# Unlocking Recycling's Potential: Levers of Behavior Change

February 22, 2024





### **Agenda**

DAY 1

Welcome

**Why Behavior Change Matters in this Moment?** 

**Behavior Change & Behavior-Centered Design** 

**Equity & Recycling** 

**Interactive Adventures with Behavioral Insights** 

Framing, Empathizing, Mapping

DAY 2

Opening, Reflections, and Warm-Up

**About Connected Recyclability** 

**Levers of Behavior Change** 

**Ideate, Prioritize & Refine Solutions** 

**Prototype, Test, Launch, Assess** 

**Equity - What's next?** 





# Levers of Behavior Change













## **Material Incentives**



- ✓ Make it easy (or the alternative hard)
- ✓ Give rewards or penalties







# Recycling is about to get easier! iReciclar será mucho más fácil!

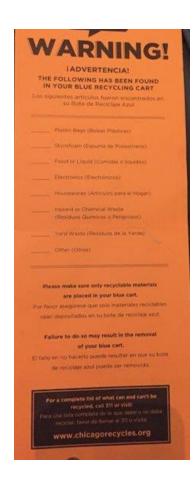


### A free, in-home recycling basket and information on what's recyclable is on its way!

iUn contenedor de reciclaje gratuito, una calcomanía e información sobre lo que puede reciclar están en camino!











# Rules & Regulations (Policies & Mandates)



- ✓ Set standards
- ✓ Mandate behavior
- ✓ Prohibit behavior



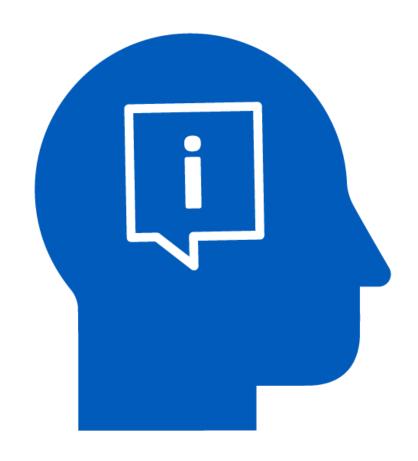


	Pre-EPR	With EPR
British Columbia	50-57%	81%
Belgium	10%	89.8%
Spain	4.8%	80.7%
Netherlands	70%	82%
South Korea	64%	78%
Quebec	28%	64%
Portugal	38%	60.4%





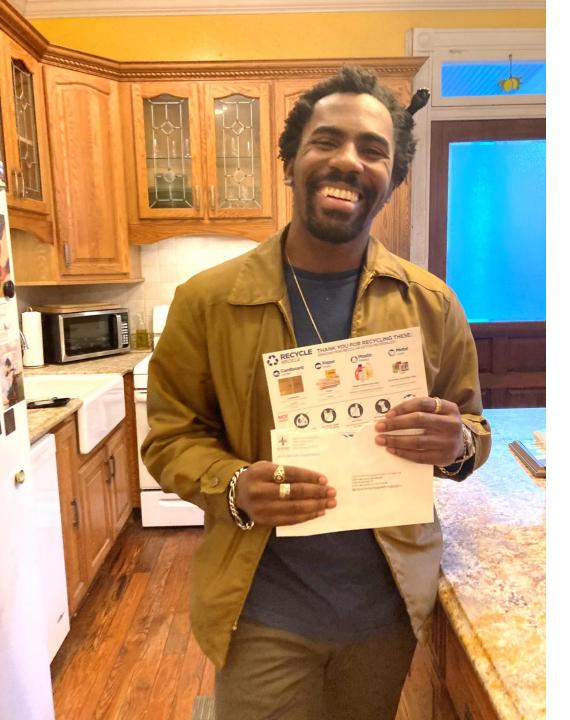
## Information



- ✓ Provide step-by-step instructions
- ✓ Build awareness and understanding









Source: Ethnographic research conducted by **Point Forward** and **The Recycling Partnership**.

## These levers tend not to work on their own.



- Financial incentives can backfire.
- Payments can crowd-out other motivators.
- Incentives can drain limited resources.
- Fines can be seen as just the 'cost' for behavior.



- Rules often need enforcement.
- Rules do not work if norms are misaligned.

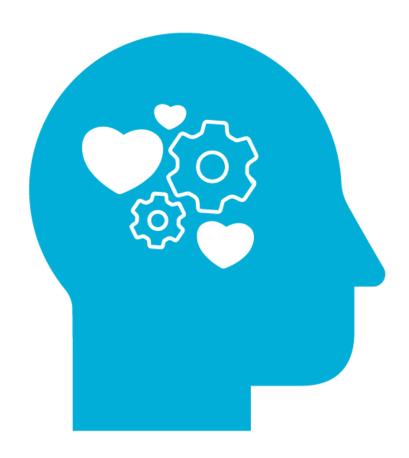


- Correcting an information-deficit rarely leads to lasting behavior change.
- Caring/knowing is not a pre-requisite to change.





# **Emotional Appeals**



- ✓ Leverage emotions in specific contexts
- ✓ Personalize the message

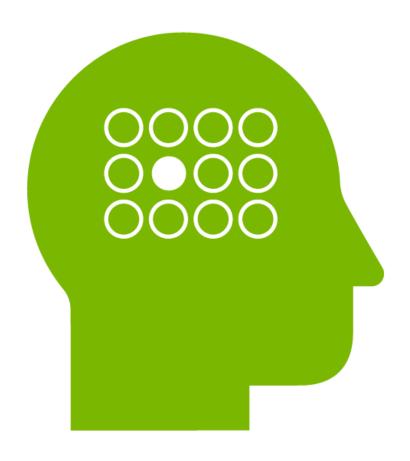




### The Partnership has had success addressing confusion and frustration head on with an empathetic tone.



### Social Influences



- ✓ Make engagement in the desired behavior observable
- ✓ Highlight others who are performing the target behavior
- ✓ Eliminate excuses for not engaging in the target behavior







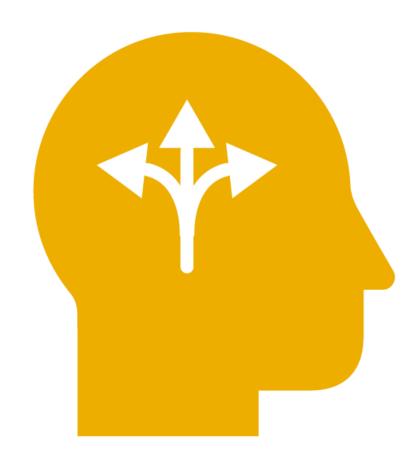








### **Choice Architecture**



- ✓ Direct attention
- ✓ Simplify messages and decisions
- ✓ Use timely moments and prompts
- ✓ Facilitate planning and goal setting













