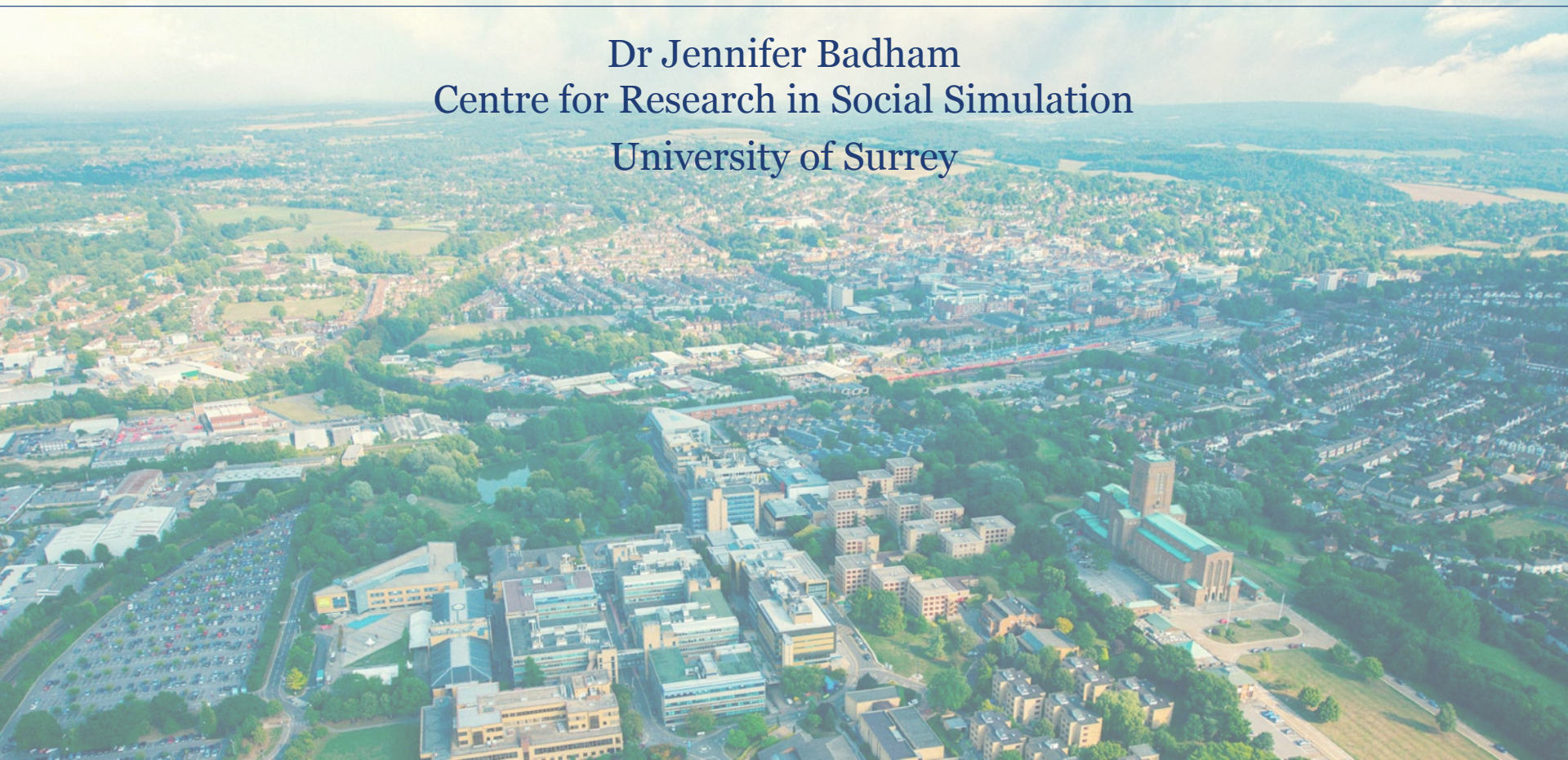


# Personal Protective Behaviour During an Epidemic

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How is cognition represented in your model?

- behaviour decision based on weighted average of three inputs
  - attitude
  - norms
  - threat

Why is it important for your work to have cognitive models?

- model concerns behaviour change
- communication intended to act on cognitive decisions

What would you like to incorporate (cognition-wise) in your model? And why haven't you?

- parameters that are less arbitrary
- minimal data for calibration

How would you define cognition?

