

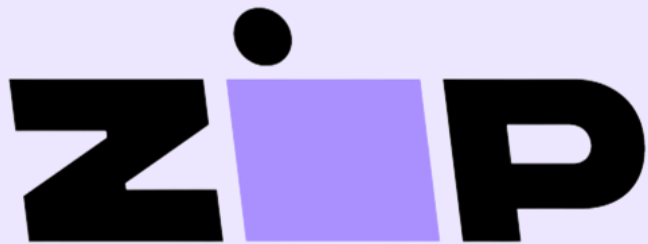


# Harnessing Behavioral Science for Your Brand

**Priscilla Aurthur**

**Quirks 2025**





**6.3M\***

Active  
customers

**83.3k\***

Merchants

**46%\***

Average AOV  
lift

**500+**

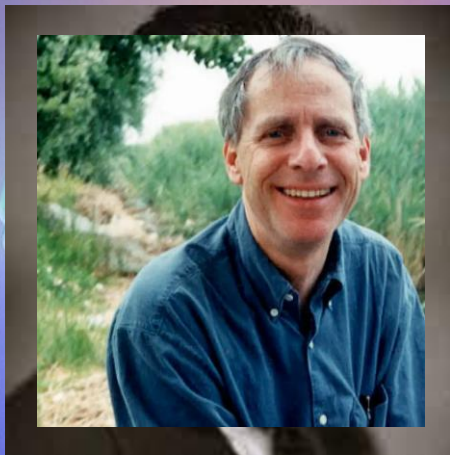
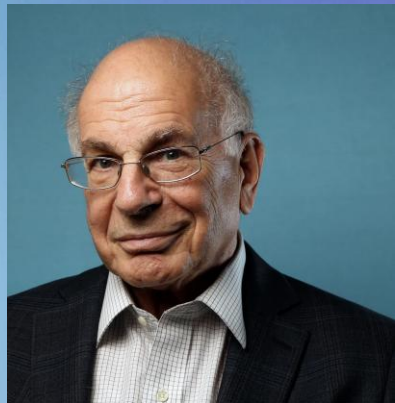
MR projects last  
5 years



\*Global FY25 Q3. Based on Zip's internal data.

# Brands supported over the years





# What is Behavioral Science ?

- **John B. Watson**, known as the “father of behaviorism” **laid the foundation** for studying human behavior
- Pioneers like **Daniel Kahneman, Amos Tversky, and Richard Thaler**, help build the field of behavioral science.
- BeSci studies **why people do what they do**, beyond logic because **humans aren't always rational**.
- BeSci has **influenced** everything from **public policy to product design**.
- It looks at **how people actually behave, not how they say they will** closing the gap between intentions and actions.

# There are over 100 principles of BeSci

Anchoring  
Availability heuristic  
Representativeness heuristic  
Framing effect  
Loss aversion  
Prospect theory  
Endowment effect  
Status quo bias  
Default effect  
Sunk cost fallacy  
Hyperbolic discounting  
Temporal discounting  
Present bias  
Mental accounting  
Certainty effect  
Ambiguity aversion  
Risk aversion  
Probability neglect  
Optimism bias  
Overconfidence bias  
Planning fallacy  
Survivorship bias  
Confirmation bias  
Hindsight bias  
Recency bias  
Primacy effect  
Priming  
Choice overload

Decoy effect  
Compromise effect  
Base rate neglect  
Belief bias  
Dunning-Kruger effect  
Halo effect  
Horn effect  
Just-world hypothesis  
Fundamental attribution error  
Actor-observer bias  
False consensus effect  
Illusion of control  
Neglect of probability  
Law of small numbers  
Regression to the mean  
Peak-end rule  
Mere exposure effect  
Disposition effect  
Cognitive dissonance  
Self-serving bias  
Zero-risk bias  
Social proof  
Reciprocity  
Authority bias  
Scarcity  
Commitment and consistency  
In-group bias  
Out-group homogeneity

