

# Using a human design-centred approach to co-create behavioural science solutions to increase the uptake of lenacapavir among AGYW









#### WELCOME







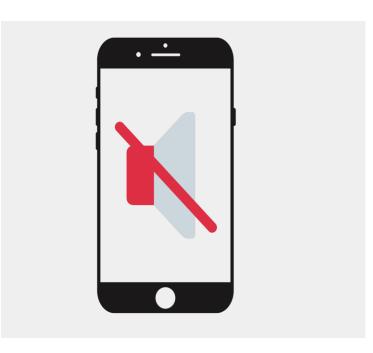






# Housekeeping



































MINDFULNESS













#### **Background**



- The greatest challenges in achieving public health goals for both communicable and noncommunicable conditions stem from human behaviour.
- Whether it's promoting vaccination, encouraging healthier lifestyles, or ensuring adherence to treatment.
- Behavioural economics provides a unique lens to identify and design low-cost behavioural solutions ("nudges")













#### **Indlela Team**



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BEHAVIOURAL INSIGHTS FOR BETTER HEALTH





**CAPACITY** 













#### GETTING TO KNOW THE PROBLEM AND PERSONA













#### Lenacapavir uptake among adolescent girls and young women

### Landmark Trial in South Africa and Uganda Finds Twice Yearly HIV Prevention Injection Safe and Highly Effective

AVAC Calls for Accelerated Regulatory Review and Ambitious Introduction Plans June 20, 2024

# Gilead's Twice-Yearly Lenacapavir Demonstrated 100% Efficacy and Superiority to Daily Truvada® for HIV Prevention

- First Phase 3 HIV Prevention Trial Ever to Show Zero Infections -
- Independent Data Monitoring Committee Recommended That
  Gilead Stop the Blinded Phase of the PURPOSE 1 Trial at Interim
  Analysis and Offer Open-Label Lenacapavir to All Participants –









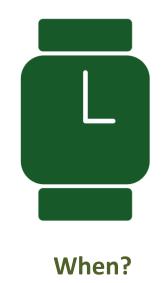




# Target statement







Increase the number of eligible adolescent girls and young women that initiate Lenacapavir within the public sector, after a negative HIV test







