## **BCT Coding: Guidelines**

- 1. Definition of a BCT: A replicable component of an intervention designed to alter or redirect causal processes that regulate behaviour; that is, a technique is proposed to be an 'active ingredient' (e.g. feedback, self-monitoring, and reinforcement).
  - i. BCTs contain verbs (*e.g.*, *provide*, *advise*, *arrange*) that refer to the action(s) taken by the person/s delivering the technique. BCTs can be delivered by an 'interventionist' or self-delivered.
  - ii. BCTs contain the term "behaviour" referring to a single action or sequence of actions that includes the performance of wanted behaviour(s) and/or inhibition (non-performance) of unwanted behaviour(s).
- 2. Coders should familiarise themselves with BCTs (e.g., labels, definitions and examples), and should read and re-read BCT definitions as many times as needed (i.e. to have a good understanding of what must be specified in the intervention description in order for the BCT to be coded). The whole intervention description should be read before beginning to code BCTs. There may be multiple BCTs within one sentence.
- 3. Assess and rate how certain you are of the identification of the BCT, noting whether you think the BCT is (i) present in all probability (with a "+" symbol) or (ii) present beyond all reasonable doubt ("++") mark this in your comment on PDF.
- 4. BCTs are relevant to behaviours at both individual and group levels. For example, the following are both examples of the same BCT, but the first is at an individual level while the second is at a group level.
  - i. "Individual medical practitioners compared their number of patient referrals with the number made by their colleagues" [BCT: Social comparison ++]
  - ii. "The number of referrals made by the health practice was compared with that of other health practices locally" [BCT: Social comparison ++]
- 5. All BCTs within intervention descriptions should be coded and added to the BCT coding mastersheet even those not linked to a mechanism of action.
- 6. Where BCTs have not already been coded within papers, the most recent BCT taxonomy of 93 BCTs, BCTTv1<sup>(17)</sup>, should be used. Where BCTs have been coded using an earlier

- version of the taxonomy, these should be re-coded using BCTTv1 to standardise coding. BCTs that are the same across taxonomies will not be recoded, provided coders agree with the previous coding. If the intervention was previously coded by a review, the coding should be added to the intervention papers (if not already available).
- 7. BCTs should only be coded if they are targeting one or more of the target behaviours or key preparatory behaviours of the intervention not supportive behaviours that are active ingredients in *engaging* the person. Thus, while we would include 'condom buying' in a safe sex intervention, we would not include 'parent/child' communication in a dietary intervention (where the behaviour measured is fruit & veg intake). This is due to (a) the complexity of this process, (b) the time constraints of the project and (c) the lack of clarity afforded to causal sequences within intervention descriptions. If unsure whether 'preparatory' behaviour or not, keep aside for further review.
- 8. If the intervention description includes a label from the BCT taxonomy (e.g. 'problem solving'), but the description of this BCT appears to contradict the definition from the BCT taxonomy (e.g. 'problem solving activities that asked participants to decide if statements were true or false'), do not code.
- 9. For the purposes of this project, motivational interviewing (MI), counselling, stress management and other composite techniques, *when not broken down further*, <u>should **not** be coded</u> as BCTs.

## **BCT-MoA Links Coding: Guidelines**

- 1) Definition of a Mechanism of Action: The process through which a BCT affects behaviour.
- 2) For each BCT, examine for presence of link to a mechanism of action (see Table 1 below). In order to be coded as a link, the author must hypothesise that BCT(s) X changes behaviour through Mechanism(s) Y, where Mechanism Y is specified as a mechanism of action (i.e. there must be an explicit link to behaviour).

### Table 1: Coding BCT-mechanism of action links

### **Code as Mechanism of Action if:**

- It is labelled a 'determinant' or 'mediator' of behaviour
- It is explicitly hypothesised to change behaviour (wording includes: 'influences', 'has an effect on'/'affects', 'changes')

### Do not code as Mechanism of Action if:

- Authors have only described the mechanism of action in relation to previous research (and it is not considered to be a mechanism of action in the context of the current study)
- It is unclear whether a construct is an mechanism of action or a BCT
- A construct is specified as a mechanism of action, but the measurement of the construct is a measure of the degree of implementation of, or engagement with, a BCT, rather than a mediator between the BCT and behaviour (see Figure 1 below). For example, if action planning is said to have an influence on behaviour and is measured by asking participants whether or not they set an action plan.
- A theory is stated as a theory of behaviour change, and the construct in question is termed a 'key construct' of that theory, but not specified to be a 'key construct' for behaviour change.