Bystander effect  
Groupthink  
Bandwagon effect  
Conformity bias  
Social comparison  
Pluralistic ignorance  
Spotlight effect  
False uniqueness effect  
Normative influence  
Descriptive norms  
Injunctive norms  
Identity signaling  
Habit formation  
Cognitive load  
Ego depletion  
Behavioral inertia  
Implementation intentions  
Default bias  
Sludge  
Friction  
Effort heuristic  
Choice architecture  
Nudge theory  
Behavioral bottlenecks  
Simplification  
Chunking  
Cue-triggered behavior  
Hot-cold empathy gap

Salience  
Timing effect  
Goal gradient effect  
Self-nudging  
Anticipated regret  
Regret aversion  
Affect heuristic  
Mood congruence  
Self-perception theory  
Identity-based motivation  
Loss aversion  
Intrinsic vs. extrinsic motivation  
Temporal construal  
Hedonic adaptation  
Fear of missing out (FOMO)  
Effort justification  
Pain of paying  
Nostalgia effect  
Emotional contagion  
Behavioral mapping  
EAST framework (Easy, Attractive, Social, Timely)  
Behavioral segmentation  
Journey-based insights  
Behavioral personas  
System 1 vs System 2

**THE LIST GOES ON...**

# 5 key BeSci Principles

**01**

Anchoring

**02**

Framing

**03**

Priming

**04**

Friction

**05**

Cognitive  
Ease



# **Anchoring**

a cognitive bias where people rely heavily on the first piece of information they see (the "anchor") when making decisions or judgments.



1

**Anchoring**

2

Framing

3

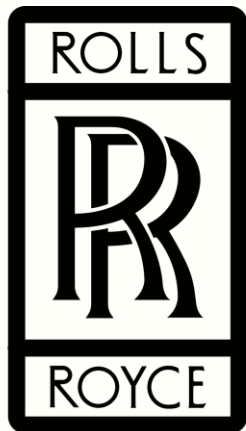
Priming

4

Friction

5

Cognitive Ease



Compared to a high-end Mercedes, a Rolls Royce was hundreds of thousands more



Rolls changed the context, the anchor point



1

Anchoring

2

Framing

3

Priming

4

Friction

5

Cognitive Ease

**Behavioral challenge:**

William Sonoma's new '**bread maker**' **did not have a price comparison, little sales** when introduced at \$275

Once they **introduced a marginally better bread maker for \$429** and **placed it next to the \$275 bread maker** in a print ad, sales for the cheaper bread maker doubled.

*"I don't know much about bread machines, but **if I can buy the \$275 model that's almost as good as the \$429 model**, then I must be getting a good deal."*

[Published by Wall Street Journal](#)

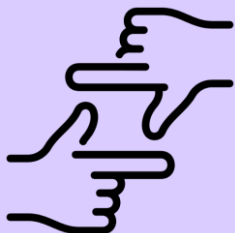
# WILLIAMS SONOMA



\$275



\$429



# Framing

a cognitive bias where the way information is presented (whether positive or negative) influences how people perceive and respond to it