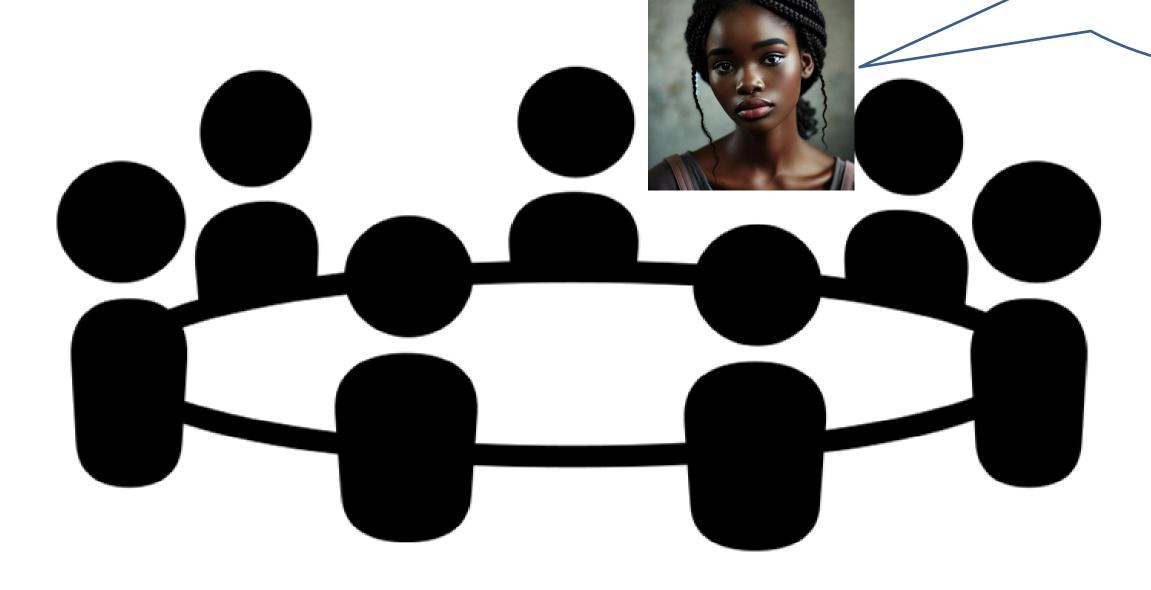






# Introductions - meet your team

Hello, I am Lerato







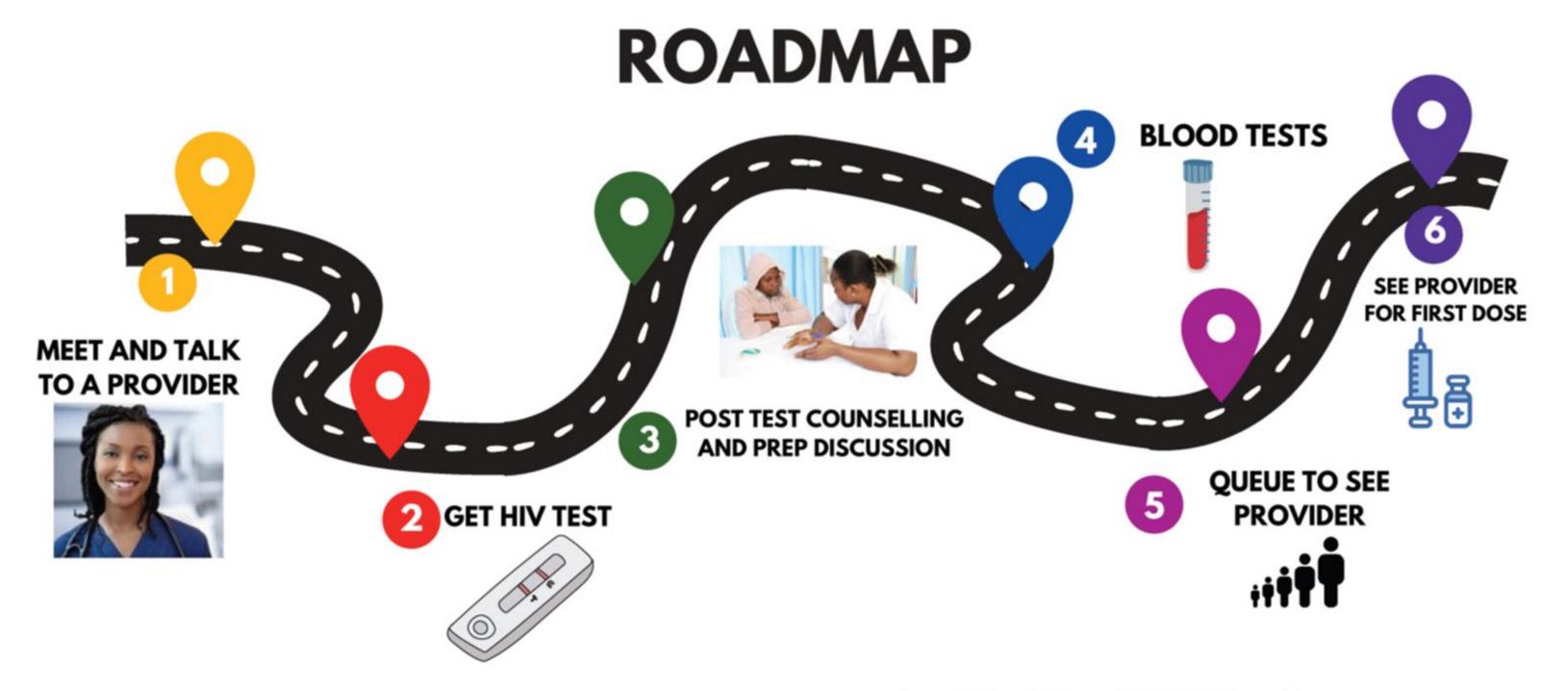








# User Journey map















# Frame barriers as "I statements" – from the perspective of "user"/ persona in the user journey map

"I don't...because I..."