### **Code as Link if:**

One BCT has been explicitly
hypothesised to link to one or more
mechanisms of action, or one
mechanism of action has been
explicitly hypothesised to link to
one or more BCTs.

## Do not code as link if:

- Two or more BCTs are linked to 2 or more mechanisms of action, and there are no clear 1-1 or n-1 links.
  - o If authors clearly state 2 BCTs work through both of 2 MoAs, ok to include (e.g. authors state that BCT X and BCT Y both influence behaviour through both of MoA A and MoA B).

## Example:

towards the behaviour would mediate the effect of the normative feedback (containing BCTs X, Y & Z) on behaviour'.

o Note 5a coding guideline.

## **Example:**

- Table with groups of BCTs linked to groups of mechanisms of action.
- 'Social norms, attitude and self-efficacy should mediate effect of the social comparison and social support components'
- 3) If the intervention evaluation paper refers to a previously published protocol paper, check this protocol paper for any extra links (i.e. links that are not in the evaluation paper). Code all BCTs and links in the evaluation paper in the first instance, and code any extra links in the protocol paper. If there are unlinked BCTs in secondary paper, do not code these extra BCTs.
- 4) Where there is a sequence of mechanisms of action targeted (i.e. BCT-attitude-intention-behaviour), code all direct and indirect links. 'Explicitness' should be coded as 1 where links are indirect.
- 5) If a BCT is linked to multiple mechanisms of action, which are branched into one theoretical construct, code the most specific links possible. For example, if BCT X is linked to 'reinforcing factors', and reinforcing factors is said to contain 'feedback mechanisms and peer support', code BCT X as linked to (i) feedback mechanisms and (ii) peer support, and not 'reinforcing factors'.
  - a) If more than one BCT is linked to an overarching theoretical construct (e.g. reinforcing factors) that is branched into multiple mechanisms, you can code all links. E.g. BCT X, and BCT Y linked to (i) feedback mechanisms, and (ii) peer support.
- 6) Each BCT-mechanism of action link should only be extracted once in any intervention description (i.e. the only time a BCT from the same intervention appears in the links spreadsheet more than once is if it is linked to different mechanisms).
- 7) Tailoring: If a construct is clearly specified as a mechanism of action, and an intervention delivers specific BCTs to target participants with certain values of the mechanism of action, those BCTs can be linked to the mechanism of action. For example, if an intervention

- specifies self-efficacy as a mechanism of action, and participants with low self-efficacy are given specific BCTs, these BCTs can be linked to self-efficacy.
- 8) BCTs that are also specified as mechanisms of action: The behaviour change process follows a sequence (as pictured in Figure 1 below). Some intervention papers specify mediating effects which are the extent to which a BCT was implemented, or engaged with by intervention participants. While these effects do mediate the effect of an intervention as planned on behaviour change, these effects are considered part of the fidelity of the intervention process, and not the mechanisms through which interventions have their effect (see Bellg, 2004 *Health Psychology* for more reference; new paper also addresses this: Lippke et al., 2016).

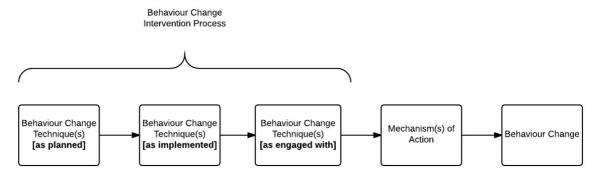


Figure 1: Behaviour change sequence

# **Data Extraction for Source Table**

Field	Data	
Source ID	Code denoting source ID (first 4 letters of first	
	author's name + year, e.g. MICH13)	
Researcher (initials)	Initials of researcher extracting data	
Author	Name of first author	
Year	Year of publication	
Article Type	1 = Outcome evaluation; 2 = Process evaluation; 3	
	= Protocol (e.g. full protocol for design of RCT);	
	4 = Intervention description / development paper	
	(i.e. description or development of intervention,	
	not full protocol for study)	
Target Behaviour	Add target behaviour(s) as described by author(s).	
	Note: Ensure what you are coding is behaviour	
	and not outcome (e.g. physical activity not weight	
	loss). If >1, list all targeted.	
Underpinning theory/model	0 = No underpinning theory mentioned; 1 =	
of behaviour mentioned	Theory mentioned, unclear if underpins	
	intervention; 2 = Theory guided intervention	
	Note: Code as 'Theory Guided Intervention' if	
	theory is explicitly mentioned as underpinning	
	part or all of the intervention.	
Intervention Theory	Note: Only code if theory guided intervention (i.e.	
	'2' in previous column)	
Intervention Development	0 = None or Unclear	
Framework	1 = Intervention Mapping	
	2 = Precede Proceed	
	3 = BCW	
	4 = MRC framework	