1

Anchoring



2

**Framing**

3

Priming



4

Friction



5

Cognitive Ease

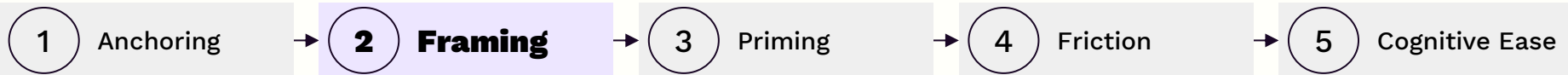
**75% lean****25% fat**

## Ground Beef Case Study:

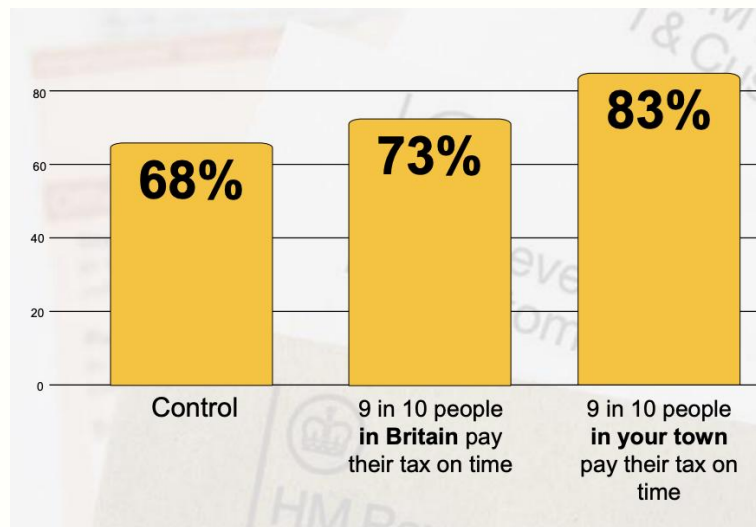
To prove this bias, in a behavioral research study, 2 groups were asked to judge **which meat was better quality?**

- **Group 1: told the meat is 75% lean**
- **Group 2: told the meat was 25% fat**

**Result:** No surprise Group 1 describes the meat as much 'better quality'



HM Revenue  
& Customs



## **Brits not paying their taxes on time**

### **Behavioral challenge:**

For years, Brits were sent letters to the late tax payers, **using traditional threats of interest charges, late fees, and legal action to try to get people to mail in their payment.** Some did but many didn't.

They **changed the letters** to say “9 in 10 people in your town pay their tax on time”

### **Results:**

increased compliance by up to **15%**, helped HMRC collect **£200 million in additional tax revenue** in just one year, and over £3.32 billion over the years that followed

1

Anchoring



2

**Framing**

3

Priming



4

Friction



5

Cognitive Ease

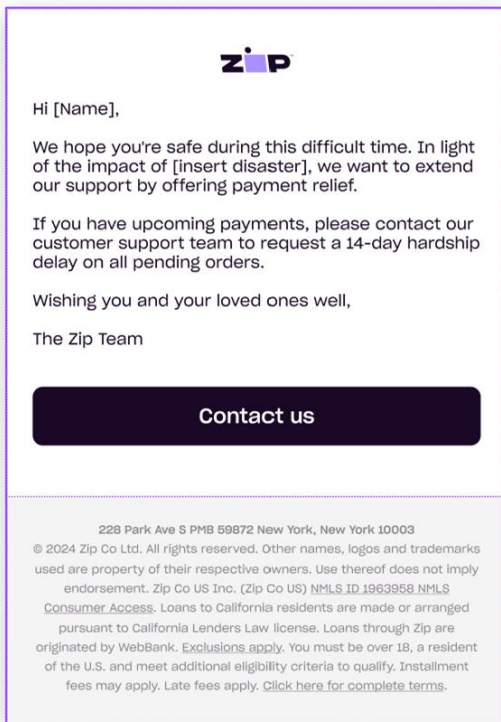


## THE BEHAVIOURAL ARCHITECTS

**Optimizing Zip's  
'Disaster Relief  
Program' comms  
to increase take-  
up of our 'pause  
repayment'  
feature**

### Version 1

Subject: [Insert Disaster] Relief  
Header: We're here to help.



### Version 2

1

**Subject:** You can press pause on upcoming payments

**Header:** We're here to help

Hi [Name],

2

We hope you're staying safe during this difficult time. In light of [insert disaster], we want to offer more time to make your repayments.

3

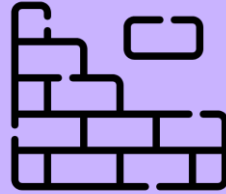
We want to help make things easier for you, so if you'd like to pause on all upcoming payments for a full 2 weeks, please request a call from us by [insert date].