"I can't...because I..."





"I don't use Lenacapavir because I don't know my status"

#### HOW CAN WE SOLVE THIS PROBLEM?







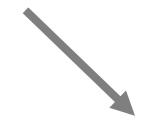








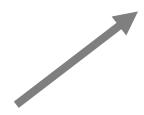


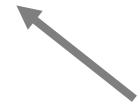




#### **BEHAVIORAL ECONOMICS**

Study of human decision-making and behavior





**ECONOMICS** 

#### **NEUROSCIENCE**















## A nudge defined

In the behavioural science field, a nudge is "any aspect of the choice architecture that alters people's behaviour in a predictable way without forbidding any options or significantly changing their economic incentives"

Light-touch Low-cost

Tweak to an existing program









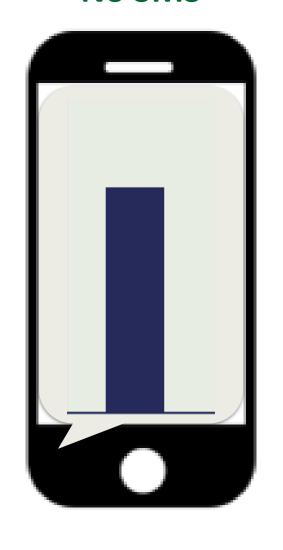




#### "Fresh Start" SMSs to encourage re-engagement in HIV care

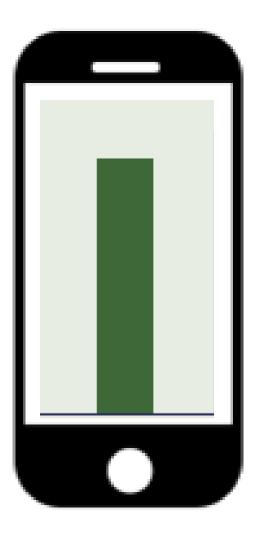


Standard of Care – No SMS



29.5%

**Fresh start SMS** 



32.6%





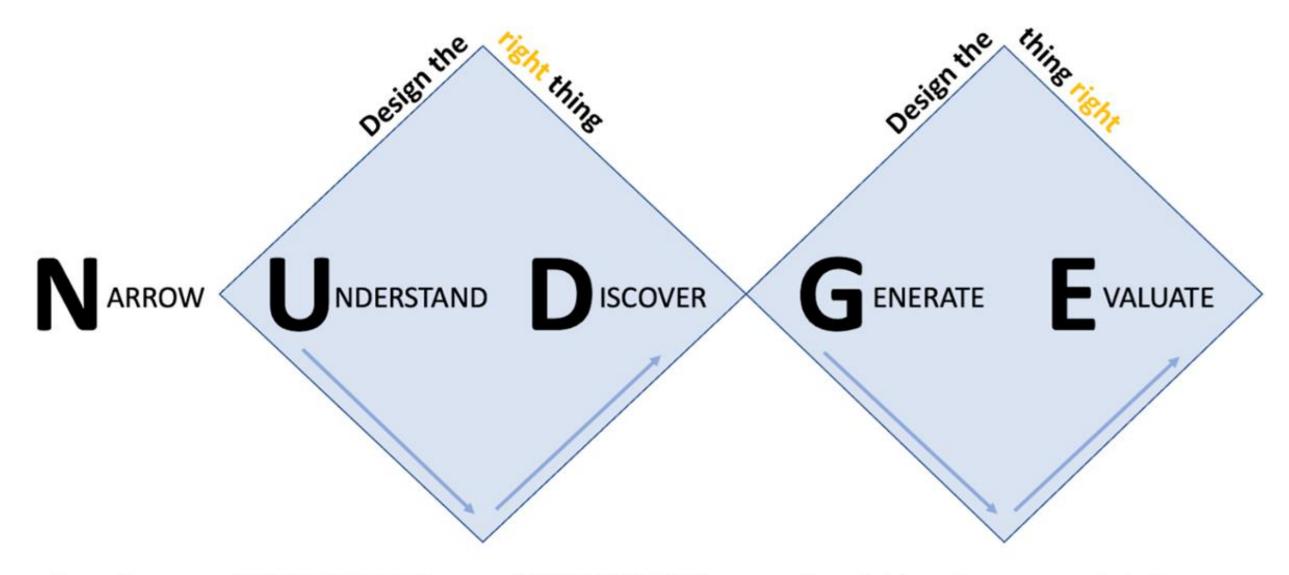








#### How do we do it?



Narrow focus to target behavior Understand user needs and context of behavior through empathy and inquiry. Discover insights about behavioral barriers to target behavior and refine the design challenge. Generate intervention designs and prototypes that meet user needs and address barriers. **Evaluate** interventions in iterative pilots.











