kWh
02/08/2011 - 02/14/2011	9540 W	456 kWh
02/15/2011 - 02/21/2011	9540 W	368 kWh
02/22/2011 - 02/28/2011	9560 W	413 kWh
February 2011's Total:		1.67 MWh
Previous Month's Total:		1.65 MWh
Year to Date:		3.32 MWh

For more details on these production results, please visit your [Enlighten® system](#).

Your Carbon Offsets

Monthly_report2b

Your Enphase system generated 1.67 MWh of energy during the month of February 2011.

CO₂ offsets: 2834 lbs
Trees planted: 33 trees

Powered by [Enlighten](#)

Show me what I need to know... in a way that is meaningful to me

Enphase Energy: Monthly Report

03/01/2011

Monthly Energy Production Report for Chong, Jenny System

Monthly_report1c

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Tell me what to do next ..

Small, **visible**, **incremental** steps.



Tell me what to do next ..

Small, visible, incremental **reinforcement**



Reinforce me when I get it right ...

Monthly Weekly **Daily** **Start/Stop Timer**

<< < **Sep 2010** > >>

Su	Mo	Tu	We	Th	Fr	Sa
29	30	31	1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	1	2

Log Hours: Wednesday September 22, 2010

Project:
LBNL - EnergyIQ

Task:
- select a task -

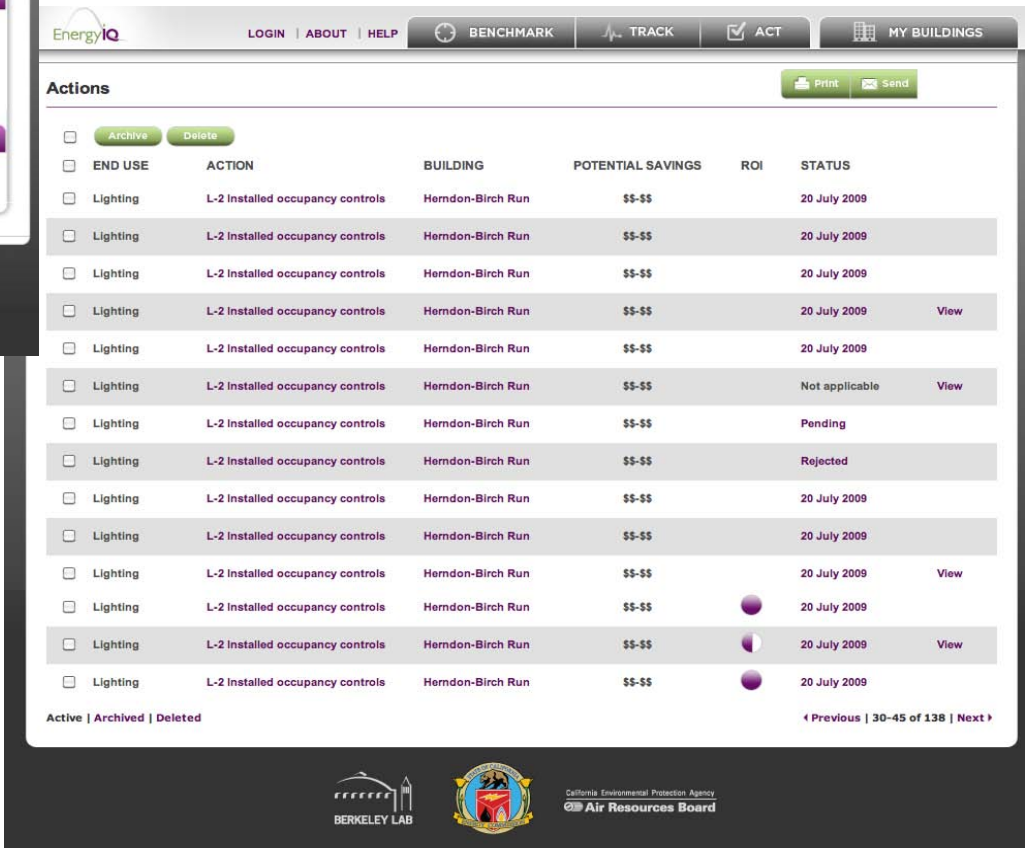
Hours:

Notes:

You are a genius

Delete Forever Mark as Billed Mark as Unbilled

Freshbooks



Engage me and make me accountable

habitforge

daily checkpoint

Hi Kath –
Were you successful yesterday (April 12, 2011) at turning your powerstrip off before you left work?

Yes No

"Habit is second nature, or rather, it's a habit."

Your status of yes has been recorded for Thu, Oct 15, 2009.



Congratulations!
You've succeeded 3 days in a row. Only 18 more days to go!

Information design that changes behavior creates a conversation.

- Helps me connect the dots
- Reminds me why I care (Motivation)
- Reminds me what to do (Trigger)
- Makes it easy (Ability)
- Makes me accountable
- Rewards me