We are wishing you and your loved ones well,

[insert name of someone from the Zip team]

[Insert their role]

[Request a call, we'll handle the rest](#)

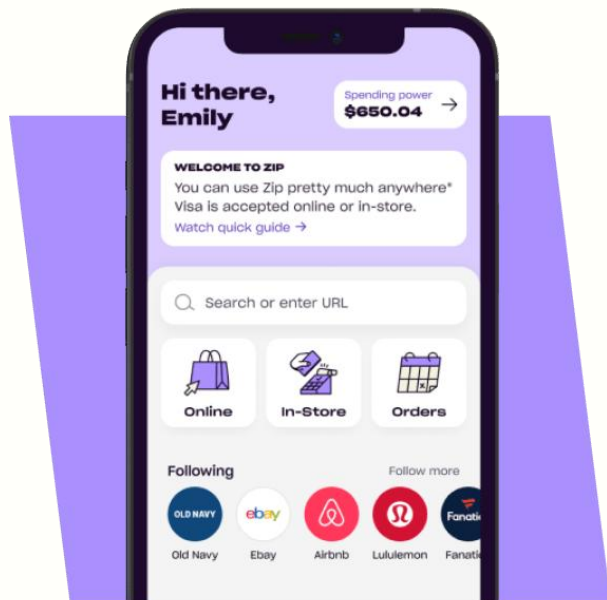


# Priming

the unconscious influence that prior exposure to certain cues or stimuli has on a person's thoughts, feelings, or behaviors







## Intention Use Case

### Goal:

Identifying what different shoppers need from Zip to **gain more loyalty and boost usage in shopping journey**

To reduce bias, we **began with behavior based questions to ground participants** in real actions before asking about attitudes.

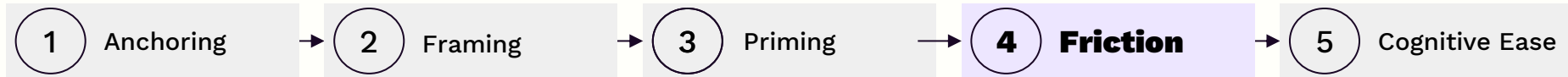
With a 4-day digital diary (where **Day 1 focused on priming** participants) **we asked participants to walk us through their purchase journeys** and share screen recordings

We already knew their preferred payment methods from Day 1 priming so if they used Zip (or didn't), **we saw the real behavior not responses shaped to please us.**



# Friction

refers to any obstacle (big or small) that makes a task harder to complete, often reducing the likelihood of action



or 1-Click Checkout

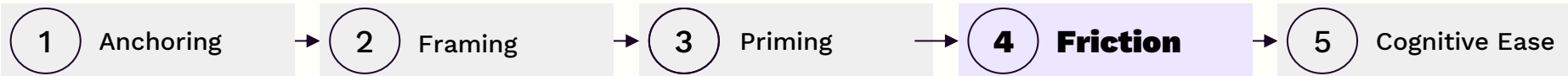


### Amazon's 1-Click Purchase

**Behavioral challenge:** Cart abandonment due to multi-step checkout.

Extra clicks = more chance of drop-off. By reducing steps, **Amazon removed friction** resulting in,

- Boosted buying
- Increased conversion
- Greater customer lifetime value
- Faster checkout time
- Lower cart abandonment
- Better customer experience