#### **IDEATION**













#### **Ideation - Solutioning**

Rapid ideation of strategies to address target behaviour



























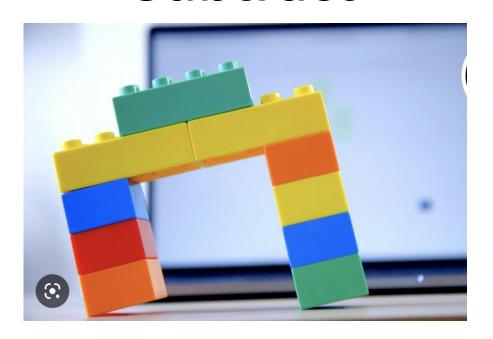




#### **Open Road**



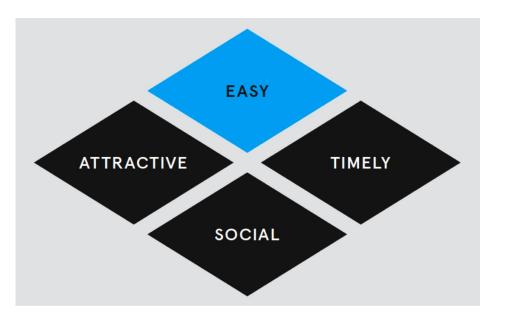
#### **Subtract**



#### How would "X" do it?



#### **EAST Cards**















#### Ideation – Open road







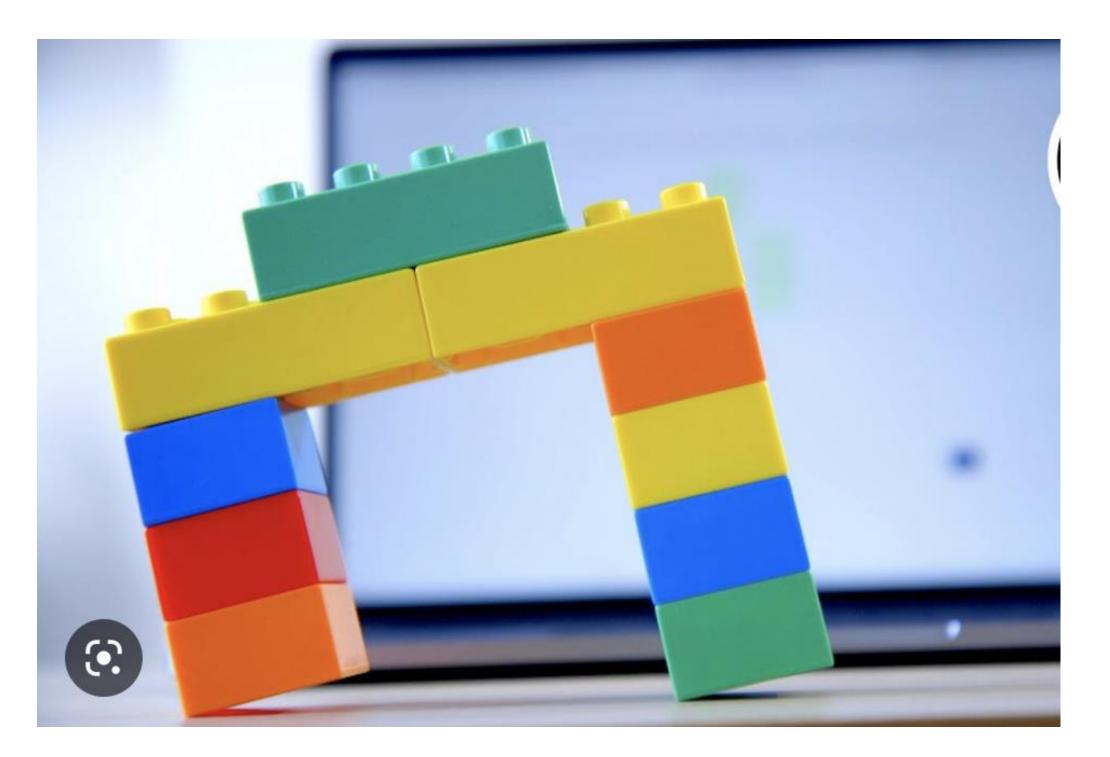


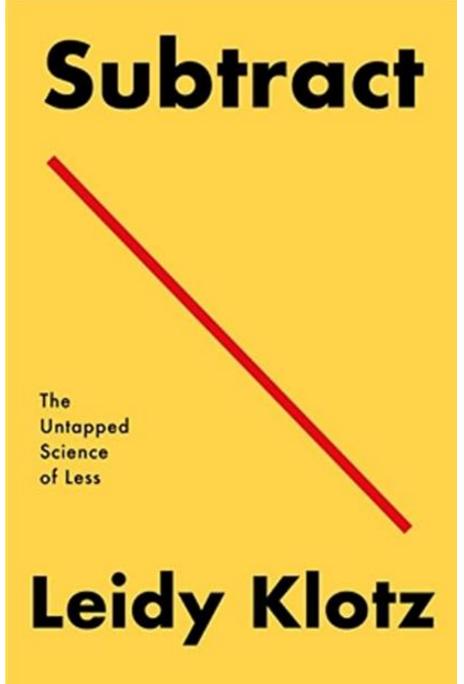






