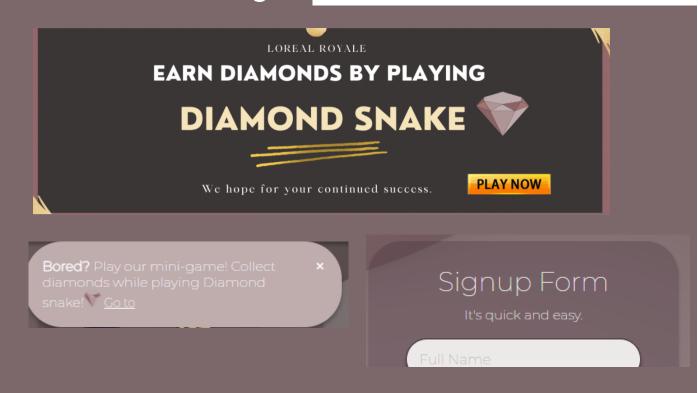
CHALLENGE

MEGIN VAN HERK

PERSUASIVE DESIGN

Looking at our website I have taken some examples of persuasive design used in our pages, you can view the website yourself! <u>i430712.hera.fhict.nl/PHP/</u>

Persuasive messages



Reward people with positive feedback

Everytime a challenge is completed the website will you a positive message congratualtion you!



Commitment/consistency Self-monitoring

When watching a video it will you your watch time and how much more you need to watch to complete the challenge



Social influence

Showing overall ranking of everybody using the website creates this social environment of competitiveness. Influencing you to do better and use the website more.



Foot-in-the-door phenomenon:





