

Social marketing - insight driven approaches to vaccination confidence building for all

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Let's talk about protection

Social marketing guide for public health programme managers and practitioners



Social media strategy development

A guide to using social media for public health communication

This presentation builds upon several ECDC and WHO guides developed by WHCA for public health programme managers and practitioners.





Let's talk about hesitancy

Enhancing confidence in vaccination and uptake

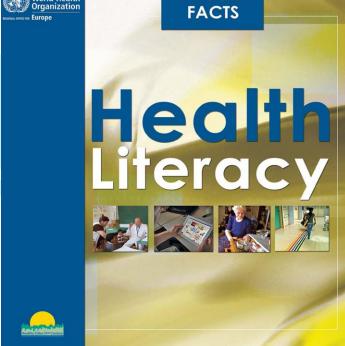


Communication guide for healthcare providers



Practical guide for public health programme managers and communicators





THE SOLID



Aims - Messages

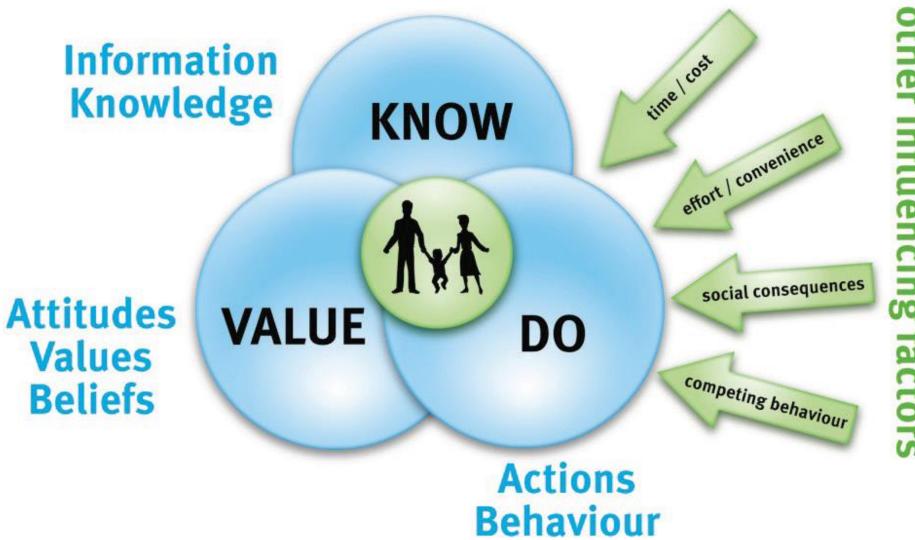
(Re) emphasise the importance of

- 1. Listening to gain insights on target specific determinants of hesitancy
- 2. Matching interventions to specific determinants
- 3. Sustaining interventions through adaptive framing and engagement strategies

Social marketing Definition

Social marketing is an active interventional approach that seeks to integrate marketing concepts with other approaches to influence behaviours that benefit individuals and communities for social good.

Behaviour is influenced by:



other influencing factors

Social Marketing Characteristics

- Rational, logical systematic approach
- Draws on many theories and approaches
- Flexible and adaptable (Real world)
- Commercial marketing informed but...

Systematic Approach

6. Pre-testing and piloting 1. Setting goals and SMART objectives 2. Analysing situation and influencing factors 3. Understanding target audience(s) 4. Developing exchange proposition(s) SCOPE **TEST** 5. Selecting marketing interventions 9. Evaluating and 7. Planning reporting implementation **LEARN** 10. Reviewing and **ENACT** 8. Initiating and building learning Managing & ACT implementation