#### **Ideation – Subtract**











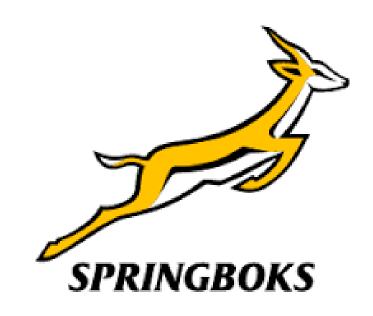






#### Ideation - How would "X" do it

























#### Example – How would Amazon increase vaccine uptake?



Extraordinary convenience

Instant access







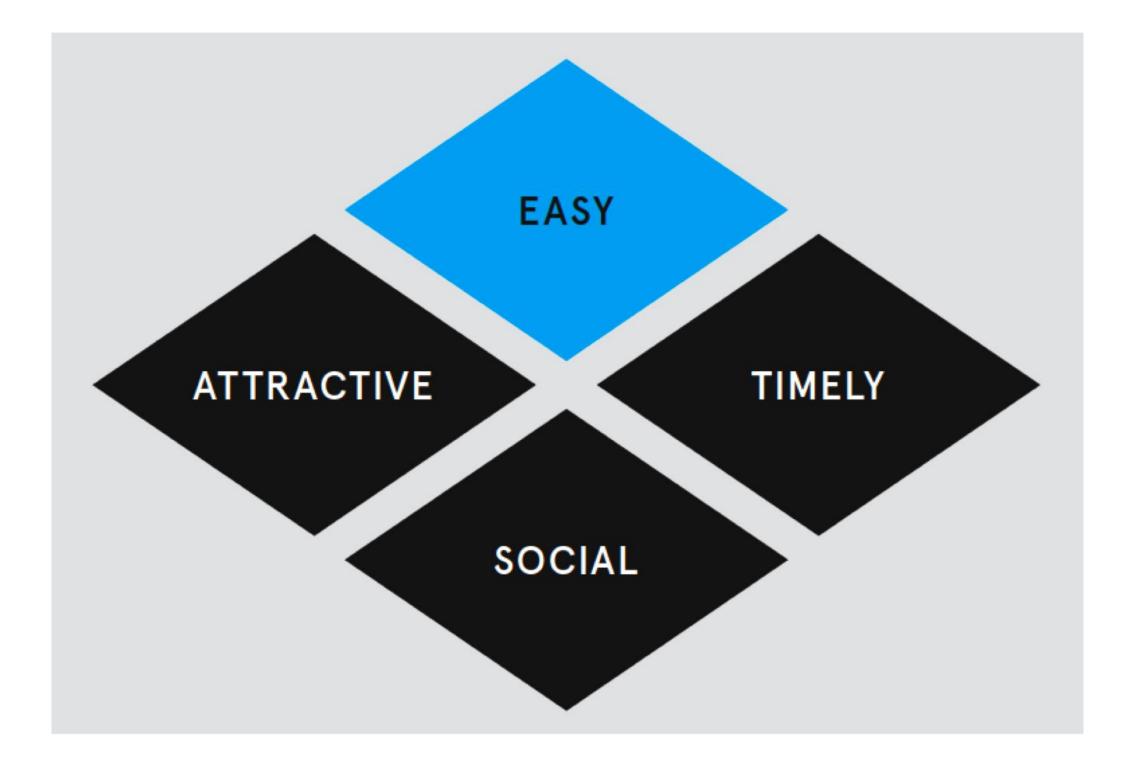








#### Ideation - EAST



Source: The Behavioural Insights Team

EAST Framework https://www.bi.team/wp-content/uploads/2015/07/BIT-