- deliberate behaviour (contrasts with habit)
- at least some 'decision' and potential for independence (contrasts with norms)

## What is the model for?

TELL ME: European funded project about communication during an epidemic

- Simulation is one of the outputs
- Other partners developing communication kit

Help health agencies plan communication

- enter details of epidemic scenario
  - severity, vaccine delay, hand washing efficacy etc
- try out communication strategy options
  - packages of messages

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# Demonstration model

## Inputs

Communication strategies (media)

Epidemic features

Population density

## Outputs

Communication effect: attitude and behaviour

Epidemic progress

TELL ME model - NetLogo (C:\Users\jb0058\Documents\Dropbox\TellMe\Model Code Bits)

File Edit Tools Zoom Tabs Help

Interface Info Code

Edit Delete Add abc Button normal speed view updates on ticks Settings...

### Behaviour

efficacy-protect 0.00 efficacy-vaccine 0.00

protectNV-thresh... 0.50 protectV-thresh... 0.00

### Willingness to protect

Score 0 to 1

715

### Protection behaviour

Adopting 0 to 1

715

### Epidemiology

R0 1.25

latency-period 2.00

recovery-period 6

case-fatality 0.20

### Epidemic rates

0.0125

715

Impact 0.28 Regions 0.69 Incidence 85918

Max I 0 When 575 Max P 0.01 When 582

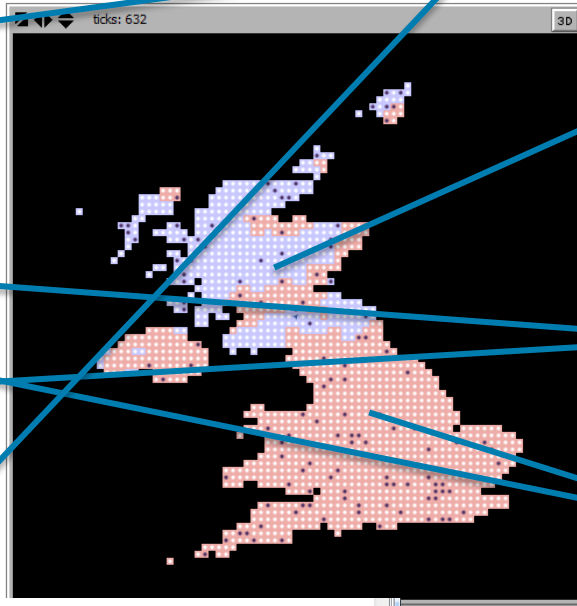
### Localisation

country United Kingdom

numPP-persons 10000 People 16970

setup go

ticks: 632



### Communication Plan

Trigger		Delivery		Message Content	
Event	Value	Target Group	Channel	Message	Behaviour
m1-trigger	m1-TPar	m1-target	m1-channel	m1-content	m1-behaviour
NONE	0	All	Mass media	Epidemic Status	Both
m2-trigger	m2-TPar	m2-target	m2-channel	m2-content	m2-behaviour

## Two connected models

### ABM for protective decisions

- heterogeneity
  - location specific risk
  - receive messages
- interaction
  - local behaviour

### Decision based on psychological models

- includes risk (from SD)

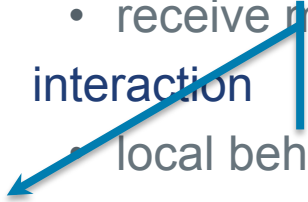
### SD (difference equations) for epidemic

- Standard SEIR model
- difference equations
- compartment transition

### Customisation

- spatially explicit
  - some travel
- Infectivity modified by personal behaviour (from ABM)