Overview of steps, tasks, activities and tools

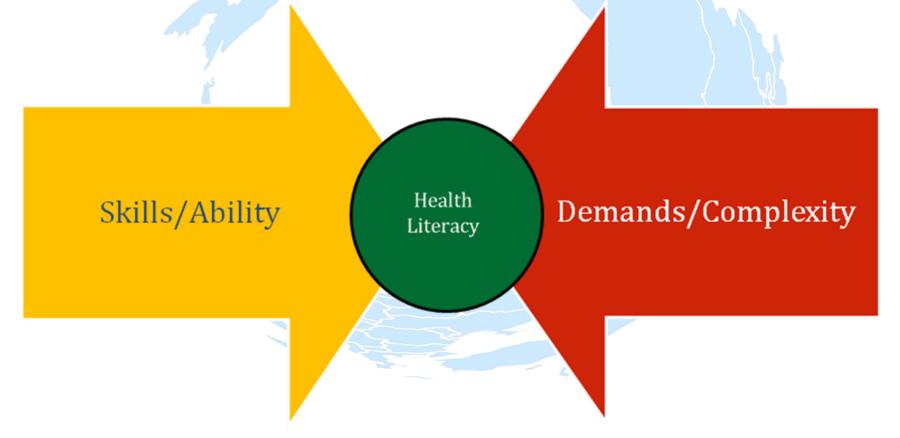
Steps	Tasks	Ac	tivities	Tools (see Part3)
Scope			Explain what action is needed	Tools 1-3
	SMART objectives	2.	Identify the target group and behaviours	
			you want to change	
		3.	Set SMART objectives	
	2. Analysing situation	1.	Do situation analysis	Tools 4-11
and influencing factors	2.	Do competition analysis		
	3.	Review evidence and data		
		4.	Map and record assets	
	3. Understanding target	1.	Gather target audience insights	Tools 12-17
	audience(s)	2.	Segment your audiences	
	4. Developing exchange	1.	Develop behaviour promotion strategy	Tools 18-22
	proposition(s)	2.	Make the case for compliance	
	5. Selecting marketing	1.	Select interventions	Tools 23-26
	interventions	2.	Do intervention cost-benefit analysis	
est	st 6. Pre-testing and piloting	1.	Test each potential intervention and	Tools 27-29
			hypothesis	
		2.	Report on the impact of the pilot	
			programme	
8	7. Planning Implementation	1.	Intervention plan	Tools 30-36
	8. Initiating and Managing	1.	Manage partners, risk and opportunities	Tools 37-43
	implementation	2.	Report on process	
earn and Act	9. Evaluating and reporting	1.	Evaluate outcomes	Tools 44-46
			Make recommendations	
	10. Reviewing and building learning	1.	Identify follow-up actions	Tools 47-50
		2.	Identify future implications	

Behavioural theories

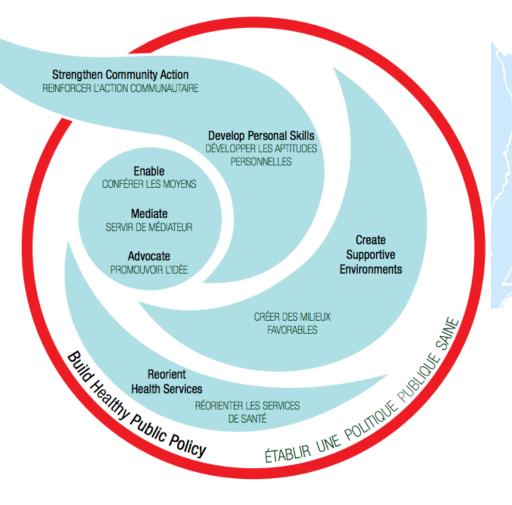
- Diffusion of innovation theory (Everett 1962)
 - Transmisson of information
 - Study of persuasion
- Transtheoretical model (Prochaska, et al, 1994)
 - Stages of change
- Ecological model (Abroms and Maibach 2008)
 - A range of social and behavioural determinants
 - "Layers" of influence

Health Literacy

People's ability to access, understand and use information for health



Health Promotion



Social vs Commercial Marketing

Social Marketing	Commercial Marketing
Objective – change behavior	Objective - Earn Money
Sells- intangible product	Sells- tangible product
Funded by taxes and donations (often	Funded by companies
third parties)	
Long term goals	Short term goals
Influenced by social and political	Influenced by profit incentives
imperatives	
Primary measures are non-financial	Primary measures are financial

Aim 1- Listening first--Changing our 'mind-set'

Traditional information communications & 'message based' approach

OUR mission & crafting 'our messages' communicating the information & messages



Customer orientation & insight based social marketing approach



starting with 'the customers' understanding

1: the customer & 2: the behaviour

everyday lives hopes & fears / values & beliefs behaviour & influences

generating 'insight'

what really 'moves & motivates'

Aim1- Listening

Put your mind into gear before your mouth into motion...



