# Using Behavioural Science & Human Centered Design to Boost COVID-19 Vaccination

Insights and Strategic Interventions

12th July, 2021



#### **Executive Summary**

- The study aims to use a behaviour science and human centred design approach to
  understand the barriers to uptake of COVID-19 vaccines, and use this fundamental
  understanding to design interventions to drive vaccine uptake in Punjab and Maharashtra.
  Our methodology involved remote in-depth interviews with stakeholders, and users with
  barriers to COVID-19 vaccination in rural and urban Nagpur, Bathinda and Faridkot.
- For most vaccinations in India, the decision is a default. However, taking the COVID vaccine which is new and unfamiliar and introduced within this uncertain, dynamic environment, is an active decision to be 'made' and therefore deliberated. The COVID pandemic is a dynamic context, in terms of the disease spread, government rules, and constant flux of new information, which influences the COVID risk perceptions and compliance or mitigation measures engaged in, especially vaccine uptake.
- The formal government communication around the vaccine has been perceived to be
  clinical, operational, generalised and not catering to individuals' different needs. Therefore,
  individuals default to existing vaccine mental models and seek out information from informal
  news channels (i.e. social media) and others' 'lived experiences', which has led to incorrect
  beliefs around the purpose of the vaccine (protection vs. prevention vs. treatment),
  misinformation and perceived high negative consequences of taking the vaccine.
- The vaccine decision is based on a feeling of risk and reward than an objective analysis. The trade-off considered is two fold, for taking the vaccine and for not taking the vaccine, as the vaccine is perceived as a deliberate action taken to disrupt the current 'healthy' state or status quo. The risks of taking the vaccine are high (due to the salient negative stories) with low to no reward and the rewards of inaction are high, with low risk therefore inaction is favoured. This is not an individual decision, rather influenced by family members, friends and employers.

- These decisions manifest as 4 types of barrier narratives around why they do not want to take the vaccine.
  - Vaccine is irrelevant: Perceive themselves to be at low risk of COVID, especially
    of severe illness as they feel they have high immunity and are healthy.
  - Vaccine is scary for me: Perceive high risk of COVID, and they anticipate several risks of worsening health condition from the vaccine.
  - Vaccine is a 'costly' alternative: Perceive mid to high risk of COVID but consider their current actions to be sufficient to manage it. They feel the vaccine will disrupt the sense of control and certainty they have managed to achieve.
  - Vaccine is a scam: Perceive low to no risk of COVID, they harbour distrust in the government, health system and pharmaceutical companies.
- The 4 strategic directions to drive vaccine uptake includes addressing information gaps, managing misinformation, enabling better trade-offs and encouraging advocacy and adherence. This study has identified 12 interventions in total and detailed one key intervention addressing each of the strategic directions.



Addressing information gaps



Managing myths & misinformation



Enabling better trade-offs



Encouraging advocacy & adherence

#### **Project Context**

- The study aims to use a behaviour science and human centred design approach to understand the barriers to uptake of COVID-19 vaccines, and use this fundamental understanding to design interventions to drive vaccine uptake in Punjab and Maharashtra.
- Research was conducted in Rural and Urban Nagpur, Bathinda and Faridkot. Our methodology involved two rounds of research
  - Remote in-depth interviews with users with barriers to COVID-19 vaccination, and other stakeholders (frontline workers, nodal officers, doctors)
  - Post the insights and strategic drivers, we rapid tested the intervention concepts with user with barriers to vaccination and relevant stakeholders (Vaccination staff, Front line workers, Local Govt, State Nodal officers)





