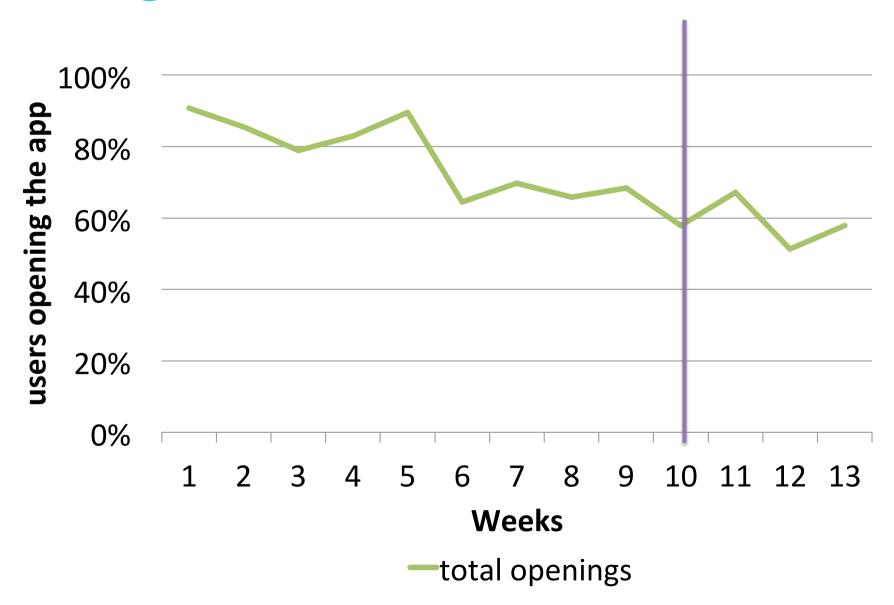
Reaching the finish line:
Analysis of the differences between active participants and drop-outs in a behaviour change intervention

#### Devon Wemyss et al.

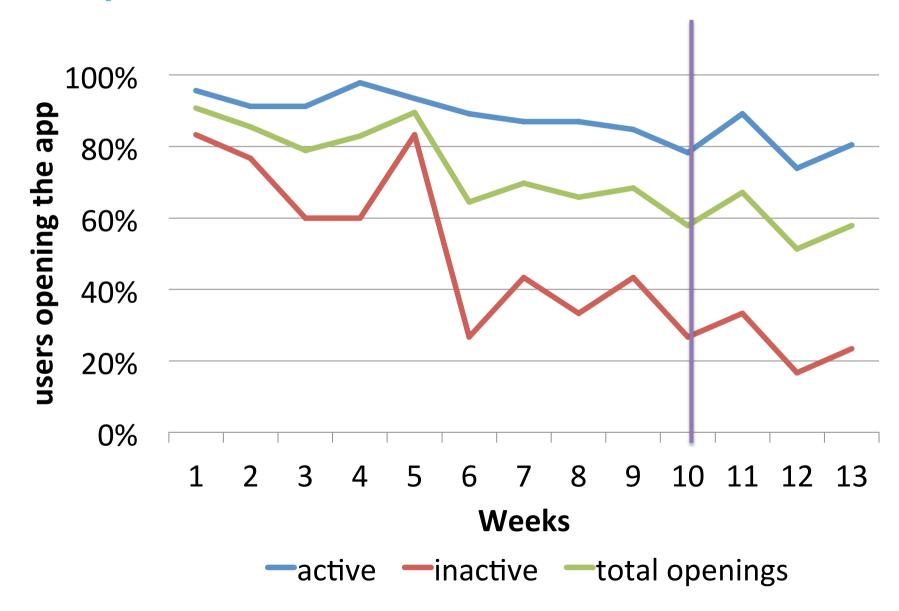
wemy@zhaw.ch ZHAW Zurich University of Applied Sciences, Switzerland

