# The Behaviourally Informed Organization

@dilipsoman



Behavioural Economics in Action at Rotman





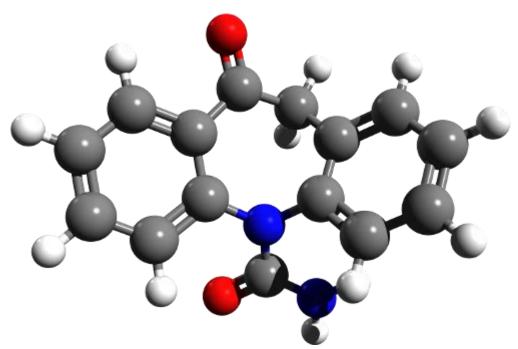


# **Structure of remarks**

Claims and observations

- Psychological considerations
- Plumbing problems and Sludge
- Using Behavioural Insights







# **Everyone is in the Business of Changing Behaviour...**

COMPLIANCE	SWITCHING / PURCHASING
CONSUMPTION	ACCELERATION





15.B.Z Consider an EBOX with concurrence of L-D Utility: U, (X11, X21) = X, X21 U2(X12, X21) - X12 X22 (WILLW22)>>0 Source for equilibrium price ratio + allocations. How do these change w/ a differential A in Win? consumer f: Max ((x) Xi X 21 - 2 [Pixi = P2 X21 - pw,] FOC: au/ax xi x21 - 2p1 = 0 **Econs!** JulaX21: (1-x)X1, X21 - 2 p2 =0  $\frac{\alpha (X_{u}^{K-1} X_{21}^{1-K} = \tilde{X} p_{1}}{(1-\alpha) X_{u}^{K} X_{21}^{1-K} = \tilde{X} p_{2}} \Rightarrow (\tilde{X}_{u}^{-1} X_{21}^{1-K} X_{21}^{-1} X_{21}^{-1} = \tilde{Y}_{22} \Rightarrow \chi_{21} = \tilde{P}_{2} X_{11} (\frac{1-\kappa}{\kappa})$  $P_1 X_1 P_2 X_2 = p W_1 \Rightarrow p_1 X_1 P_2 \left[ \frac{P_1}{P_2} X_1 \left( \frac{l-2}{p_1} \right) \right] = p W_1$  $P_1 X_u \begin{bmatrix} 1 \\ n \end{bmatrix} = P_1 u_1 \Rightarrow X_u = \frac{\alpha P_1 \alpha}{P_1}, X_{21} = \frac{(1-\alpha)P_1 \alpha}{P_2}$ 



