

YOUR GUIDE TO CHANGING THE BEHAVIOR OF AN ORGANIZATION

1

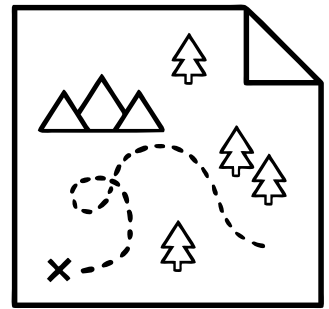


IDENTIFY MVP STORY FOR WHY CHANGE IS NEEDED

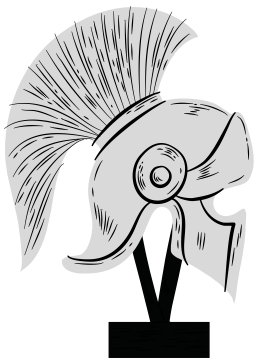
2

MAP THE NETWORK

- 1) Identify the hubs
 - 2) Identify the communities
 - 3) Identify the bridges
- Create a persona for each one
 - Identify a messenger for each one



3



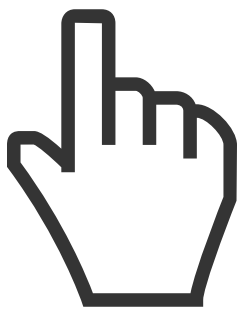
DEVELOP AN ARTIFACT

4

DEVELOP A SOCIAL AND PHYSICAL RITUAL



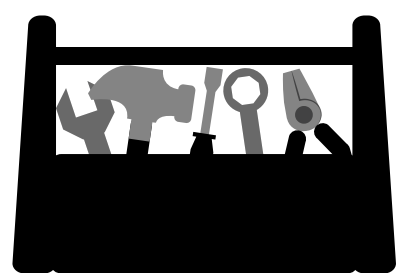
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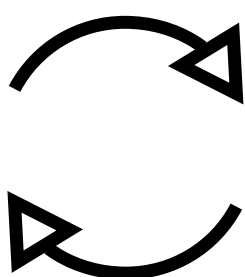
DEVELOP/ DESIGN AN APPROPRIATE NUDGE FOR THE BEHAVIOR CHANGE

6

DEVELOP TOOLS, PROCESSES AND STRATEGIES FOR CHANGING TARGET INDIVIDUAL BEHAVIOR



7



APPLY AGILE INNOVATION AND AGILE IMPLEMENTATION

8

DESIGN AND PLACE DIFFERENT LENS ON YOUR EYES

- Lens 1: Complex Adaptive System
- Lens 2: System 1 and System 2
- Lens 3: Network Science

