



Improving Products & Market Outcomes - *Behaviourally*

Observed Cognitive Biases

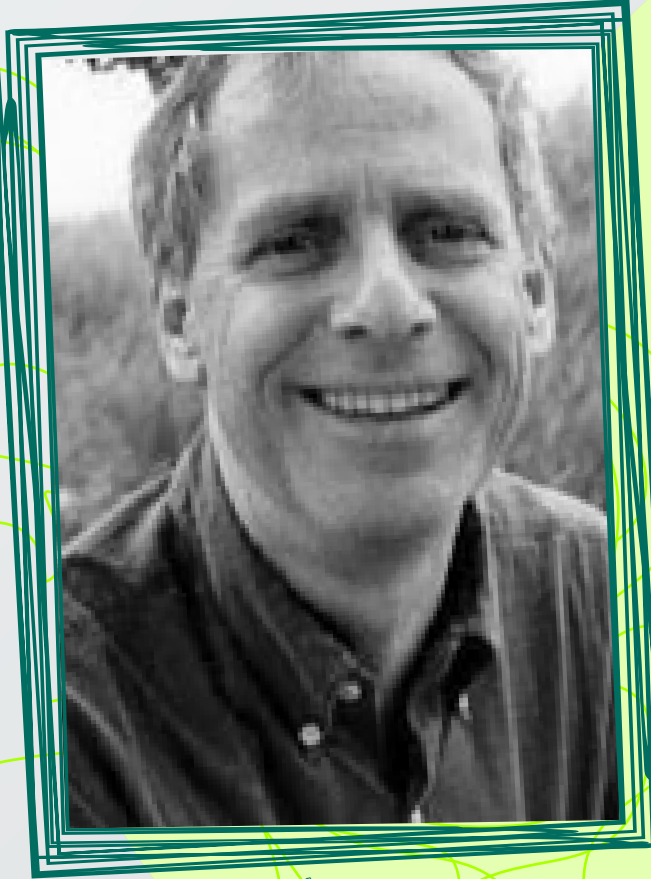
Pleasing consumers can be challenging if you don't know how to.

- **Uncertainty**
- **Loss Aversion**
- **Regret Aversion**
- **Framing**
- **Nudges**

Background Economists



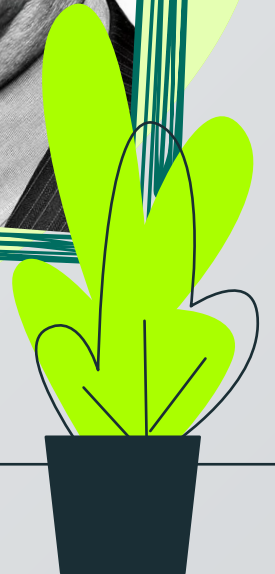
Daniel
Kahneman



Amos
Tversky



Richard
Thaler



Uncertainty

People hate uncertainty.
Product design, services must remove this.

Uber removes uncertainty



Loss Aversion

Losses hurt more than gains.



Regret Aversion

FOMO

GameStop
POWER TO THE PLAYERS™



Framing

Positive outcomes
for positive actions.



Nudges

Pension Reform Act
Successful due to monthly
mandatory deductions and
difficulty of pulling money out!