## Design for Humans, not for Econs



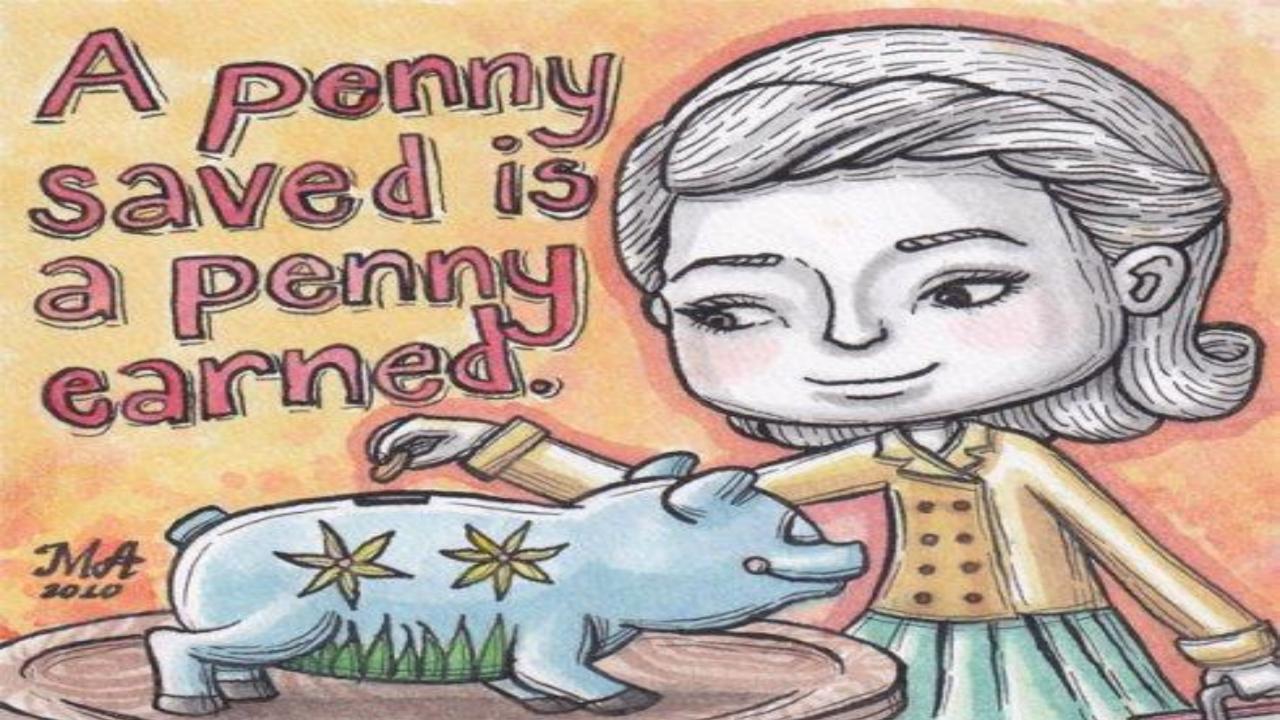


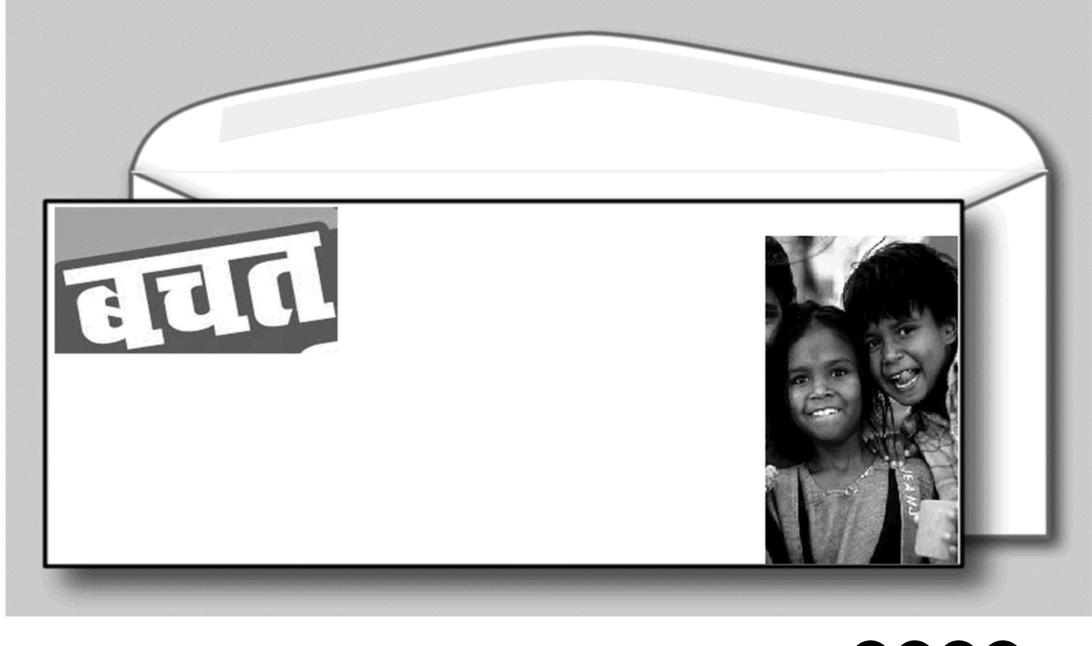
# A behaviourally informed organization

- Understands that its external and internal stakeholders are humans, and not econs
- Knows what it means to be human
- Designs for humans
- Is evidence driven (and knows that mere data  $\neq$  evidence)
- Believes in the test learn adapt approach
- Reduces sludge / tried to be human compliant











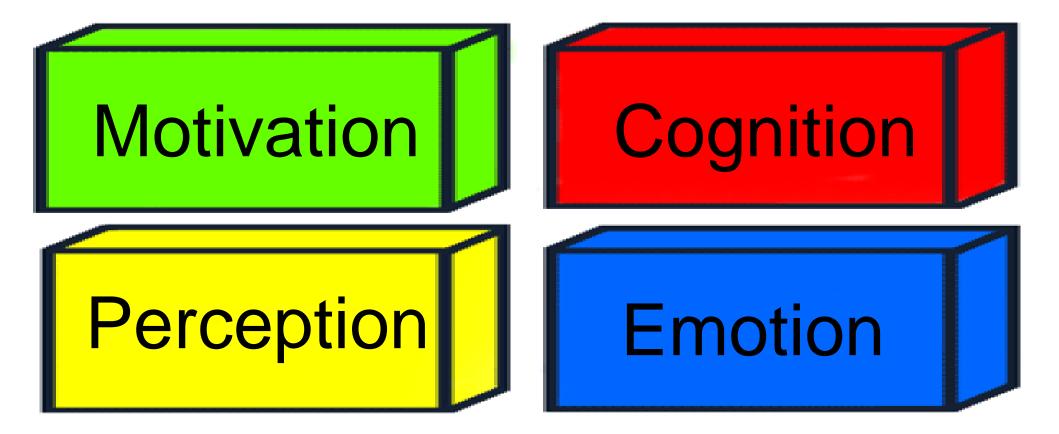


#### What does it mean to be human?

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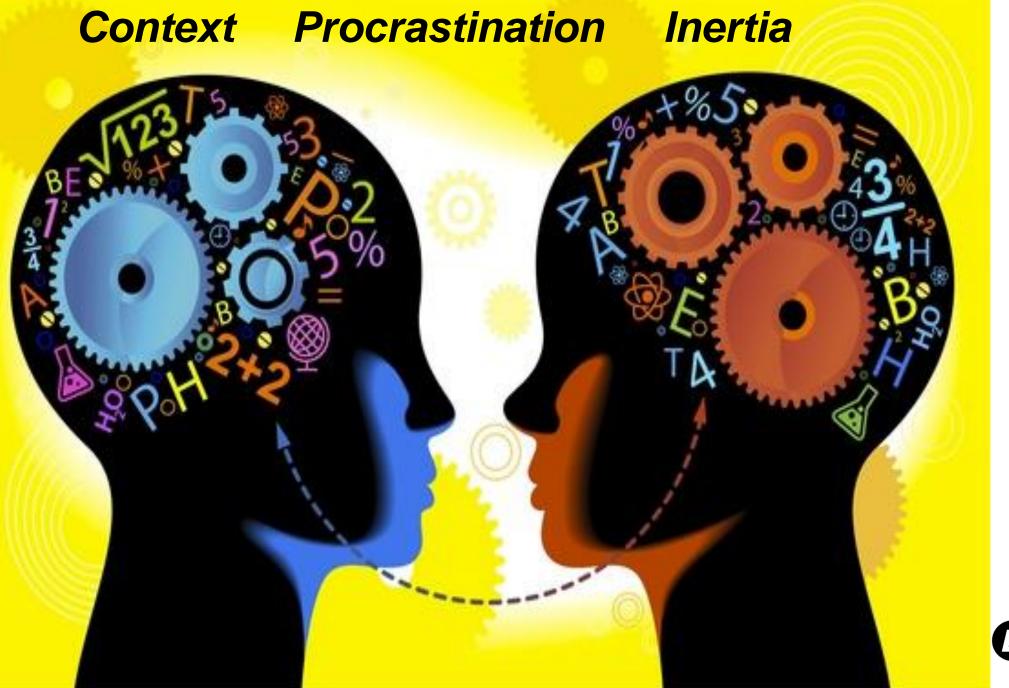
BBAR<sub>\*</sub>

