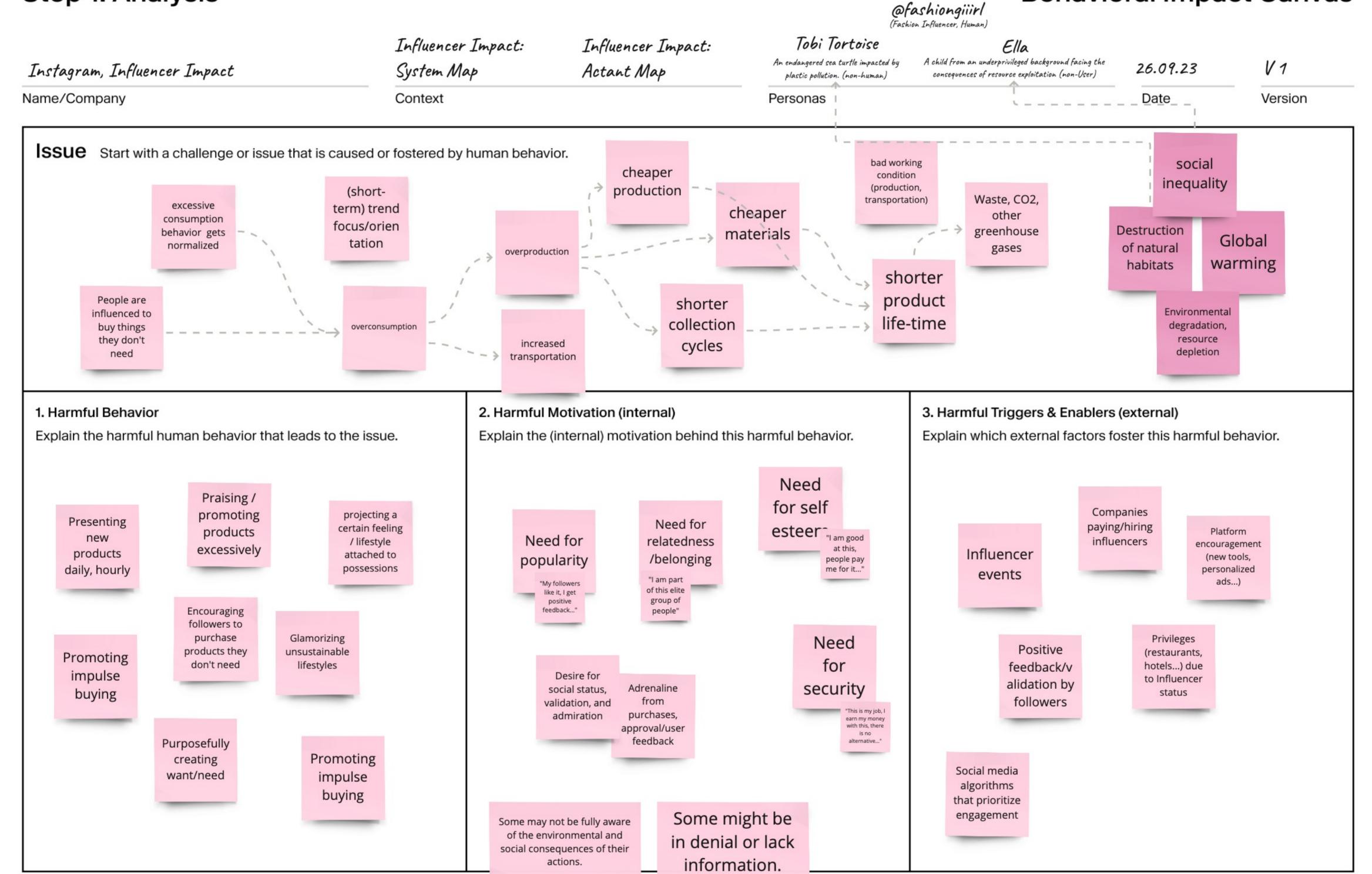
Step 1: Analysis

Behavioral Impact Canvas



Step 2: Transformation

Behavioral Impact Canvas

Name/Company Context Date Version Personas 1. Beneficial Behavior 2. Beneficial Motivation (internal) 3. Beneficial Trends & Opportunities (external) Think about what trends/opportunities you could make use of. Imagine what human behavior would solve or reduce the issue. Think about the (internal) motivation behind this helpful behavior. Need for security/control Need Provide inspiration for Showing for self Promote Growing ways of how The rise of "I am actively Collaborations fashion pieces trying to do interest in esteem you already own ecoto repurpose with ecocreativity minimalism and use the resources I have" friendly old clothes conscious sustainable brands Need for consumerism lifestyles relatedness /belonging Highlight the joy of Promote "I am part of this experiences Growing Fulfillment sustainable living, More and more over material mindful trend of Highlight/pro from vintage/second possessions consumption, and hand platforms, mote ecosecond contributing to ethical choices. brands, stores... Enhanced selffriendly a healthier hand/vintage esteem brands (if at planet through all!) Share DIY conscious A sense of choices Promot second and belonging to a hand community of upcycling platforms/purcha environmentally ses and creative ideas conscious ways of styling individuals them **Solution** Finally, think about a specific solution/specific features, that could support the desired behavior. green badges for Push Ecoconscious brand eco-friendly Highlight partnerships Integrations Gamification influencers and sponsored sustainability to second elements to content hand/vintage posts reward sustainable platforms actions