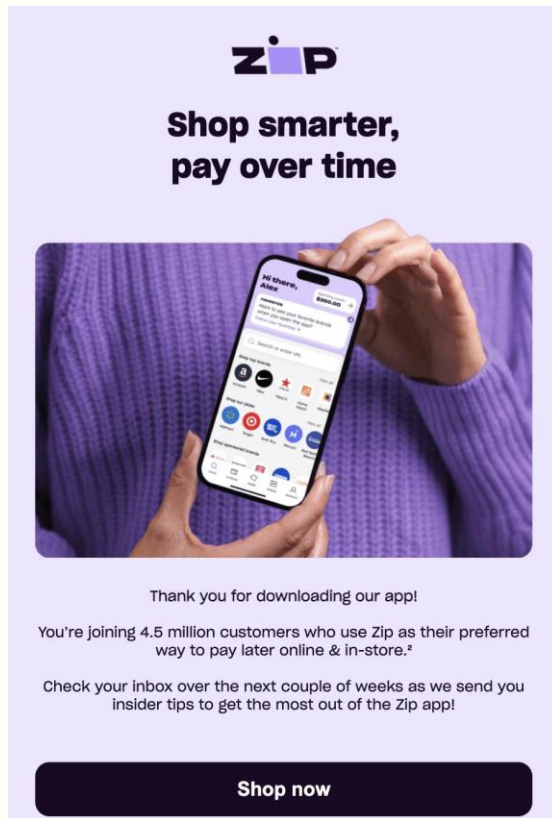


## Understand & Improve customer drop-offs and improve Zip's in-app customer onboarding

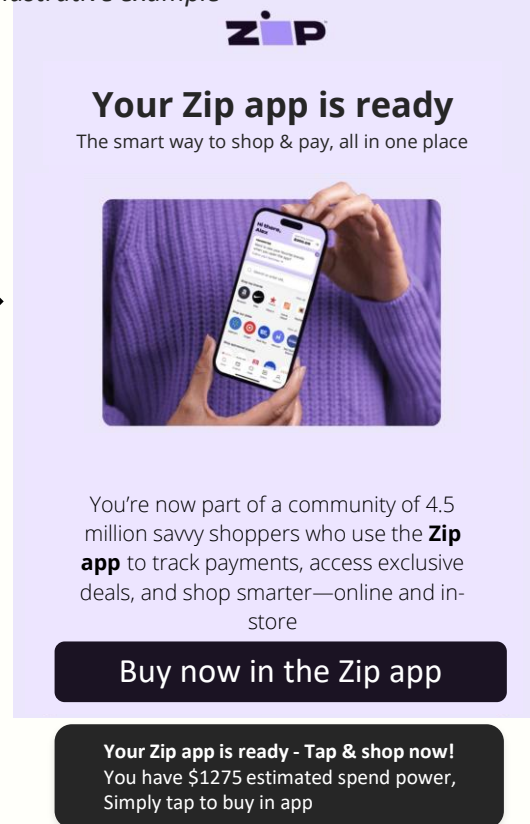
**Goal:** Guiding new customers to their first in-app purchase with Zip. (After downloading the app, customers get a series of comms over 14 days)

**Friction:** 'Shop Now' didn't clearly signal 'engage with the app'

We reviewed and updated the full Day 0–14 onboarding flow to reduce friction



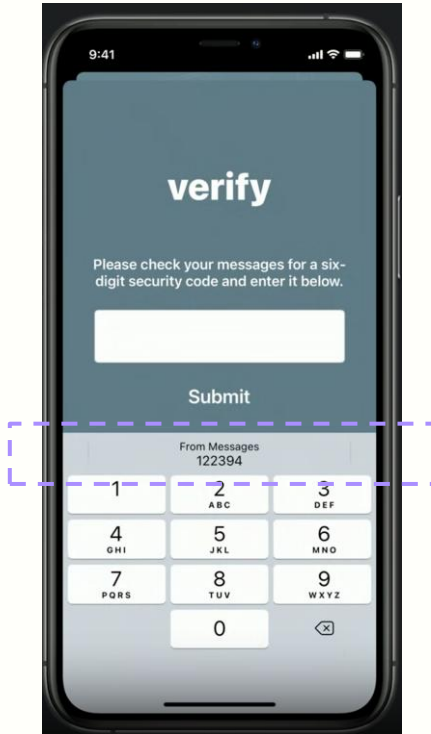
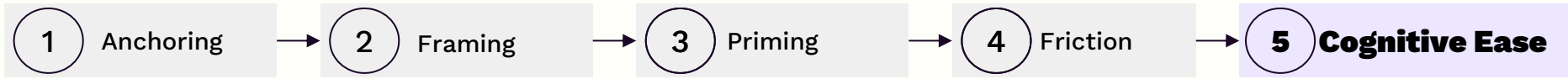
*Illustrative example*