Eduardo's Home



Eduardo's Community



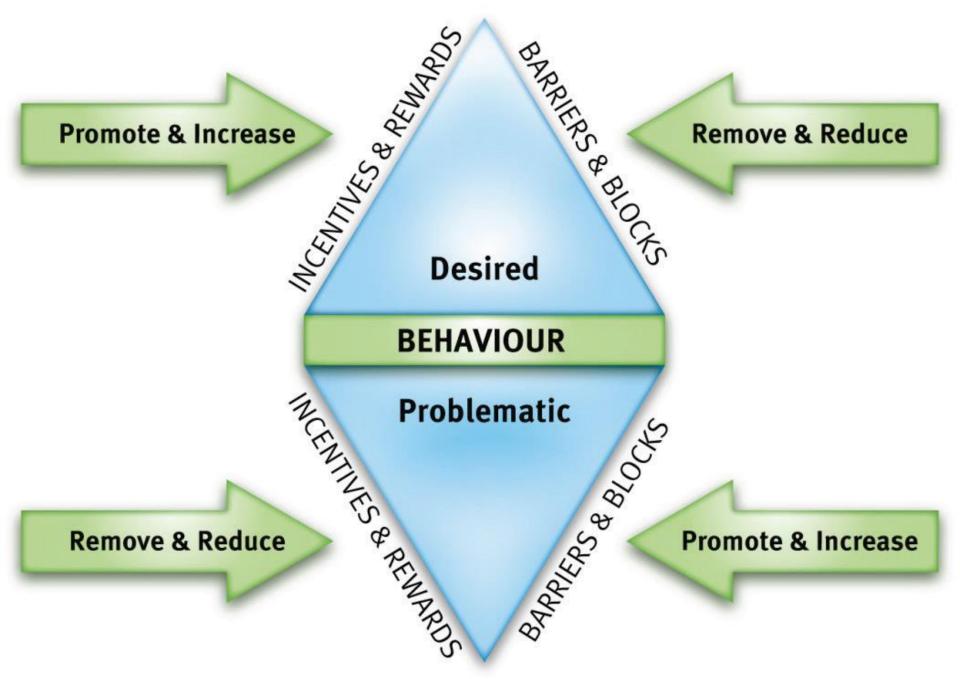
Roma - focus group messages

Know more about us.

Reframe 'hard-to-reach' as mainly 'poorly reached' system failures.

View immunisation as one part of a larger health challenge.

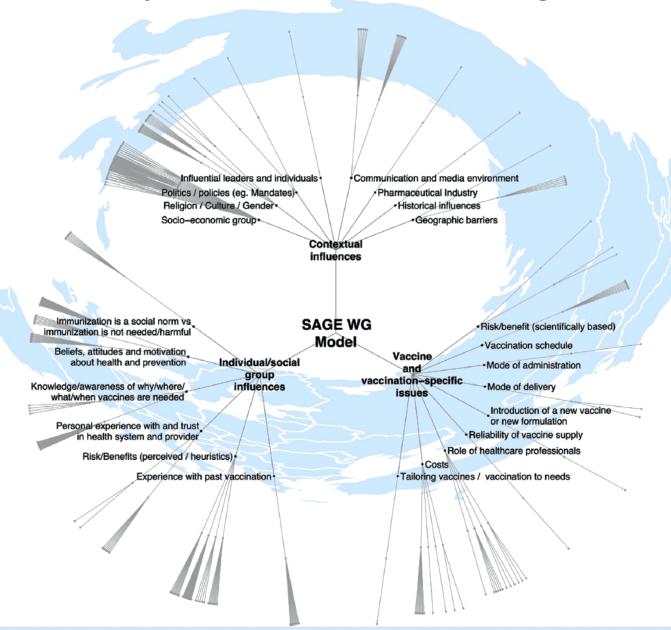
Integrate us into mainstream programmes.