	Note: Add to this as needed. Only code as ≥1 if clear that intervention framework guided design (e.g. 'the intervention was developed using the PRECEDE model').
Coded by BCTs (using a	0 = No
taxonomy) in paper	1 = Partly
	2 = Yes
	Note: Code as 2 if paper explicitly uses a taxonomy (e.g. v1, CALO-RE) to code intervention content. Citing taxonomy paper is not enough.  Code as 1 if some BCTs are mentioned but not all intervention content is coded.

# **Sample Extracted Data for Source Table**

SOURCE	AUTHOR	YEAR	ARTIC	TARGET	THEORY	INT.	INT. DEV	BCT
ID	(YEAR)		LE	BEHAVIOUR	MENTION	THEOR	FRAMEWO	CODE
			TYPE		ED	Y	RK	D (IN
								PAPE
								R)
STAN15	Staunton	2015	1	Dental flossing	2	1, 5	0	2
JEMM15	Jemmot	2015	2	Physical Activity	2	2	0	1
TILL99	Tilley	1999	1	Diet	2	1, 3	0	0
SASS14	Sassen	2014	4	Physical Activity	0	N/A	0	0
AUSE02	Ausems	2002	1	Smoking	2	1	0	0

# **Data Extraction for Links Table**

Field	Data
Source ID	Code denoting Source ID (ensure this matches
	Source ID from Source Table)
	Note: insert a new row for every new BCT-mechanism
	link; do not add multiple rows for the same link (i.e. insert
	only one row even if the link appears multiple times).
BCT	BCT number (01-93)
	See Appendix E for codes
BCT confidence	1 = One plus (present in all probability)
	2 = Two plus (present beyond all reasonable doubt)
Mechanism of Action	Mechanism of Action (take wording directly from
	paper)
	Note: If a BCT is not linked to any mechanisms, do not add
	to link spreadsheet – add only to BCT coding mastersheet.
Definition	Copy and paste definition of mechanism as described
	by authors
	If no definition given:
	- If mechanism(s) measured, include items used to
	measure
	- If not defined, write 'not defined'
Target Behaviour	Insert Target Behaviour of individual BCT (e.g.
	condom purchasing)
Explicit	1 = BCT hypothesised to change behaviour through
	mechanism but some inference needed

	2 = BCT explicitly hypothesised to change
	behaviour through mechanism
	Note: Code 1 if indirect link (e.g. BCT -> intention
	through attitudes)
Grouped	1 = 1 BCT linked to 1 MoA
	2 = Group of BCTs explicitly linked to one MoA or
	one BCT linked to group of MoAs
Empirically Tested	0 = No
	1 = Mechanism measured
	2 = BCT-mechanism link tested
	Note: For each link, code 1 when the impact of the
	intervention on the mechanism was measured (e.g.
	pre- to post-intervention) and code 2 when the
	impact of the individual BCT on the mechanism
	was tested. If protocol/description paper, code N/A
Page	Insert page number from source where link is
	mentioned
Location	1 = Introduction
	2 = Method
	3 = Results
	4 = Discussion
	5 = Supplementary File
	6 = Link from another (earlier) paper (e.g. protocol
Comment	Where relevant, include short comment with text
	from report relating to link

# **Sample Extracted Links Table**

ID	BCT	BCT	MECHANIS	DEFINITION	TARGET	EXPLICITN	GROUPE	EMPIRICAL
		Confidence	$\mathbf{M}$		BEHAVIOU	ESS	D	LY TESTED
					R			
STAN15	21	2	Perceived	The extent to which	Flossing	2	2	1
			control	individuals feel they	Behaviour			
				have control over				
				behaviours				
STAN15	25	2	Perceived	The extent to which	Flossing	2	2	1
			control	individuals feel they	Behaviour			
				have control over				
				behaviours				
STAN15	25	2	Intrinsic	Engaging in a	Flossing	2	2	1
			Motivation	behaviour	Behaviour			
				spontaneously and for				
				inherent interest and				
				enjoyment (i.e. self-				
				determined)				