# Cognitive Ease

the feeling of effortlessness when processing information, which makes things seem more familiar, likable, and true

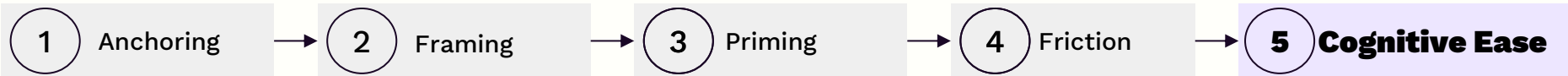


### Apple's Auto-fill

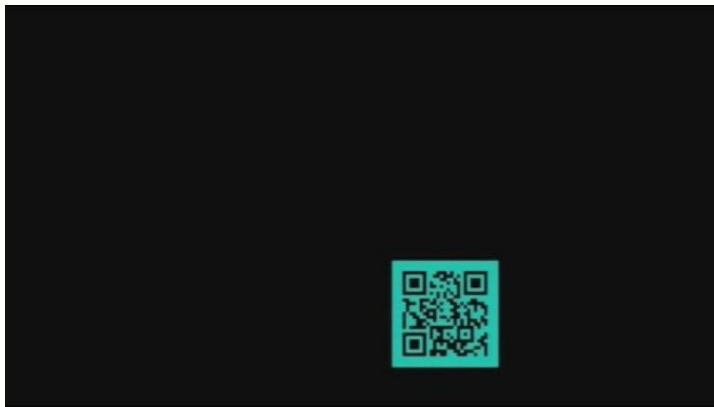
**Automatically populates:** E-mail addresses, names and contact info, payment details, passwords, two-factor authentication codes

- Eliminates memory recall, decision fatigue, and small stressors
- **Reinforcing Apple's reputation for intuitive design**, reliability and trustworthiness





# coinbase



## The Coinbase Super Bowl QR Code Ad (2022)

- Visual callback was **easy to process, nostalgic, and playful**. It took **no effort to “understand”** it.
- Viewers were primed to expect celebrity packed, noisy ads, but the quiet black screen broke that pattern
- Boosted curiosity and FOMO

### Aftermath:

- **20 million** hits to landing page in **1 minute**
- The **site crashed** due to the spike in traffic.
- **App downloads surged**, and Coinbase was #2 in the App Store shortly after



# **Using BeSci as a Market Researcher**

# Why Traditional Market Research Often Misses the Truth

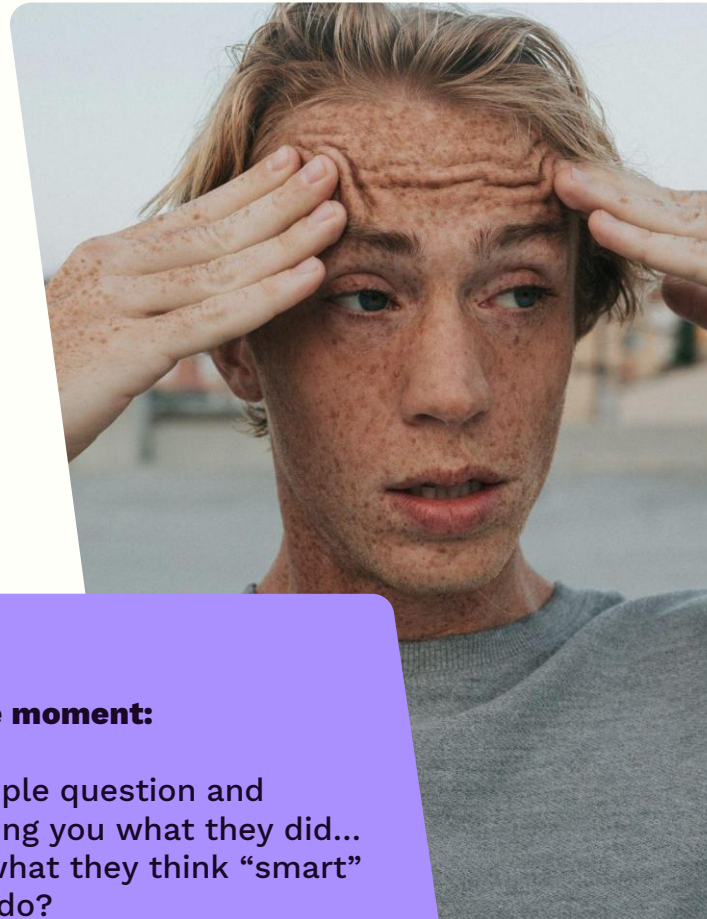
People don't wake up thinking like researchers. They think like humans: messy, emotional, & imperfect humans!