Message 2 Matching interventions to determinants



Hesitancy Determinants – Sage Model



Hesitancy Determinants Determinants of vaccine hesitancy by category and number of times recorded

	•		
	Determinant	Number of times recorded*	References
Contextual Influences	Conspiracy theories	7	11, 12
	Religious fatalism	5	12, 13, 14, 15, 16
	Negative exposure to media	3	2, 17, 18
	Violation of human rights	3	11, 12
Individual and group influences	Vaccine safety	31	6, 10, 11, 12, 13, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31
	Lack of information	12	2, 6, 11, 18, 20, 25, 26, 29, 30, 32
	Low risk/severity of disease	10	13, 17, 22, 25, 28, 31, 32
	Vaccines not effective	10	16, 17, 21, 22, 26, 27, 28, 29, 30, 33
	Mistrust in health institutions	9	6, 11, 20, 22, 27, 31
	Healthy bodies	9	17, 22, 26, 33
	Social norms	6	2, 13, 14, 17, 27
	Vaccination not a priority	6	16, 18, 19, 21, 26, 32
	Against vaccination in general	6	18, 25, 27, 29, 31, 32
	Alternative prevention methods	5	12, 16, 24, 26, 27
	Diseases are beneficial	4	17, 22, 26, 27
	Fear of injection	4	13, 20, 27, 30
	Previous negative experiences	4	16, 17, 26, 32
	Humans too weak to fight vaccines	3	11, 17, 27
	Responsibility if something bad happens	2	11
Vaccine and vac- cination issue influences	No medical need	9	13, 15, 16, 19, 23, 25, 27, 29, 32
	Access	7	2, 14, 16, 18, 19, 24, 31
	Financial cost	6	2, 20, 24, 30, 32, 33
	Lack of recommendation from providers	4	18, 29, 31
	Vaccine novelty	2	24, 27
	Inconsistent advice from providers	2	6, 24

Hesitancy Determinants

- Contextual
 - Distrust in institutions
 - Conspiracy theories, religious fatalism
- Individual and group influences
 - Vaccine safety, lack of information
 - Social norms, Personal experience, Beliefs, attitudes, motivation
- Vaccine and vaccination-specific issues
 - No medical need
 - Convenience- Lack of access, cost

Hesitancy Determinant Interventions

Summary of recommendations for content of communication strategies and interventions

	Recommendations	Reference
Design	Tailor content by conducting health needs assessments and by making use of existing social networks	6, 13, 18
	Involve hesitant populations in design	20, 33
	For online communication campaigns: use search engine optimisation to improve visibility	12
Format	Specific and adapted to determinants identified for targeted audience	18, 34
	Clear, effective, and easy to find	20, 33
	Continuous information, with regular updates and monitoring	24
	For online communication campaigns, transparent and monitoring hesitant populations	12
Content	For online communication campaigns, transparent and monitoring hesitant populations The risk and consequences of diseases	17, 24, 27, 29, 33
Content	monitoring hesitant populations	
Content	monitoring hesitant populations The risk and consequences of diseases	17, 24, 27, 29, 33
Content	monitoring hesitant populations The risk and consequences of diseases The risk of not being vaccinated	17, 24, 27, 29, 33 17, 24, 27, 29, 33
Content	monitoring hesitant populations The risk and consequences of diseases The risk of not being vaccinated Effects of vaccines on the immune system Alternative modes of prevention and how they compare	17, 24, 27, 29, 33 17, 24, 27, 29, 33 17, 24, 27, 29, 33

Five Intervention Types (deCIDES)

