

DESIGN ELEMENTS OF DIGITAL NUDGES AND EFFECTS ON CONSUMER BEHAVIOR: A LITERATURE REVIEW

Seminar Thesis of

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UI User Interface

UX User Experience

Abstract

1 Introduction

In the last ten years, our lives became more and more digitized. We buy products in online shops, book our next trip and holidays on digital hotel platforms and even manage our finances with the help of our smartphones (Schneider et al. 2018). All those digital environments have one thing in common. Choices. All the time users are faced with choices they have to take, even if people do not perceive it directly. There a lot of things digital (and also non-digital) environments that frame the whole choice process and therefore influence the decision-making through certain biases and heuristics (Tversky and Kahneman 1974).

Johnson et al. 2012 states that "what is chosen often depends on the representation." This representation describes as the term of choice architecture, which should "alter people's behavior in a predictable way" (Thaler and Sunstein 2009). In the age of digital transformation, digital environments are powerful tools where the choice architecture can be controlled in detail and therefore provide opportunities to influence user behavior in several ways with the help of user-interface design elements. This process is called "digital nudging" (Weinmann et al. 2016).

One example of such a digital nudge can is present on the online travel platform *booking.com*. Here users typically search for travel accommodations. The result page lists several hotel rooms. With the description of the room and the price comes a piece of information that this hotel was booked several times in the last 12 hours and that are only a specific number of rooms free. In bright, red color this should create a scarcity in the mind of the user, to perceive the good as more valuable. Through this digital nudge, the likelihood of reservation in this particular hotel is increased¹.

Digital nudging and the design of online choice architecture have recently gained interest in research. Because of the complexity behind this concept, it is significant to understand how such nudges influence the decision-making of the user and how the cognitive biases behind it work. Especially in consumer choices, there are good and bad patterns of nudging when it comes to an ethical point of view (Sunstein 2015). To get a better understanding of how digital nudges influence consumer choice this paper presents a systematic literature review from the last ten years in a scientific manner.

The goals of this paper are versatile. The primary aim is to provide an overview of dif-

¹A screenshot of the web page can be found in the appendix on figure 1

ferent research streams within the topic of digital nudges. The author focuses here on digital nudges in the area of consumer choice and their specific design elements. Literature in this domain shall be gathered, reviewed and analyzed. Secondary, a recommendation for future research is derived from the analysis to advance research in this particular subject. Because of the multidisciplinary assortment of digital nudged, this paper contributes to several scientific domains. First of all, it is major implications for the area of information systems by showing areas with little research. Furthermore, the paper holds implications for the areas of marketing and consumer research as well as psychology and behavioral economics with regards to digital environments

2 Conceptional Background

Heuristics and biases drive decision making.

- Theoretical background about nudges (based on Thaler and Sunstein) Offline focus

 but more and more adoption in IS fields IS researches transferred theoretical concepts
 to IS domain and digital environments Nudge principles Biases / Heuristics digital
 nudges Good patterns vs. dark patterns
- Sources Weinmann 2016 Schneider 2018 Tahler & Sunstein 2009 Johnson 2012
 Tversky & Kahnemann 1974 Münschner 2016 Meder 2018

3 Methodology

The methodology section aims to present the research approach to the reader. Here different aspects of the research will be introduced and explained in detail. This includes: - Overall search strategy - Identification of relevant journals and why they're used - Used keywords, queries and terms for the search - Classification and patterns of papers

4 Results

The presentation of the literature review's results is the main part of this seminar thesis. Identified concepts, research types, use cases and more will be presented and discussed step by step. The goal of this chapter is to provide a detailed explanation of the underlying concepts and insights of the examined literature. This could include sub chapters like: - General information (number of articles, year of publishing, domain of journal) - Research type (empirical, non-empirical, qualitative, quantitative) - Field of use (IS Field, use case) - Nudging principles and concepts (used biases, choices, design elements)

5 Conclusion

In the end of the thesis all results will be summarized and critically discussed. The goal is to identify a research gap and to give recommendations for future research that would advance the topic.

- 5.1 Summary of Findings
- 5.2 Limitations
- 5.3 Recommendations for future research

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Appendix

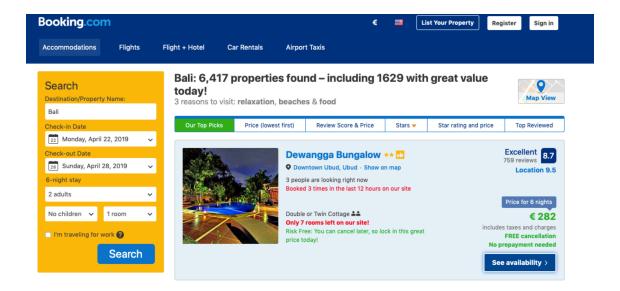


Figure 1: Digital nudging example - booking.com

Affidavit

I hereby declare that I have developed and written the enclosed seminar thesis entirely on

my own and have not used outside sources without declaration in the text. Any concepts

or quotations applicable to these sources are clearly attributed to them.

This seminar thesis has not been submitted in the same or substantially similar version,

not even in part, to any other authority for grading and has not been published elsewhere.

I am aware of the fact that a misstatement may have serious legal consequences.

Mannheim, 24. March 2019

Marvin Messenzehl

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