## **Nudging**

## **Types of Nudges:**

**Defaults**: Stick with pre-set choices.

**Simplification**: Streamline processes and information.

**Social Norms**: Influence by peer actions.

**Salience**: Highlight key information and choices.

Feedback: Offer immediate response.
Incentives: Align small rewards with goals.
Ease & Convenience: Simplify desired actions.

**Priming**: Environmental/Contextual Cues to trigger response.

Loss Aversion: Emphasize potential losses.

**Reminders and Prompts**: Create cues to create attention.

## **Choice Architecture:**

Nudge Type	Is it a Complex Behaviour / Decision?	Is it a One-Time Behaviours / Decision?	IS it a Conscious Behaviours/ Decision?
Defaults		✓	
Simplification	✓		✓
Social Norms			✓
Salience	✓	✓	✓
Feedback			✓
Incentives	✓	✓	✓
Ease and Convenience	✓		
Priming			
Loss Aversion	✓	✓	✓
Reminders and Prompts			✓

DECISIONS / BEHAVIOURS	BARRIERS	SOLUTIONS	NUDGES