STAN15	48	2	Extrinsic	Engaging in a	Flossing	2	2	1
			Motivation	behaviour to please	Behaviour			
				others				
JEMM1	17	1	Subjective	Not defined but	Physical	2	1	1
5			Norm	measured by: 'Most	Activity			
				people who are				
				important to me				
				would think'				
JEMM1	20	1	Self-efficacy	Not defined (=	Physical	2	2	1
5				'perceived	Activity			
				behavioural control')				
				but measured by: 'I				
				am confident that I				
				can overcome				
				obstacles that might				
				prevent me from'				

# BCT CODES FOR LINK EXTRACTION

CODE	BCT NAME
1	Goal setting (behaviour)
2	Problem solving
3	Goal setting (outcome)
4	Action planning
5	Review behaviour goals
6	Discrepancy between current behaviour and goal
7	Review outcome goals
8	Behavioural contract
9	Commitment
10	Monitoring of behaviour by others without feedback
11	Feedback on behaviour
12	Self-monitoring of behaviour
13	Self-monitoring of outcomes of behaviour
14	Monitoring of outcomes of behaviour without feedback
15	Biofeedback
16	Feedback on outcomes of behaviour
17	Social support (unspecified)
18	Social support (practical)
19	Social support (emotional)
20	Instruction on how to perform the behaviour
21	Information about Antecedents
22	Re-attribution
23	Behavioural experiments
24	Information about health consequences
25	Salience of consequences
26	Information about social and environmental consequences
27	Monitoring of emotional consequences
28	Anticipated regret
29	Information about emotional consequences

30	Demonstration of the behaviour
31	Social comparison
32	Information about others' approval
33	Prompts/cues
34	Cue signalling reward
35	Reduce prompts/cues
36	Remove access to the reward
37	Remove aversive stimulus
38	Satiation
39	Exposure
40	Associative learning
41	Behavioural practice/rehearsal
42	Behaviour substitution
43	Habit formation
44	Habit reversal
45	Overcorrection
46	Generalisation of the target behaviour
47	Graded tasks
48	Credible source
49	Pros and cons
50	Comparative imagining of future outcomes
51	Material incentive (behaviour)
52	Material reward (behaviour)
53	Non-specific reward
54	Social reward
55	Social incentive
56	Non-specific incentive
57	Self-incentive
58	Incentive (outcome)
59	Self-reward
60	Reward (outcome)
61	Future punishment
62	Pharmacological support