eceee 2017 Summer Study on energy efficiency May 29 – June 3, 2017

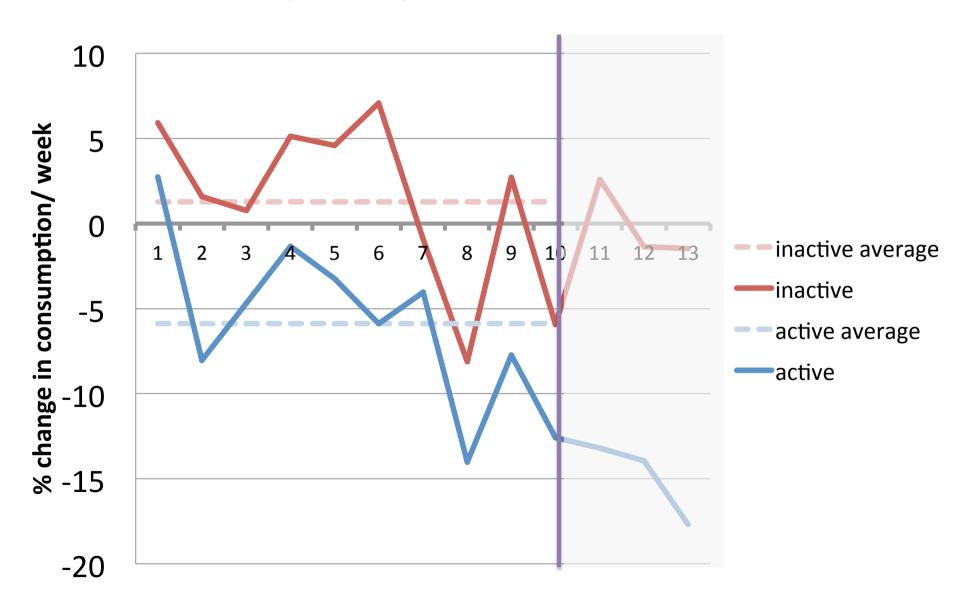
## Falling out of the race



#### Very different racers



## But if they stay in...



## INTERVENTION

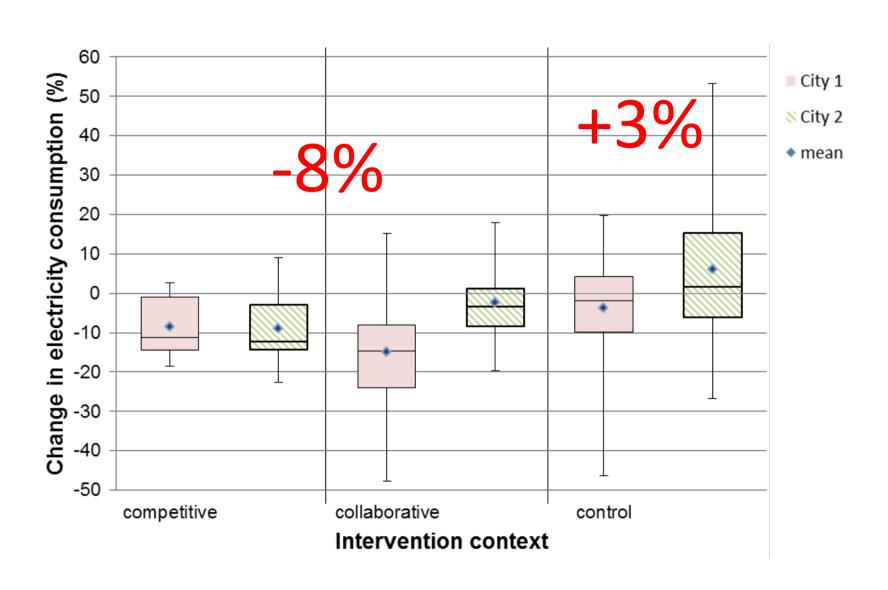


## Household engagement

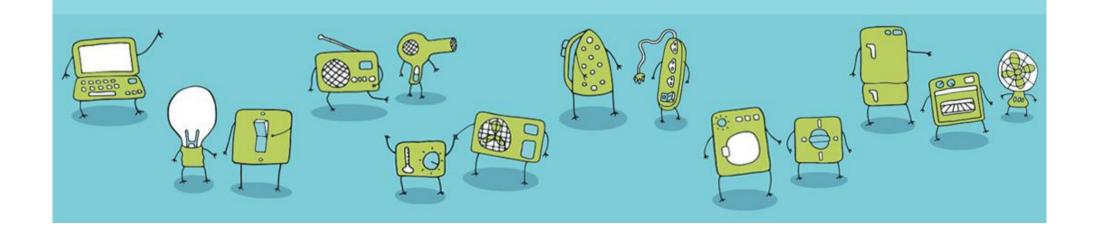
```
Feedback+ (Sabadie, 2014)
Practices (Burchell, Roberta, & Rettie, 2013)
Group effects (Fischer, 2008)
Gamification (Deterding, Dixon, Khaled, & Nacke, 2011)
Competition (Scales et al., 2016)
Goal setting (McCalley & Midden, 2002)
Interaction (Breukers et al., 2013)
Social setting (Kurz et al., 2015)
```