Publication-EAST\_FA\_WEB.pdf













# Ideas that leap



















# Group discussion







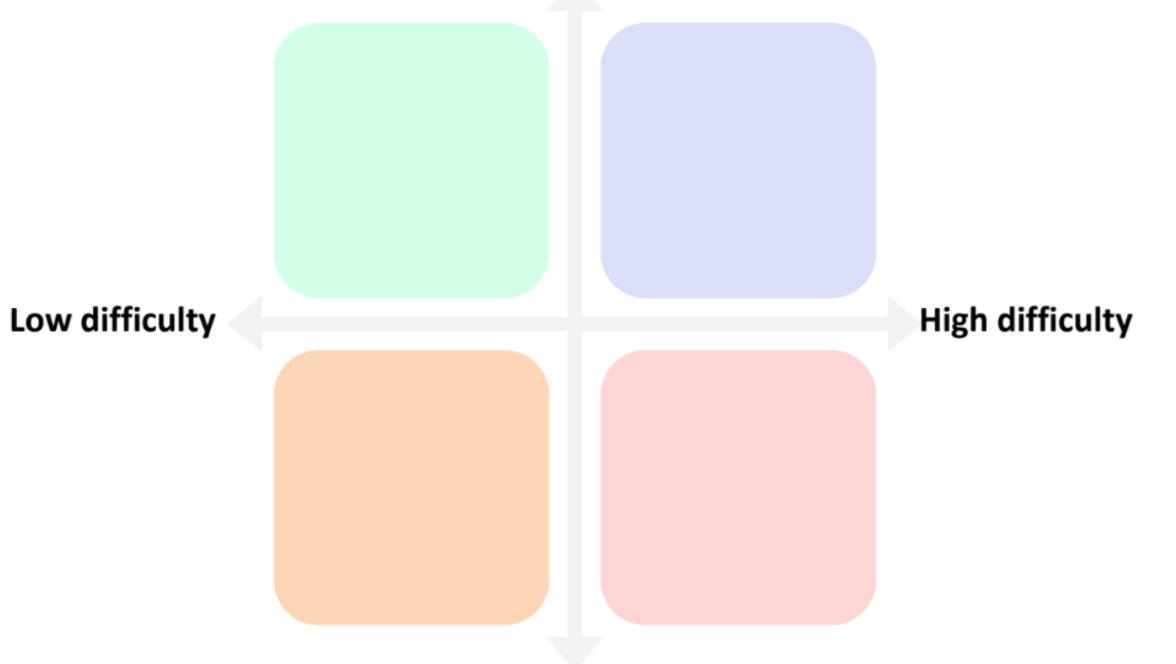








#### **High Impact**















#### **PROTOTYPING**



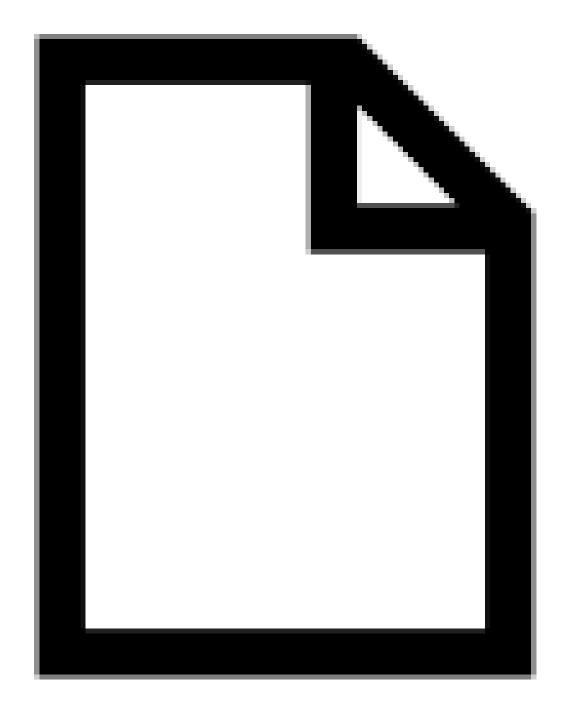














# st<sup>n</sup>





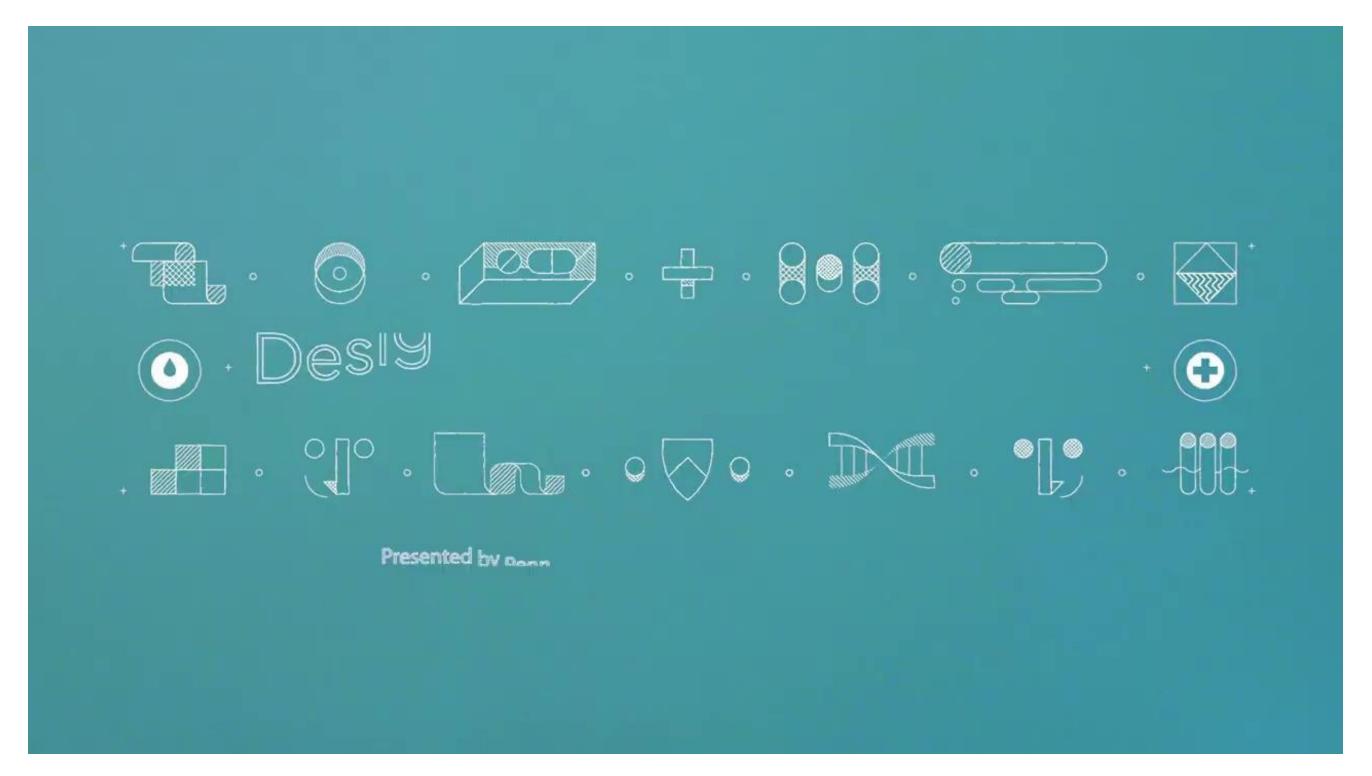








#### Making it real through prototyping















## User testing



- How it would change Behaviour?
- What do you like or not like?