64 Conserving mental resources 65 Paradoxical instructions 66 Restructuring the physical environment 67 Restructuring the social environment 68 Avoidance/reducing exposure to cues for the behaviour 69 Distraction 70 Adding objects to the environment 71 Body changes 72 Identification of self as role model 73 Framing/reframing 74 Incompatible beliefs 75 Valued self-identity 76 Identity associated with changed behaviour 77 Behaviour cost 78 Punishment 79 Remove reward 80 Reward approximation 81 Rewarding completion 82 Situation-specific reward 83 Reward alternative behaviour 84 Reward alternative behaviour 85 Reduce reward frequency 86 Remove punishment 87 Verbal persuasion about capability 88 Mental rehearsal of successful performance 89 Focus on past success 90 Self-talk 91 Imaginary punishment 92 Imaginary reward 93 Vicarious consequences	63	Reduce negative emotions
66 Restructuring the physical environment 67 Restructuring the social environment 68 Avoidance/reducing exposure to cues for the behaviour 69 Distraction 70 Adding objects to the environment 71 Body changes 72 Identification of self as role model 73 Framing/reframing 74 Incompatible beliefs 75 Valued self-identity 76 Identity associated with changed behaviour 77 Behaviour cost 78 Punishment 79 Remove reward 80 Reward approximation 81 Rewarding completion 82 Situation-specific reward 83 Reward incompatible behaviour 84 Reward alternative behaviour 85 Reduce reward frequency 86 Remove punishment 87 Verbal persuasion about capability 88 Mental rehearsal of successful performance 89 Focus on past success 90 Self-talk 91 Imaginary punishment 92 Imaginary reward	64	Conserving mental resources
67 Restructuring the social environment 68 Avoidance/reducing exposure to cues for the behaviour 69 Distraction 70 Adding objects to the environment 71 Body changes 72 Identification of self as role model 73 Framing/reframing 74 Incompatible beliefs 75 Valued self-identity 76 Identity associated with changed behaviour 77 Behaviour cost 78 Punishment 79 Remove reward 80 Reward approximation 81 Rewarding completion 82 Situation-specific reward 83 Reward incompatible behaviour 84 Reward alternative behaviour 85 Reduce reward frequency 86 Remove punishment 87 Verbal persuasion about capability 88 Mental rehearsal of successful performance 89 Focus on past success 90 Self-talk 91 Imaginary punishment 92 Imaginary reward	65	Paradoxical instructions
68 Avoidance/reducing exposure to cues for the behaviour 69 Distraction 70 Adding objects to the environment 71 Body changes 72 Identification of self as role model 73 Framing/reframing 74 Incompatible beliefs 75 Valued self-identity 76 Identity associated with changed behaviour 77 Behaviour cost 78 Punishment 79 Remove reward 80 Reward approximation 81 Rewarding completion 82 Situation-specific reward 83 Reward incompatible behaviour 84 Reward alternative behaviour 85 Reduce reward frequency 86 Remove punishment 87 Verbal persuasion about capability 88 Mental rehearsal of successful performance 89 Focus on past success 90 Self-talk 91 Imaginary punishment 92 Imaginary reward	66	Restructuring the physical environment
69 Distraction 70 Adding objects to the environment 71 Body changes 72 Identification of self as role model 73 Framing/reframing 74 Incompatible beliefs 75 Valued self-identity 76 Identity associated with changed behaviour 77 Behaviour cost 78 Punishment 79 Remove reward 80 Reward approximation 81 Rewarding completion 82 Situation-specific reward 83 Reward incompatible behaviour 84 Reward alternative behaviour 85 Reduce reward frequency 86 Remove punishment 87 Verbal persuasion about capability 88 Mental rehearsal of successful performance 89 Focus on past success 90 Self-talk 91 Imaginary punishment 92 Imaginary reward	67	Restructuring the social environment
Adding objects to the environment Body changes Identification of self as role model Framing/reframing Incompatible beliefs Valued self-identity Identity associated with changed behaviour Behaviour cost Behaviour cost Remove reward Reward approximation Rewarding completion Situation-specific reward Reward incompatible behaviour Reduce reward frequency Remove punishment Verbal persuasion about capability Mental rehearsal of successful performance Focus on past success Self-talk Imaginary punishment Inaginary reward	68	Avoidance/reducing exposure to cues for the behaviour
71 Body changes 72 Identification of self as role model 73 Framing/reframing 74 Incompatible beliefs 75 Valued self-identity 76 Identity associated with changed behaviour 77 Behaviour cost 78 Punishment 79 Remove reward 80 Reward approximation 81 Rewarding completion 82 Situation-specific reward 83 Reward incompatible behaviour 84 Reward alternative behaviour 85 Reduce reward frequency 86 Remove punishment 87 Verbal persuasion about capability 88 Mental rehearsal of successful performance 89 Focus on past success 90 Self-talk 91 Imaginary punishment 92 Imaginary reward	69	Distraction
72 Identification of self as role model 73 Framing/reframing 74 Incompatible beliefs 75 Valued self-identity 76 Identity associated with changed behaviour 77 Behaviour cost 78 Punishment 79 Remove reward 80 Reward approximation 81 Rewarding completion 82 Situation-specific reward 83 Reward incompatible behaviour 84 Reward alternative behaviour 85 Reduce reward frequency 86 Remove punishment 87 Verbal persuasion about capability 88 Mental rehearsal of successful performance 89 Focus on past success 90 Self-talk 91 Imaginary punishment 92 Imaginary reward	70	Adding objects to the environment
