

Dampen temptation by ceding control or reducing functionality

Change the environment: disrupt the norm or add "speed bumps"

Impose waiting periods or other intentional pauses

Recognize-and design aroundwhen mental shortcuts rule

Introduce structures that slow down autopilot behaviors or processing modes

Intentionally remove cues to raise awareness or accountability

Positive friction helps people from doing things (either willfully or 'cause they just can't help it) that they know they should do, yet don't.

# SAVE ME FROM MYSELF

When our existing mental models hold too much control over what could be, positive friction can break those bonds and open our minds.

## QUESTION ASSUMPTIONS

### MOTIVATE ACTION

Ever need just a little extra shove to build confidence when trying something new? Positive friction can supply the spark that helps people engage.

Make the abstract more concrete Present a sense of where I stand Redirect attention to adjacent goals or by introducing novelty

Externalize commitment and accountability

#### INTENDED TO SUPPORT A SPECIFIC BEHAVIOR

USING NEW CUES – TO PROMPT ACTION

# DEPRIORITIZE EFFICIENCY

Not everything benefits from being logical or faster... positive friction helps slow things down just enough to prompt new approaches and help them stick.

Support exploration, not just search

Recognize where trusted sources matter more than convenience

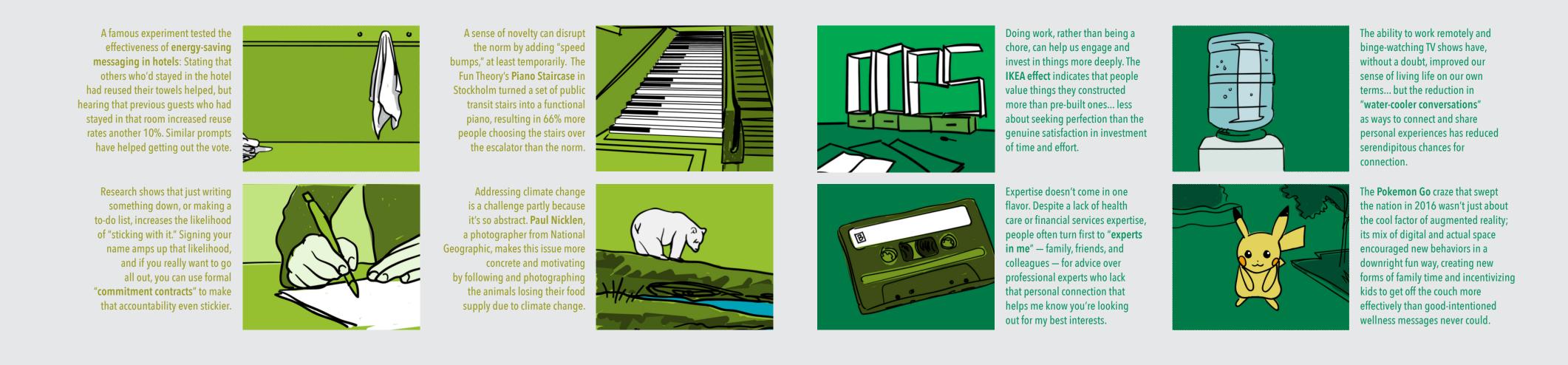
Heighten a sense of ownership and investment

INCREASING EXPOSURE TO NEW KINDS OF VALUE OR EXPERIENCES

THROUGH

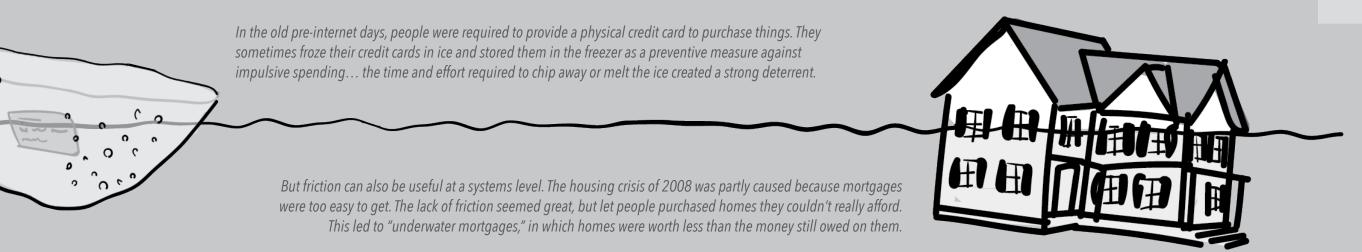
- DESIGNED TO TRIGGER ACTION

TO SUPPORT



STINULATION ACTIVATE NEW BEHAVIORS

Friction is usually assumed to be negative, so frequently the goal of behavioral economics is to make things *too easy not to do*. We see this in "nudges" like organ donation and saving for retirement, as well as everyday services like Amazon's One-Click. But efficiency ≠ effectiveness. When brakes on the system are useful, positive friction can stall user behavior for powers of good.



## **POSITIVE FRICTION MAKING SOME THINGS** *JUST A LITTLE HARDER* FOR ALL THE RIGHT REASONS