

## Applying the Design Approach for Behavior Change

1. What is the specific behavior you would like to influence?

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2. Who exactly should be doing the behavior (be as specific as possible)?

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3. Architectural Design:

- a. How can you use positioning or layout elements to either encourage or constrain the behavior?

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- b. How can you make it more comfortable for people to do the behavior?

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4. Errorproofing Design:

- a. How can you make the desired behavior be the default?