- People overstate, misremember, self-censor, overclaim or idealize in research.
- When questions don't feel inclusive people hold back or try to be someone they're not.
- Especially in finance, shame, fear, or confusion can lead to distorted responses.
- Real decisions happen under pressure, with limited time and emotional complexity.



## Can you relate moment:

Ever ask a simple question and instead of telling you what they did... they tell you what they think “smart” people would do?



# Write Questions that Feel Safe & Inclusive

The goal isn't just accuracy it's empathy. Design research that respects how people actually live and how they want to feel seen.

## Prime for Self-Compassion

“How well do you manage money?”



“What healthy financial habit have you adopted that you wish you had started sooner?”

## Framing That Respects

“Why don't you save enough?”



“What is something that has hindered where you want to be financially?”

## System 1 vs. System 2

“How do you feel about using credit?”



“What payment method did you use for your most recent purchase and why?”

## Choice Architecture: Permission to Opt Out

Feeling forced to answer can trigger discomfort or false responses



“I'm not sure” or  
“Prefer not to say”

## Stop Friction be Human

Corporate language, sophisticated language



Use warm, natural language

**System 1:** Fast, automatic, emotional thinking

**System 2:** Slow, deliberate, logical thinking

**Choice Architecture:** The way choices are presented shapes how people make decisions

# AI is making it even easier!

**Use AI tools** like ChatGPT, Gemini, Co-pilot and others to support in-house (BeSci) research (learn how to write effective prompts!)

**Leverage survey platforms with built-in AI** features (Qualtrics, SightX, [Outset.ai](#)) that help:

- Craft stronger, more targeted questions
- Automatically probe deeper based on respondent answers
- Richer faster insights

Although smaller tiered projects can be done in house with AI, **partner with BeSci specialized agencies for larger projects**



THE  
*BEHAVIOURAL*  
ARCHITECTS

## What?

- Behavioral science helps us **understand how people make decisions** (which isn't always logical)
- BeSci highlights habits, feelings, and mental shortcuts
- It helps **show us what people actually do, not just what they say they do**
- **There are over 100 Be Sci principles** you can use to enhance Market Research

## So What?

- Small tweaks in **wording, sequence, or defaults can dramatically shift behavior.**
- **How we ask questions directly impacts what we learn** because people self-censor, idealize, misremember, etc.
- By applying BeSci, we can **close the gap between what people say and what they do**
- **BeSci can be used as a mindset!** Constantly look for ways to innovate and improve how you help people whether that's how you frame communication, phrase questions, or build easy to use products

## Now What ?

- **Audit touchpoints for friction:** Simplify onboarding flows, messages, and interactions.
- **Rethink how you frame questions:** Use empathetic, inclusive, and action grounded language.
- **Use AI tools to design your research** with behavioral principles in mind.
- **In-house BeSci can go far with AI** tools like ChatGPT but larger initiatives may benefit from BeSci specialist agencies.

**Which BeSci principle could you apply to your brand right away?**



**Priscilla Aurthur**  
Marketing Research Analyst



# Thank you

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