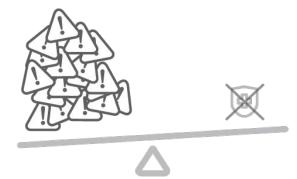
Barriers to Vaccination



Vaccinated once - low intent for second

#### **Key Insights**

- For most vaccinations in India, the decision is a default. However, taking the COVID vaccine which is new and unfamiliar and introduced within this uncertain, dynamic environment, is an active decision to be 'made' and therefore deliberated.
- The COVID pandemic is a dynamic context, in terms of the disease spread, government rules, and constant flux of new information, which influences the COVID risk perceptions and compliance or mitigation measures engaged in, especially vaccine uptake.
- The formal government communication around the vaccine has been perceived to be clinical, operational, generalised and not catering to individuals' different needs. Therefore, individuals default to existing vaccine mental models and seek out information from informal news channels (i.e. social media) and others' 'lived experiences', which has led to incorrect beliefs around vaccine purpose (protection vs. prevention vs. treatment), misinformation and perceived high negative consequences of taking the vaccine.
- The vaccine decision is based on a feeling of risk and reward than an objective analysis. The trade-off considered is two fold, for taking the vaccine and for not taking the vaccine, as the vaccine is perceived as a deliberate action taken to disrupt the current 'healthy' state or status quo. The risks of taking the vaccine are high (due to the salient negative stories) with low to no reward and the rewards of inaction are high, with low risk therefore inaction is favoured.
- This is not an individual decision, rather influenced by family members, friends and employers.



#### 4 key vaccine barrier narrative

The decision of not taking the vaccine is arrived at based on how the **COVID context is perceived**, the **norms around COVID vaccination** and the **feelings of risk and reward**. These decisions manifest as 4 types of negative narratives around why they do not want to take the vaccine.



### Vaccine is scary for me

Perceive high risk of COVID given the high caseload and death rates around. Their old age, medical condition and comorbidities contribute to high risk of COVID. They anticipate several risks of worsening health condition and view the vaccine as scary.

### Vaccine is 'costly' alternative

Perceive mid-high risk of COVID but consider their current actions to be sufficient to manage it. They view vaccines as a 'costly' alternative, as they feel the vaccine will disrupt the sense of control and certainty they have managed to achieve.



Perceive themselves to be at low risk of COVID, especially of severe illness. They feel the vaccine is irrelevant to them as they may be young, have high immunity and engage in healthy behaviours.



Perceive low risk to no risk of COVID. They view the vaccine as untrustworthy as there is a significant amount of distrust in the government, health system and pharmaceutical companies.

#### **Strategic Directions**

For those with second short hesitancy, the barriers included high experienced side effects from first dose, low intent for first shot (spontaneous decision, forced), expectation discrepancy from vaccinated people contracting COVID and negative social norms.

The 4 strategic directions to drive vaccine uptake includes addressing information gaps, managing misinformation, enabling better trade-offs and encouraging advocacy and adherence.

This study has identified 11 interventions in total and detailed one key intervention addressing each of the strategic directions.



Addressing information gaps



Managing myths & misinformation



**Enabling better** trade-offs



Encouraging advocacy & adherence



#### **Intervention Summary**



#### **Barrier Focussed Communication Campaign**

Vivid campaign focussed on relevant emotional benefits of taking the vaccine, customized to 4 barriers narratives and reframing side effects

Reframe Uncertainty as an Opportunity to Act

Create Positive Stories to Reduce the Dissonance



#### Managing myths & misinformation

#### **Localized Community Misinformation Management**

Create a local committee leveraging trusted people in the community to reduce spread of misinformation through tracking and debunking vaccine myths

Manage AEFI and Related **Narratives Locally** 





#### **Enabling better** trade-offs

#### **Customized Communication Approach for Field Workers**

Transition 1-1 FI W vaccine conversation to start with an understanding of specific barriers and myth and provide customised benefits to drive uptake

Provide Incentives to **Build Coping** 

Create Cost for Inaction



#### **Encouraging advocacy** and adherence

#### Vaccine Experience -**Behavioural Guidelines**

Builds on existing vaccination site guidelines, to ensure a uniform positive experience, extending advocacy to family and 2nd short adherence

**Ensure Adherence by** Roadmapping Next Steps

**Drive Second Shot Commitment** through the Journey

#### **Barrier Focused Campaigns - Intervention illustration**

As the communication has been clinical and operational, individuals do not see a clear benefit of taking the vaccine. The campaign vividly represents relevant benefits in a hierarchy which is meaningful to individuals.