# Set up 10% Winterthur Max % Massagno

## Savings

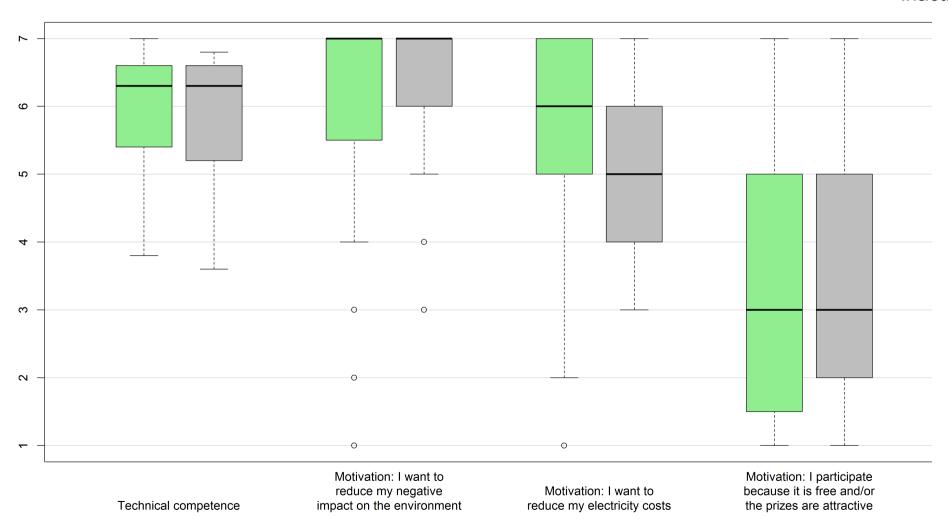


## DROP OUTS



## Were they different? (I)



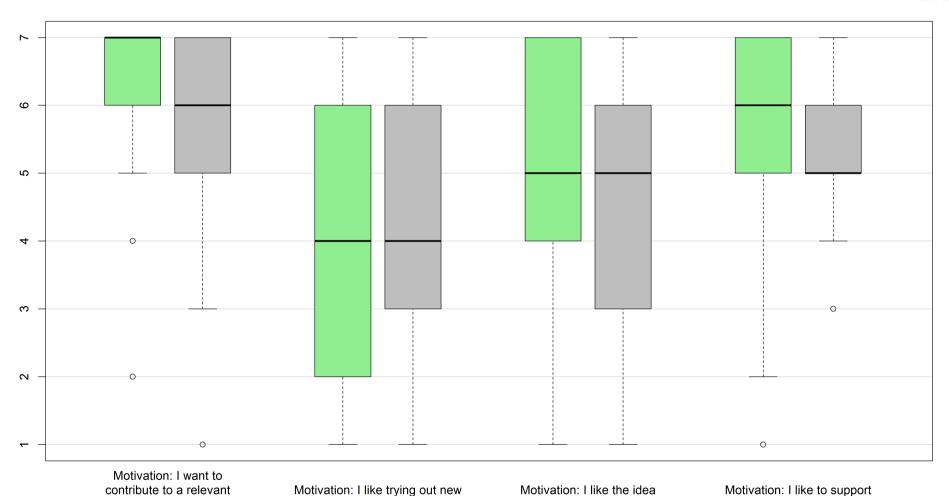


## Were they different? (II)

mobile phone/tablet apps

scientific project



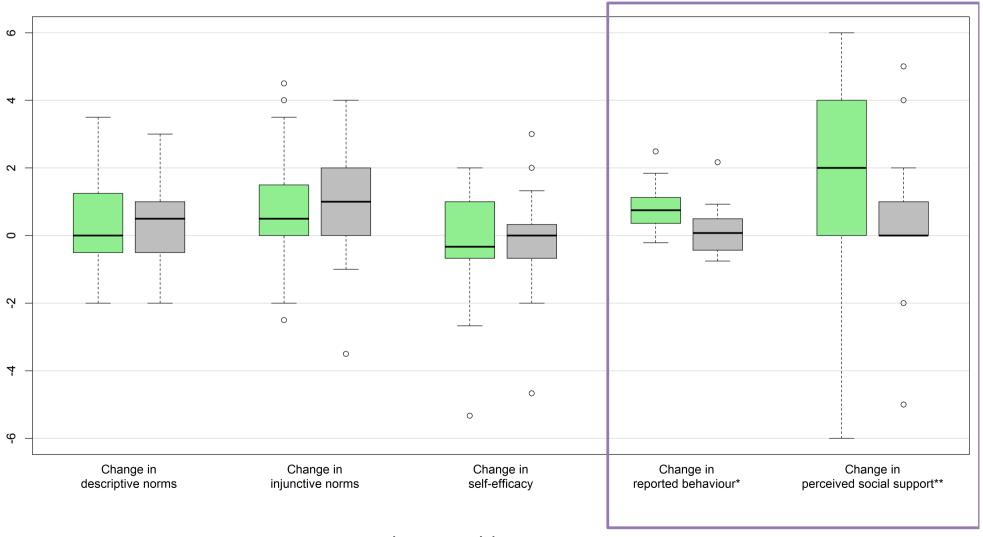


of playing in a game

community initiatives

## Did they change?





\* *p*<.05; \*\* *p*<.001

#### **Impacts**

- Perceived social support
  - Is the need a chicken or an egg?
  - Team vs. Information vs. Virtual
- Team- Start with real-life communities
- Information- Multi-pronged approach, tips, challenges, existing communication channels
- Virtual- Involve participants earlier in design, capture interest during recruitment, trigger them when they lapse in activity