73 Framing/reframing 74 Incompatible beliefs 75 Valued self-identity 76 Identity associated with changed behaviour 77 Behaviour cost 78 Punishment 79 Remove reward 80 Reward approximation 81 Rewarding completion 82 Situation-specific reward 83 Reward incompatible behaviour 84 Reward alternative behaviour 85 Reduce reward frequency 86 Remove punishment 87 Verbal persuasion about capability 88 Mental rehearsal of successful performance 89 Focus on past success 90 Self-talk 91 Imaginary punishment 92 Imaginary reward	71	Body changes
74 Incompatible beliefs 75 Valued self-identity 76 Identity associated with changed behaviour 77 Behaviour cost 78 Punishment 79 Remove reward 80 Reward approximation 81 Rewarding completion 82 Situation-specific reward 83 Reward incompatible behaviour 84 Reward alternative behaviour 85 Reduce reward frequency 86 Remove punishment 87 Verbal persuasion about capability 88 Mental rehearsal of successful performance 89 Focus on past success 90 Self-talk 91 Imaginary punishment 92 Imaginary reward	72	Identification of self as role model
75 Valued self-identity 76 Identity associated with changed behaviour 77 Behaviour cost 78 Punishment 79 Remove reward 80 Reward approximation 81 Rewarding completion 82 Situation-specific reward 83 Reward incompatible behaviour 84 Reward alternative behaviour 85 Reduce reward frequency 86 Remove punishment 87 Verbal persuasion about capability 88 Mental rehearsal of successful performance 89 Focus on past success 90 Self-talk 91 Imaginary punishment 92 Imaginary reward	73	Framing/reframing
76 Identity associated with changed behaviour 77 Behaviour cost 78 Punishment 79 Remove reward 80 Reward approximation 81 Rewarding completion 82 Situation-specific reward 83 Reward incompatible behaviour 84 Reward alternative behaviour 85 Reduce reward frequency 86 Remove punishment 87 Verbal persuasion about capability 88 Mental rehearsal of successful performance 89 Focus on past success 90 Self-talk 91 Imaginary punishment 92 Imaginary reward	74	Incompatible beliefs
77 Behaviour cost 78 Punishment 79 Remove reward 80 Reward approximation 81 Rewarding completion 82 Situation-specific reward 83 Reward incompatible behaviour 84 Reward alternative behaviour 85 Reduce reward frequency 86 Remove punishment 87 Verbal persuasion about capability 88 Mental rehearsal of successful performance 89 Focus on past success 90 Self-talk 91 Imaginary punishment 92 Imaginary reward	75	Valued self-identity
78 Punishment 79 Remove reward 80 Reward approximation 81 Rewarding completion 82 Situation-specific reward 83 Reward incompatible behaviour 84 Reward alternative behaviour 85 Reduce reward frequency 86 Remove punishment 87 Verbal persuasion about capability 88 Mental rehearsal of successful performance 89 Focus on past success 90 Self-talk 91 Imaginary punishment 92 Imaginary reward	<b>76</b>	Identity associated with changed behaviour
Remove reward Reward approximation Rewarding completion Situation-specific reward Reward incompatible behaviour Reward alternative behaviour Reduce reward frequency Remove punishment Verbal persuasion about capability Mental rehearsal of successful performance Focus on past success Self-talk Imaginary punishment Imaginary reward	77	Behaviour cost
80 Reward approximation 81 Rewarding completion 82 Situation-specific reward 83 Reward incompatible behaviour 84 Reward alternative behaviour 85 Reduce reward frequency 86 Remove punishment 87 Verbal persuasion about capability 88 Mental rehearsal of successful performance 89 Focus on past success 90 Self-talk 91 Imaginary punishment 92 Imaginary reward	78	Punishment
81 Rewarding completion 82 Situation-specific reward 83 Reward incompatible behaviour 84 Reward alternative behaviour 85 Reduce reward frequency 86 Remove punishment 87 Verbal persuasion about capability 88 Mental rehearsal of successful performance 89 Focus on past success 90 Self-talk 91 Imaginary punishment 92 Imaginary reward	79	Remove reward
82 Situation-specific reward  83 Reward incompatible behaviour  84 Reward alternative behaviour  85 Reduce reward frequency  86 Remove punishment  87 Verbal persuasion about capability  88 Mental rehearsal of successful performance  89 Focus on past success  90 Self-talk  91 Imaginary punishment  92 Imaginary reward	80	Reward approximation
Reward incompatible behaviour  Reward alternative behaviour  Reduce reward frequency  Remove punishment  Verbal persuasion about capability  Mental rehearsal of successful performance  Focus on past success  Self-talk  Imaginary punishment  Imaginary reward	81	Rewarding completion
Reward alternative behaviour  Reduce reward frequency  Remove punishment  Verbal persuasion about capability  Mental rehearsal of successful performance  Focus on past success  Self-talk  Imaginary punishment  Imaginary reward	82	Situation-specific reward
Reduce reward frequency Remove punishment Verbal persuasion about capability Mental rehearsal of successful performance Focus on past success Self-talk Imaginary punishment Imaginary reward	83	Reward incompatible behaviour
86 Remove punishment  87 Verbal persuasion about capability  88 Mental rehearsal of successful performance  89 Focus on past success  90 Self-talk  91 Imaginary punishment  92 Imaginary reward	84	Reward alternative behaviour
87 Verbal persuasion about capability 88 Mental rehearsal of successful performance 89 Focus on past success 90 Self-talk 91 Imaginary punishment 92 Imaginary reward	85	Reduce reward frequency
88 Mental rehearsal of successful performance 89 Focus on past success 90 Self-talk 91 Imaginary punishment 92 Imaginary reward	86	Remove punishment
89 Focus on past success 90 Self-talk 91 Imaginary punishment 92 Imaginary reward	87	Verbal persuasion about capability
90 Self-talk 91 Imaginary punishment 92 Imaginary reward	88	Mental rehearsal of successful performance
<ul><li>91 Imaginary punishment</li><li>92 Imaginary reward</li></ul>	89	Focus on past success
92 Imaginary reward	90	Self-talk
	91	Imaginary punishment
93 Vicarious consequences	92	Imaginary reward
	93	Vicarious consequences

