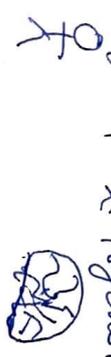




Person Prompts

- Internal. urges.

Physiological & Psychological



good person prompt

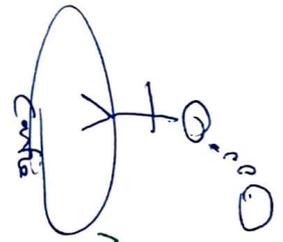
- stomach growling
- pressure in bladder
- sleep
- eat

Survival

Bad person prompt

- when ~~some~~ behaviour does not upset survival.
- Change in habits

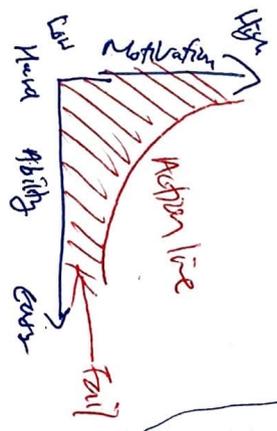
Tiny Prompts



Context Prompts

- environmental cues

- o sticky notes
- o App notifications
- o Reminders / Alarms.
- o Friend reminders you.



Good for One-time behaviour

Not good for establishing a habit.

Repetitive prompts = Desensitization

opposite speed. solution = Re design the context prompts.

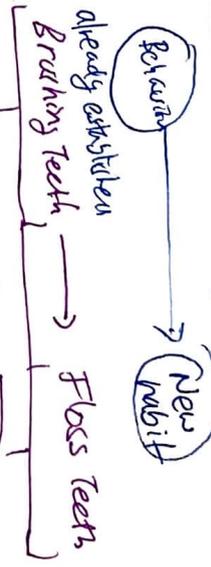
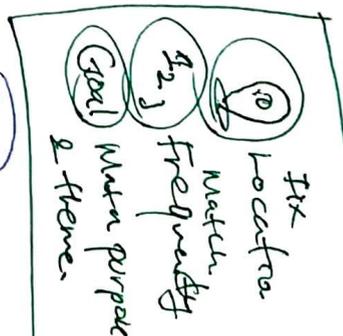


Action Prompts

Cause to effect

- SPAM
- Email clutter
- Human Friction
- VS Brilliant designers.

While we cannot delete from company prompts, we can control by four modes, Deleting apps, Pushing notifications



- can be multi sequence.

behaviour happens in sequence Domino effect

Translating into where your day-to-day action = Tiny habit

- * NO overabundance prompts
- * Independent.

AFTER I Anchor, I will tiny habit