

Using the Power of Behavioral Science

Driving High Performance in a Scientific Approach

Jay Connolly
Global Chief Talent Officer

Quick test

Bat & Ball
Cost: \$1.10



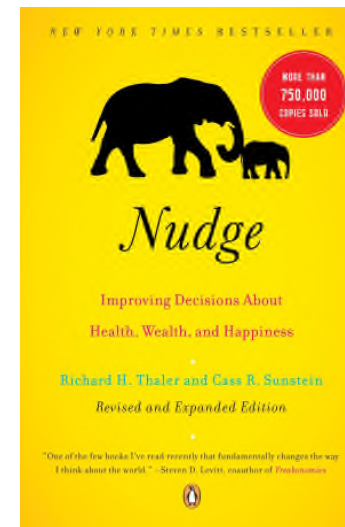
Thinking, fast and slow

System 1	System 2
Automatic	Reflective
Uncontrolled	Controlled
Effortless	Effortful
Associative	Deductive
Fast	Slow
Unconscious	Self-aware
	Rule following
	Skilled

Source: Kahneman, D. (2011) *Thinking, fast and slow*. London: Penguin.

What is nudge?

"A *nudge* is any aspect of the **choice architecture** that **alters people's behavior in a predictable way** without forbidding any options, or significantly changing their economic incentives."



Source: Thaler, R., & Sunstein, C. (2009) *Nudge: Improving Decisions About Health, Wealth and Happiness*. London: Penguin.

Nudge for better performance



PAUSE

REFLECT



Neuroscience

Focus On Environment



Purpose

Expectations

Attention

Development

Recognition

Options

Purpose



Focus On Environment



Purpose

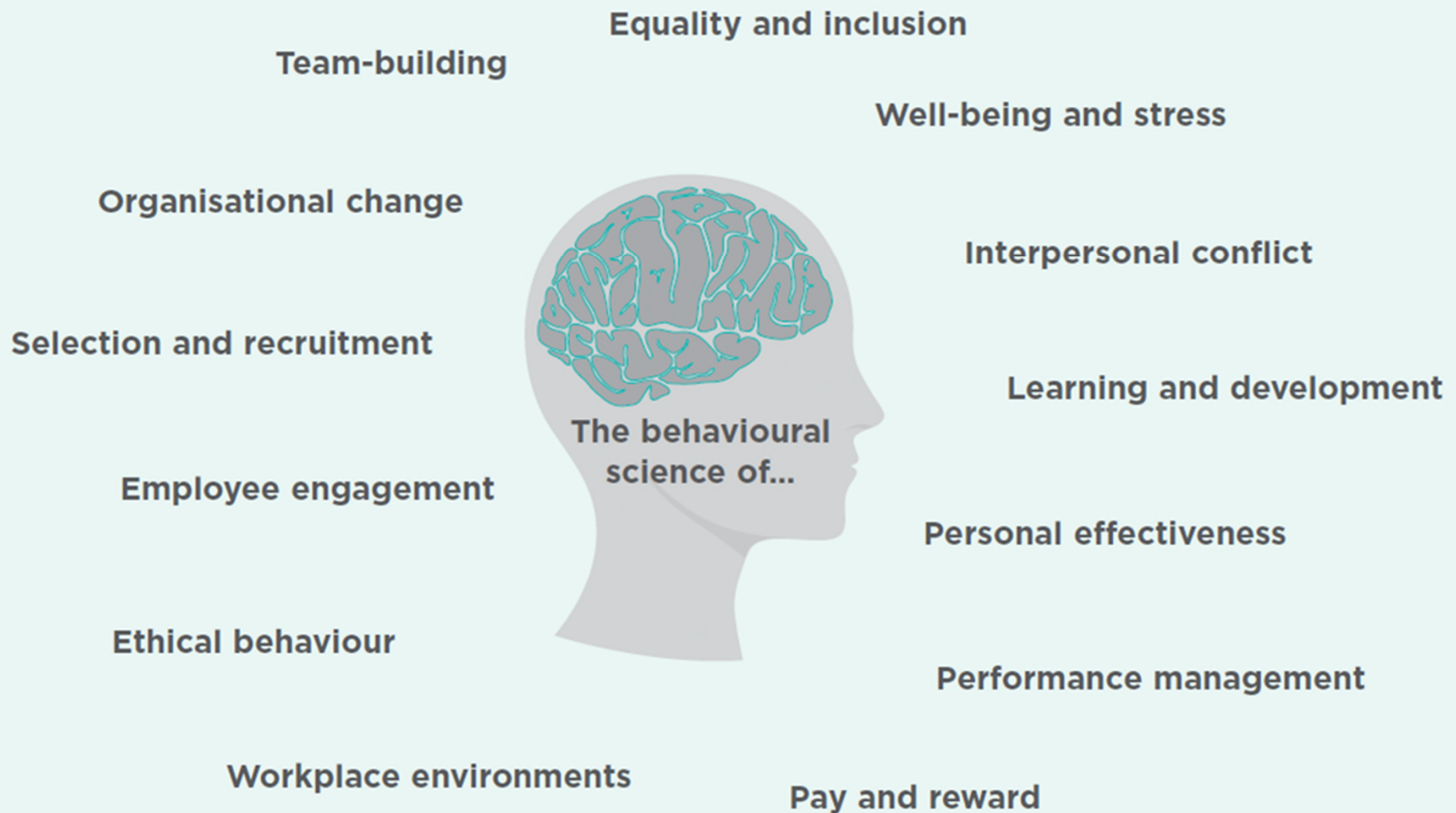
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