# **Appendix F: 26 Mechanisms of Action**

**Mechanisms of action** are defined as "the processes through which a BCT affects behaviour". These 26 mechanisms of action are taken from the 14 theoretical domains as described in the Theoretical Domains Framework <sup>(38)</sup> and the 12 most frequently occurring mechanisms derived from a set of 83 behaviour change theories <sup>(30)</sup>:

	Mechanism Definition	Mechanism Label
1.	An awareness of the existence of something	Knowledge
2.	An ability or proficiency acquired through practice	Skills
3.	A coherent set of behaviours and displayed personal qualities of an individual in a social or work setting	Social/ Professional Role and Identity
4.	Beliefs about one's ability to successfully carry out a behaviour	Beliefs about Capabilities
5.	Confidence that things will happen for the best or that desired goals will be attained	Optimism
6.	Beliefs about the consequences of a behaviour (i.e. perceptions about what will be achieved and/or lost by undertaking a behaviour, as well as the probability that a behaviour will lead to a specific outcome)	Beliefs about Consequences

7.	Processes by which the frequency or probability of a response is increased through a dependent relationship or contingency with a stimulus or circumstance	Reinforcement
8.	A conscious decision to perform a behaviour or a resolve to act in a certain way	Intention
9.	Mental representations of outcomes or end states that an individual wants to achieve	Goals
10.	Ability to retain information, focus on aspects of the environment and choose between two or more alternatives	Memory, Attention and Decision Processes
11.	Aspects of a person's situation or environment that discourage or encourage the behaviour	Environmental Context and Resources
12.	Those interpersonal processes that can cause oneself to change one's thoughts, feelings or behaviours.	Social Influences
13.	A complex reaction pattern involving experiential, behavioural, and physiological elements	Emotion
14.	Behavioural, cognitive and/or emotional skills for managing or changing behaviour	Behavioural Regulation

15.	The attitudes held and behaviours exhibited by other people within a social group	Norms	
16.	One's <i>perceptions</i> of what most other people within a social group believe and do	Subjective Norms	
17.	The general evaluations of the behaviour on a scale ranging from negative to positive	Attitude towards the behaviour	
18.	Processes relating to the impetus that gives purpose or direction to behaviour and operates at a conscious or unconscious level	Motivation	
19.	One's conception and evaluation of oneself, including psychological and physical characteristics, qualities and skills	Self-image	
20.	Deficit of something required for survival, well-being or personal fulfilment	Needs	
21.	Moral, social or aesthetic principles accepted by an individual or society as a guide to what is good, desirable or important	Values	
22.	Processes through which current behaviour is compared against a particular standard	Feedback Processes	
23.	A process by which thoughts, feelings and motivational states observed in others are internalised and replicated without the need for conscious awareness	Social Learning / Imitation	

24.	Processes by which behaviour is triggered from either the external environment, the	Behavioural Cueing	
	performance of another behaviour, or from ideas appearing in consciousness		
25.	Evaluations of an object, person, group, issue or concept on a scale ranging from	General Attitudes / Beliefs	
	negative to positive		
26.	Perceptions of the likelihood that one is vulnerable to a threat	Perceived susceptibility/	
		vulnerability	