### The Four – "ition"s













BBAR<sub>m</sub>





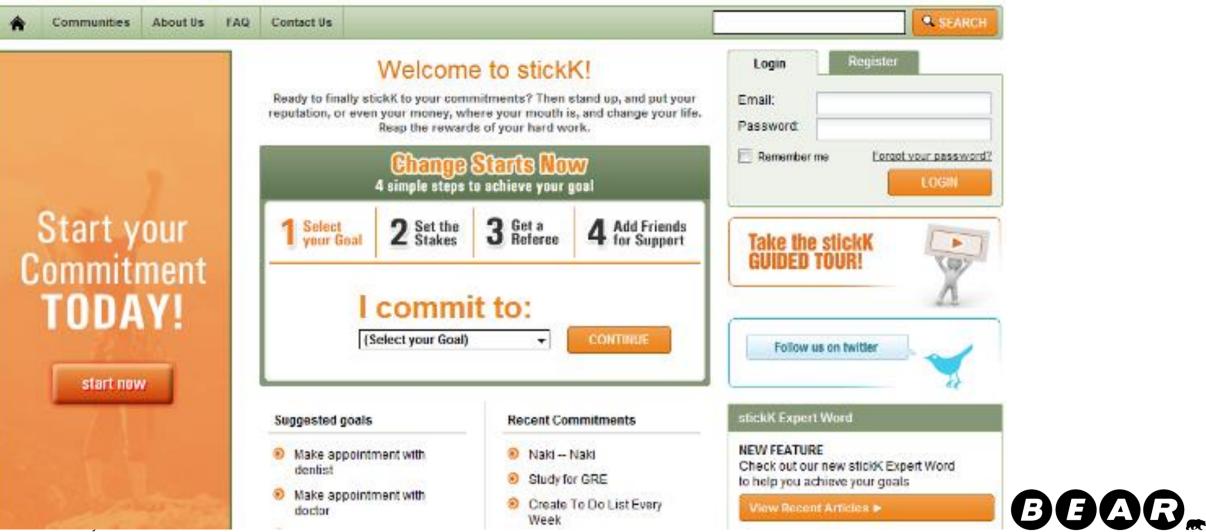






Organizations

#### put a Contract out on YOURSELF!



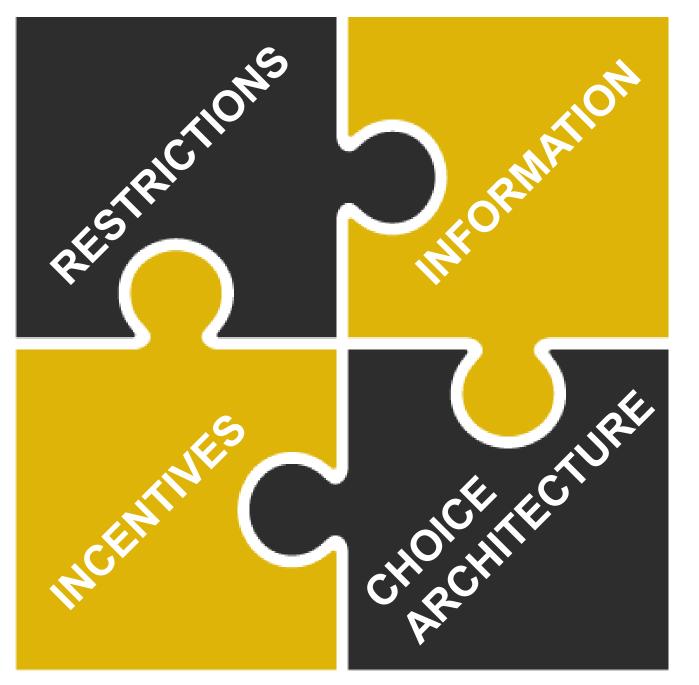
## **Three segments in Behaviour Change!**





Source: Soman and Ly (2018), The Growing Market for Self-Control





#### The Behaviour Change Puzzle



Source: Soman (2015), The Last Mile





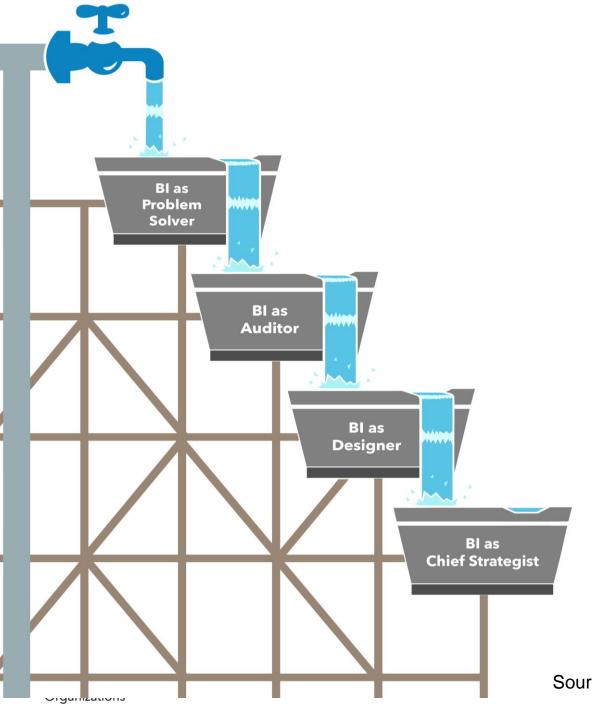
#### Behaviour Change as a Plumbing Problem



# Sludge

	FACILITATE DECISION	IMPEDE DECISIONS
Increase Citizen Welfare	Much of what is covered in Thaler and Sunstein's book!	Decision Points, inserting an epsilon cost during consumption to <b>prompt</b> vigilance. <b>Cooling off</b> <b>periods</b>
Decrease Citizen Welfare	Defaulting consumers into high price options, or into products that they do not need or value	Making it difficult to cancel subscriptions, to return products, to change privacy settings
With no particular intent	Legacy defaults or legacy regulations that "endow" people with products or services	Legacy processes that now do not reflect how people act (e.g., paper disclosures)