CONTROL

control / rules / require / constrain / restrict / police / enforce / regulate / legislate / incentivise

INFORM

inform / communicate / prompt / trigger / remind / reinforce / awareness / explain

DESIGN

design of or change in physical product / environment / organisational system / technology / process

EDUCATE

enable / engage / train / skill development / inspire / encourage / motivate / develop critical thinking skills

SUPPORT

service provision / practically assist / promote access / social networking / social mobilisation

Hesitancy Determinant Intervention

Some exemplary interventions

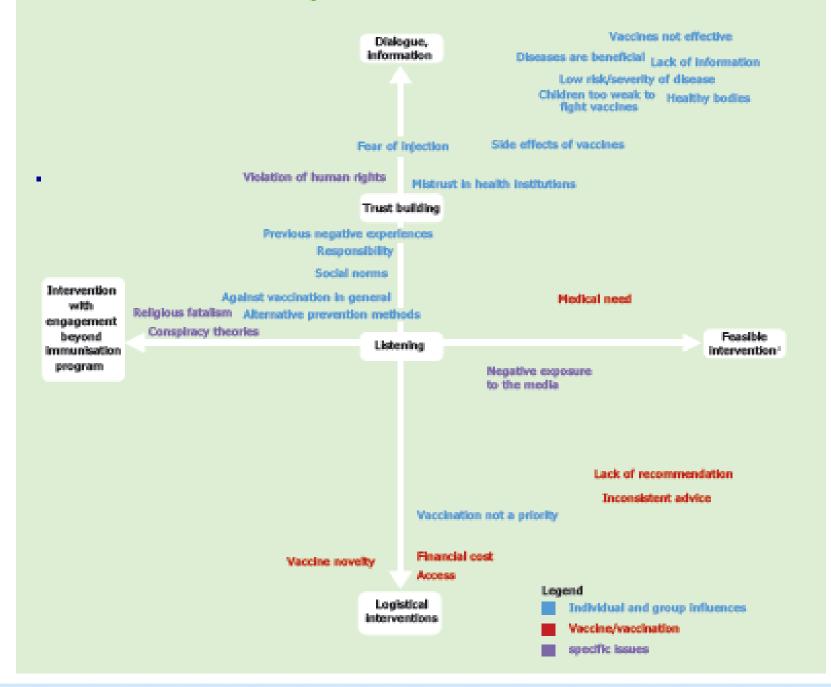
Determinant	Exemplary Intervention
Individual beliefs	Discussion, information,
Won't affect me-low risk	education
Contextual	Development of regulatory
Mistrust in institutions	initiatives on vaccine safety
	and adverse reporting
	systems
Vaccination or vaccine related	Reducing costs, extending
Convenience- Cost and access	opening or identifying more
	convenient locations

Active Decision

e.g.: Offering rewards e.g.: Penalty fine for Conscious / Considered for being vaccinated not being vaccinated HUG **SMACK** Incentive / Reward Disincentive / **Punishment** NUDGE SHOVE e.g.: Vaccination e.g.: Requirement for **Automatic / Unconscious** vaccination before given unless the school enrolment parent opts out

Passive Decision

Matrix of vaccine hesitancy determinants and interventions



Healthcare provider concerns

Selected key 'concern' statements by healthcare providers as reported in ECDC-commissioned study [4]

There are too many vaccines Children are too young to be vaccinated

Trust is an important influencer on vaccination and we have mistrust especially of the pharmaceutical industry (and of the health authorities in some countries)