- What is easy or difficult for you?
- Suggestions for refinement













# Prototype refinement







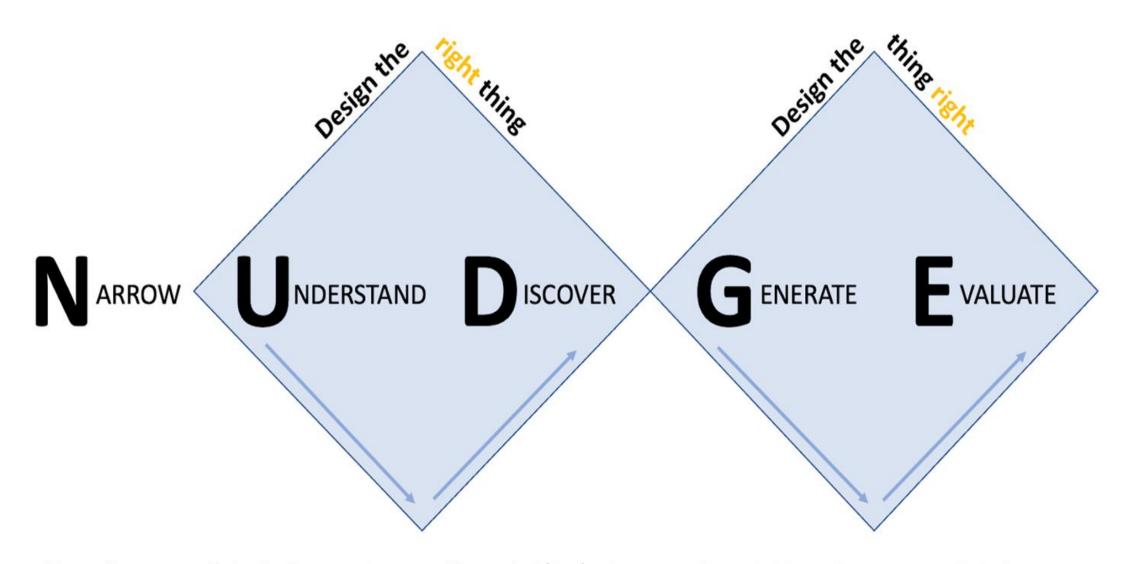








#### Then What?



Narrow focus to target behavior Understand user needs and context of behavior through empathy and inquiry. **Discover** insights about behavioral barriers to target behavior and refine the design challenge.

Generate intervention designs and prototypes that meet user needs and address barriers. **Evaluate** interventions in iterative pilots.













#### WHERE TO FROM HERE?













- Identify key behavioural challenges in your programs
- Develop a problem statement
- Ideas generation
  - Nudgeathons
  - Ideation and prototyping workshops
- Partner collaboration
  - Co-design and evaluate a behavioural insights test project
  - o Prototype and evaluate interventions















# Thank You





