## The Roles of BI

Behavioural Scientist as **Problem Solver** (last mile challenges)

Behavioural Scientist as Auditor (proactive problem identification)

Behavioural Scientist as **Designer** (policy and program design)

Behavioural Scientist as **Strategist** (overall organizational operations)

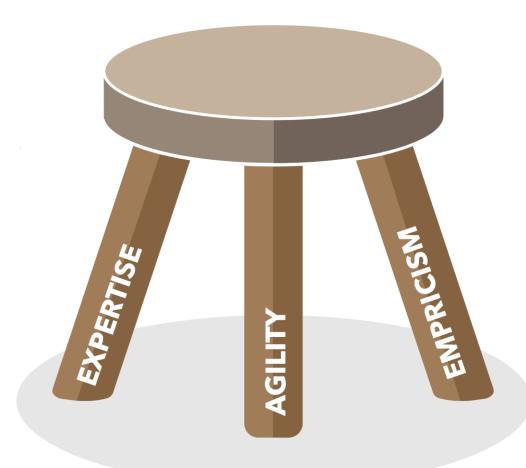
Source: Feng at al. (2018)







### The Three Legged Stool for Success



#### EXPERTISE

**Behavioural science** (and understanding of human psychology) & empathy. Behavioural engineering (choice architecture and the approaches Data & empirical science (analytics, experimental design, and ability to analyze and interpret experiments).

#### AGILITY

An organizational structure and processes that allow for **quick feedback loops** to be incorporated, and for the organization to be able to change course so that a **test-learn-adapt** strategy can be put in place.

#### **EMPIRICISM**

A **mindset** that data (rather than theory or a pre-committed course of action) drive decision making in the organization. This mindset calls for an empathic mindset at the intersection of BI and design thinking, and a relentless desire to test using experiments through RCT's or other methodologies.



Behaviourally Informed Organizations

# How Do I Reduce the Costs of Experimentation?

- 1. Investing in hard and soft infrastructure
- 2. Appropriate problem selection
- 3. Building whatworks databases
- 4. Ethics in experimentation
- 5. Reframing failure and Incentivizing Experimentation



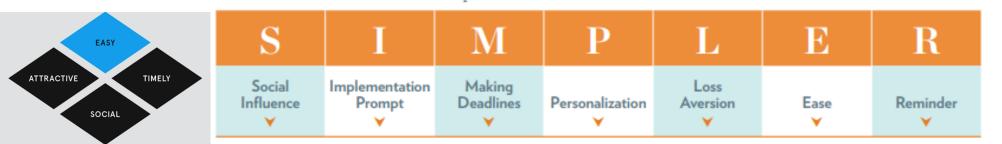


# Taking Interventions to the Field: Four Challenges

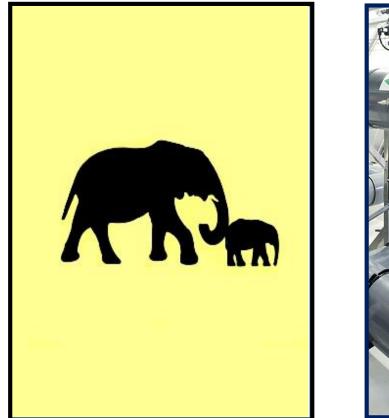
- The nature of evidence in behavioural science is different
- Solution mindedness
- Over-reliance on frameworks like EAST and SIMPLER

BEA

• Many organizations operate in silos of capability



### In sum











#### Resources



#### www.rotman.utoronto.ca/bear

#### @UofT\_BEAR @dilipsoman @BE101x

- Soman, D. (2015). *The Last Mile: Creating Social and Economic Value from Behavioural Insights*. Toronto: University of Toronto Press.
- Feng, Bing, Jima Oyunsuren, Mykyta Tymko, Melanie Kim and Dilip Soman (2018), How Should Organizations Best Embed and Harness Behavioural Insights? A Playbook, Toronto, Canada: Behavioural Economics in Action at Rotman (BEAR) Report series, available at <u>http://www.rotman.utoronto.ca/bear</u>
- Behavioural Economics in Action (BE101x) MOOC: <u>https://www.edx.org/course/behavioural-economics-in-action</u>
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