We are not comfortable talking to patients about concerns around vaccination

Side effects and safety (especially adjuvants) — it is the doctor's fault

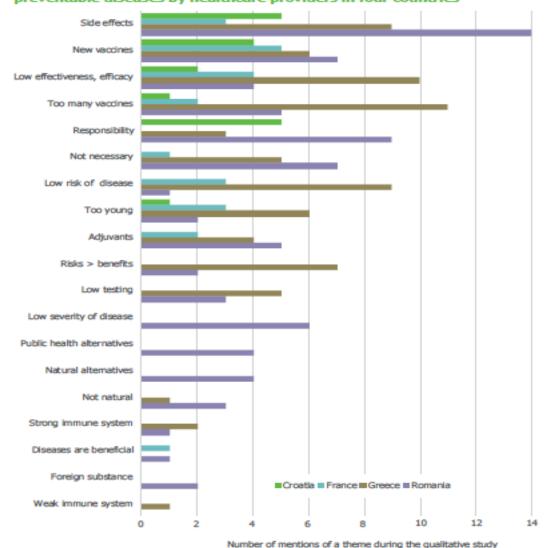
> There are natural alternatives to vaccines

Diseases are beneficial for the immune system

Vaccines are not needed anymore because these diseases no longer exist or there is a very low chance of getting them

Healthcare provider concerns

Snapshot of type of concerns expressed about vaccination and vaccinepreventable diseases by healthcare providers in four countries



Source: European Centre for Disease Prevention and Control. Vaccine hesitancy among healthcare workers and their patients in Europe — A qualitative study. Stockholm: ECDC; 2015.

Aim 3- Sustaining interventions

Contextualisation

Contextualisation is putting insights/intelligence/evidence into meaningful and real contexts where they can be applied to create social good, health and wellbeing.

From social marketing perspective this is the testing, enabling, learning and acting

Contextualising - 1

- Packaging guides, toolkits, checklists, metrics, protocols, resource banks
- Prototyping and Piloting
- Positioning trustworthiness

Contexualising – 2

Stakeholder engagement 5-step approach to translation & adaptation

- 1. Careful selection of materials and process coordinators
- 2. Early review by content and linguistic experts
- 3. Translation and quality check
- 4. Comprehension testing
- 5. Proofreading, design, networking and evaluation







Contextualising – 3

- Public engagement
 - Framing
 - Traditional media
 - Social media
- Policy Advocacy
 - Framing
 - Influencers

Thank You!

Feedback welcome

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Extra Slides

Social Marketing Concepts
Hesitancy Determinant Results

Social marketing concepts

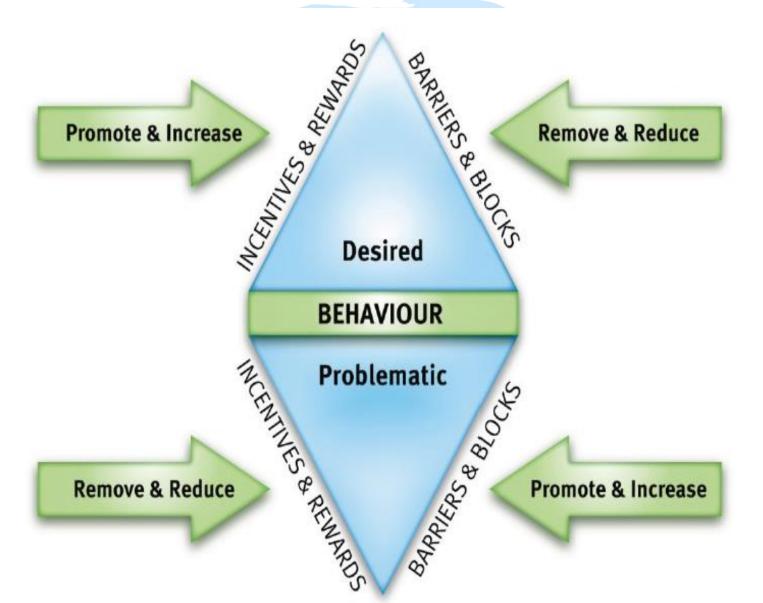
Concept 1: Insight	Social marketing is based on developing insight into people's lives and on what motivates, enables or prevents them from behaving in health enhancing ways. By developing a deep understanding about why people think and act as they do it is possible to develop 'actionable insights' that inform the development of intervention programmes and tactics that people will respond to.
Concept 2: Exchange	Exchange is based on observing that we tend to change our behaviour when we perceive that it is in our interests to do so. We are also normally seeking value in experiences or things that make us feel better, safer or more respected. Forms of intervention include: Hug: high cognitive engagement with a positive reward Nudge: low cognitive engagement with a positive reward Shove: low cognitive engagement with a penalty Smack: high cognitive engagement with a penalty
Concept 3: Competition	Competition analysis examines both internal and external competition as well as barriers and enabling factors that impact on behaviour. Internal competition includes psychological factors, pleasure, desire, and risk-taking whereas external competition includes wider influences and influencers on behaviour, promoting and reinforcing alternative or negative behaviours.
Concept 4: Behaviour	Social marketing is focused on influencing people's behaviour, based on SMART objectives. SMART stands for Specific, Measurable, Achievable, Reliable and Time bound. Interventions are then developed to focus on specific behaviours. There is a focus on what triggers and establishes behaviours and what influences the maintenance, compliance and reinforcement of behaviour.
Concept 5: Audience segmentation	Target audiences are segmented using insight and behavioural data into sub-groups that share common beliefs, attitudes and behaviours. Interventions are directly tailored to specific audience segments rather than relying on a broad approach which covers a large general audience. Segmentation strengthens traditional public health targeting
Concept 6:Method Mix	with additional data focusing on 'why people act as they do' what they think and believe about health issues and data collected form observing their actual behaviour. Social marketing applies an appropriate mix of methods to achieve the
	goals of the programme. A range of different approaches are examined and used to establish the most effective, efficient and cost effective mix of methods. Types of intervention include: Control - to require, regulate, and enforce Inform - to communicate facts and attitudes Design - to alter social, physical or service environment