The communication has been generalised (all 18+) and individuals question its benefit and appropriateness to themselves. The campaign uses customised benefits to counter specific barriers.

Side-effects after vaccination, a key barrier is addressed through communication of it being familiar, common and providing clear action to cope.





Pregnant and Lactating Women: Drive benefit of protecting their infant



Vaccine is a 'costly' alternative: Leverages identity of prime member of family and benefit of taking care of them



Vaccine is a scam:
Drive benefit of being able
to focus on work, earning
and studies without hitch





### Localized Community Misinformation Management

This intervention has been carefully designed to identify trusted people and channels in the community, leverage them to reduce spread of misinformation and debunk the existing ones.

The Identified trusted agents, state representative and a local medical expert would form a misinformation committee to debunk existing myth and track new myths to counter through the

#### IDENTIFYING AND ACKNOWLEDGING THE TRUSTED PEOPLE IN COMMUNITIES

Identify and acknowledge people in the specific communities who understand the relevance of COVID vaccine and are trusted by the community.

#### SYSTEMATICALLY DEBUNKING THE MISINFORMATION

Myths are likely to continue to stick if we they are only tagged as questionable or from an untrustworthy source. Systematically debunk the misinformation by using a behavior scene informed structure

#### TRACE AND ADDRESS NEW MISINFORMATION

From the end users, identified trusted agents provide feedback and would actively share new prevalent myths and misinformation with the committee, which experts would provide relevant facts to help in debunking the same.



## Customized Communication Approach for Field Workers

The new approach can be conveyed through short engaging whatsapp videos. The video would involve an experienced ASHA worker talking through the new approach to aid conversation and an example conversation. This will be supplemented with 'reference sheets' shared on whatsapp or printed that can be easily referenced.

The aim of the interaction should move to understanding the barriers and myths held by the user, and based on their responses to use the specific barrier benefit or myth debunking. Acknowledge the role of ASHA in managing the pandemic, and introduce this approach to aid difficult conversations to drive vaccine uptake. As all conversations are different, this is a simple flow that can be customised to use in any conversation.

Rather than		Say
Starting the conversation with why they should get vaccinated		Start with understanding what they actually think about the vaccine and what their barriers or myths are
Giving an overall vaccine benefit		Provide a benefit of the vaccine and a need that is related to the specific barrier/reason they give
Giving only your own vaccination example		Tell them a vivid experience of another related relevant person, with a similar experience and why they took the vaccine
Shutting down the vaccine related myth		Start with the simple facts in a easy way and explaining the fallacy
Focussing on attitude change		Reinforce the specific vaccine benefit, use the number of people who have already taken the vaccine in the village/town/state to direct action for taking the vaccine
	Starting the conversation with why they should get vaccinated  Giving an overall vaccine benefit  Giving only your own vaccination example  Shutting down the vaccine related myth  Focussing on attitude	Starting the conversation with why they should get vaccinated  Giving an overall vaccine benefit  Giving only your own vaccination example  Shutting down the vaccine related myth  Focussing on attitude

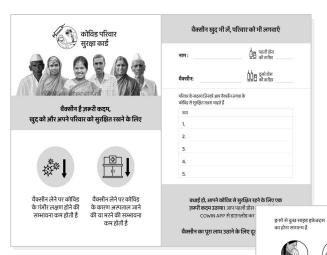


The first shot vaccine experience is crucial to ensure commitment for second shot and advocating to others in the family and larger community.

This intervention aims to add to the existing vaccination site guidelines from a behavioural perspective, to ensure a uniform positive experience, and counter barriers at the 3 stages of the vaccine process:

- Registration
- Vaccination
- Waiting Room





The Family Protection Card aims to extend vaccine uptake from only self to family. This aims to convey emotionally salient vaccine benefit to drive decision confidence, drive commitment to the date for the second dose, and encourage vaccination among close and extended family members.

The back page of the Family Protection
Card aims to drive expectation and build
coping for side effects, provide
necessary information on when to seek
care and reinforce continuation of CAB
post vaccination.



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