









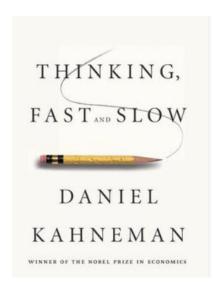


#### WHAT IS NUDGE?

A non-binding method

It encourages, induces or deters from performing a behavior





## SYSTEM 1

Intuition & instinct

## SYSTEM 2

Rational thinking





Unconscious
Fast
Associative
Automatic pilot





Takes effort
Slow
Logical
Lazy
Indecisive



Source: Daniel Kahneman

# NUDGE UNIT TRANSILIEN, what is it?

## A pioneering entity





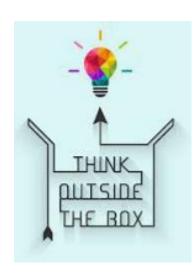
#### THE BENEFITS OF THE APPROACH FOR TRANSILIEN



## A better understanding of travellers:

knowledge transmitted to agents through training and elearning

Thinking out of the box



### THE BENEFITS OF THE APPROACH FOR TRANSILIEN



**Collective intelligence** 

Responding quickly to certain crisis situations



#### AN EXPERIMENTAL APPROACH

#### A PROVEN SCIENTIFIC PROTOCOL



#### **Observations & interviews**

Identify passengers' behaviour and the environment in which they operate



#### **Psychosocial drivers**

Implement relevant drivers to create nudges



#### **Trials**

Roll out measures in the field and measure their impact



#### **Analysis and feedback**

Perform analysis to determine success factors and make preparations to ensure their transferability

#### THE DETERMINANT FACTORS OF RISK BEHAVIOR



Low perception of risk: users do not perceive the danger linked to the behavior



Lack of visual interaction between pedestrians/motorists/drivers



Time pressure: for example the race to get on the train or tram



Failure to assess speed and lack of anticipation: e.g. an underestimation of the duration or speed of the arriving/departing train



Lack of salience: barely visible signs



The absence of choice architecture: a layout that does not promote good behavior



The normalization of risky behavior: "everyone does it so it's normal"



### REMIND THE RISK



#### RAISE AWARENESS













#### **EMOTIONAL SIGNAGE**



## REDUCE THE DILUTION OF RESPONSIBILITIES





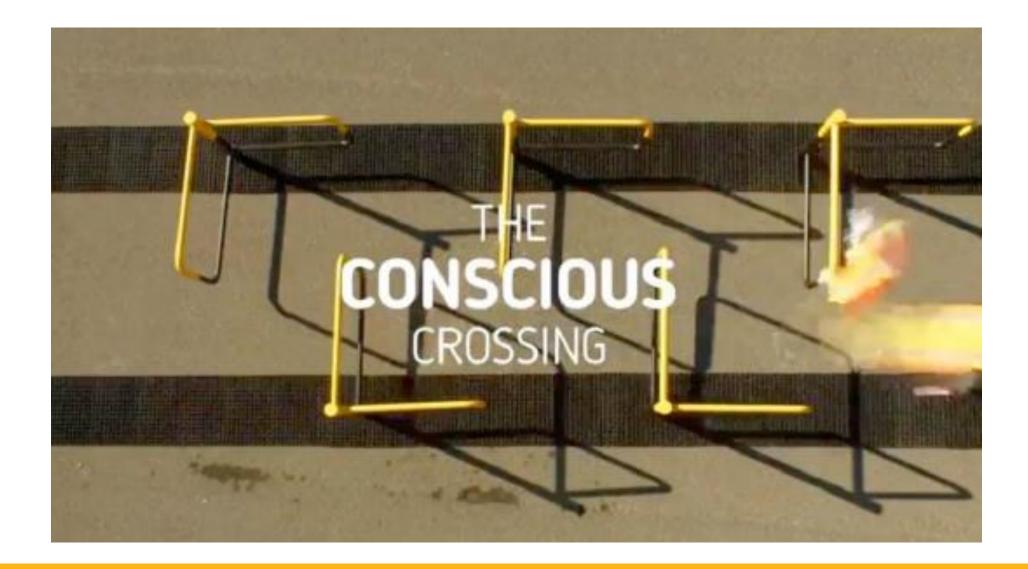
#### **IMPROVE SALIENCE**







### PREVENT THE REFLEX





## DYNAMIC SIGNAGE





## **ALERT & INCREASE VISIBILITY**





## CREATE USES





## PROMOTE PATIENCE

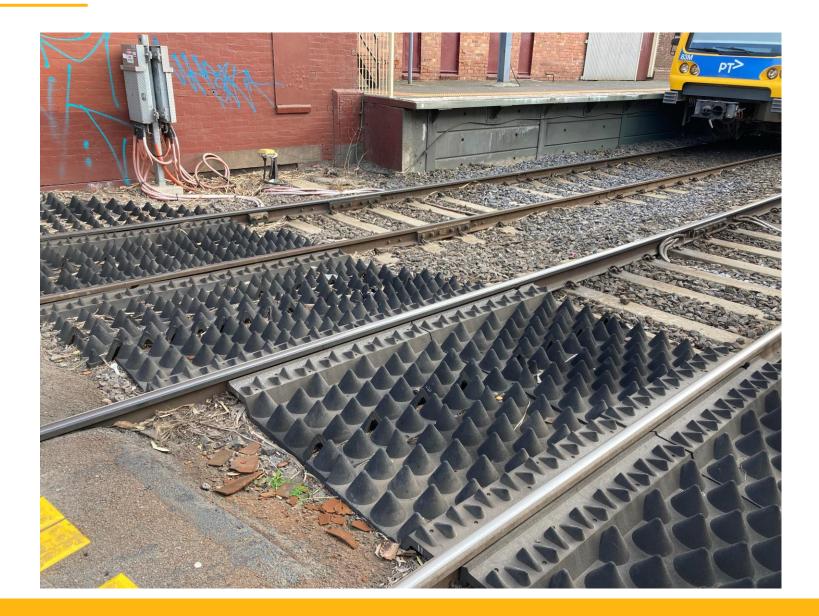


## PLAY ON AUTOMATISMS





## DISSUADE





#### **CREATE NEW GESTURES**















### GIVE REINFORCEMENT



#### HOW TO USE THESE INSIGHTS?

#### **ANALYZE RISKY BEHAVIORS**

to understand the biases involved in your issue

#### **DARE TO EXPERIMENT**

test on a small area and dare to make disruptive proposals, inspired by nudge insights

#### **MEASURE IMPACT**