Educate - to enable and empower Support - to serve and practically assist

social products and services

Social marketing also considers the development and promotion of

Insight



Exchange

Active Decision

e.g.: Offering rewards e.g.: Penalty fine for Conscious / Considered for being vaccinated not being vaccinated **SMACK** HUG Incentive / Reward Disincentive / **Punishment** NUDGE SHOVE e.g.: Requirement for e.g.: Vaccination **Automatic / Unconscious** vaccination before given unless the school enrolment parent opts out

Passive Decision

Competition

External competition	Internal competition
Social influences	Over-confidence
Cultural influences	Temporal discounting (value the immediate over the long-term)
Media influence	Loss aversion
Physical environment influence	Pleasure and temptation
Economic influence	Lack of effort
Close family and friends influence	Habit
Availability of services or products	Addiction
Systems barriers	Biological drives

Behaviour – behaviour theory and behavioural goals

SMART approach

- Specific: Precise not open to different interpretations;
- Measurable: Can observe and collect objective measures;
- Achievable: With the resources available;
- Reliable: Consistent, relevant, can be gathered;
- Time bound: Measured within the time frame of the intervention

Audience segmentation

- The hesitant'-Those who have concerns about perceived safety issues and/or are unsure about needs, procedures and timings for immunising.
- 'The unconcerned'-Those who consider immunisation a low priority and have no real perceived risk of vaccine-preventable diseases.
- 'The poorly reached'-Those who have limited or difficult access to services, related to social exclusion, poverty and, in the case of moreintegrated and affluent populations, factors related to convenience.
- 'The active resisters'-Those with personal, cultural or religious beliefs whichdiscourage or exclude vaccination.

Method Mix

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Vaccine Hesitancy-Definition

Vaccine-hesitant individuals are a heterogeneous group that holds varying degrees of indecision about specific vaccines or vaccination in general. Vaccine-hesitant individuals may accept all vaccines but remain concerned about vaccines, some may refuse or delay some vaccines, but accept others; some individuals may refuse all vaccines'.

Determinants

Vaccine hesitancy is defined here as 'a behaviour, influenced by a number of factors including issues of confidence (e.g. low level of trust in vaccine or provider), complacency (e.g. negative perceptions of the need for, or value of, vaccines], and convenience (e.g. lack of easy access) '