**Focus of presentation**



Well established models from psychology about the influences on behaviour

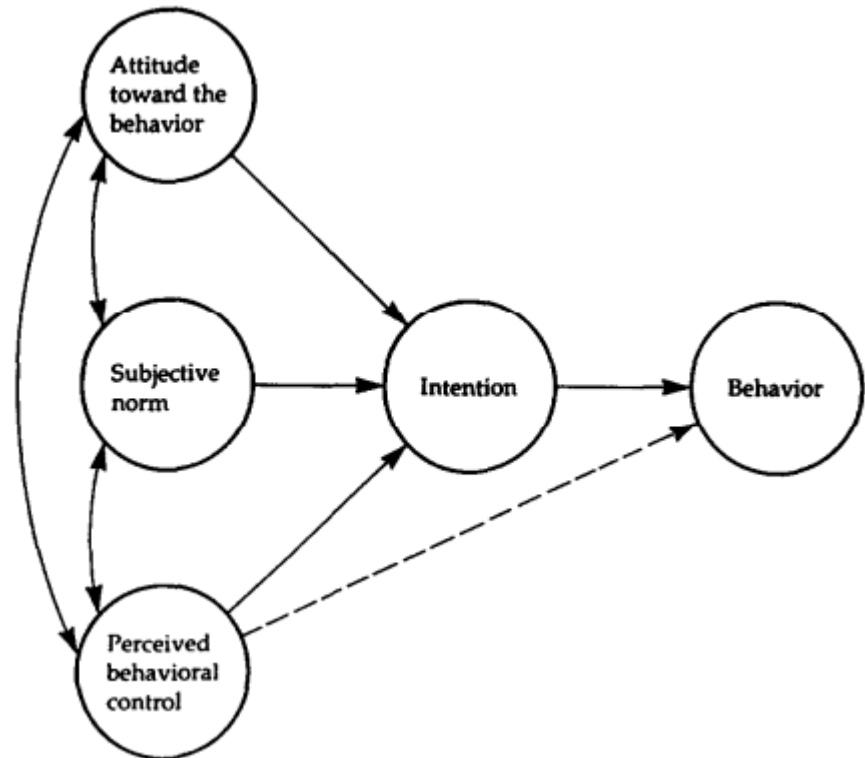
Three most relevant:

- Theory of Planned Behaviour
- Health Belief Model
- Protection Motivation Theory

Dominant general behaviour model

Linear regression

- Coefficients are specific to the behaviour



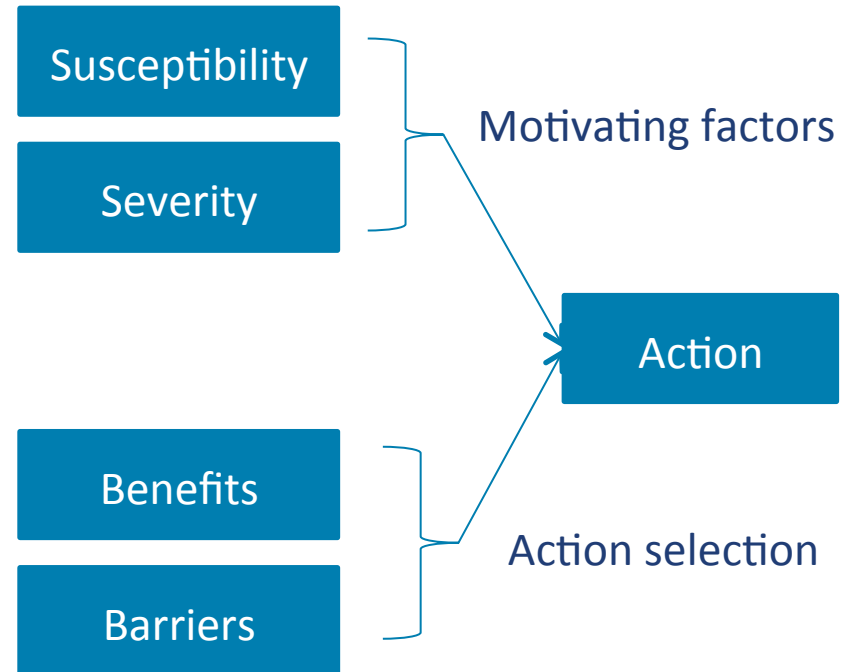
I. Ajzen, "The theory of planned behavior," *Organizational Behavior and Human Decision Processes*, vol. 50, no. 2, pp. 179 – 211, 1991.

Popular for health behaviour

No model structure

– identifies factors

Undefined 'cue to action'



I. M. Rosenstock, "The health belief model and preventive health behavior,"  
*Health Education & Behavior*, vol. 2, no. 4, pp. 354–386, 1974.



# Protection Motivation Theory

Fear motivates intent

But action only if belief in efficacy

- Else maladaptive behaviour (eg denial)



J. E. Maddux and R. W. Rogers, "Protection motivation and self-efficacy: A revised theory of fear appeals and attitude change," *Journal of Experimental Social Psychology*, vol. 19, no. 5, pp. 469 – 479, 1983.

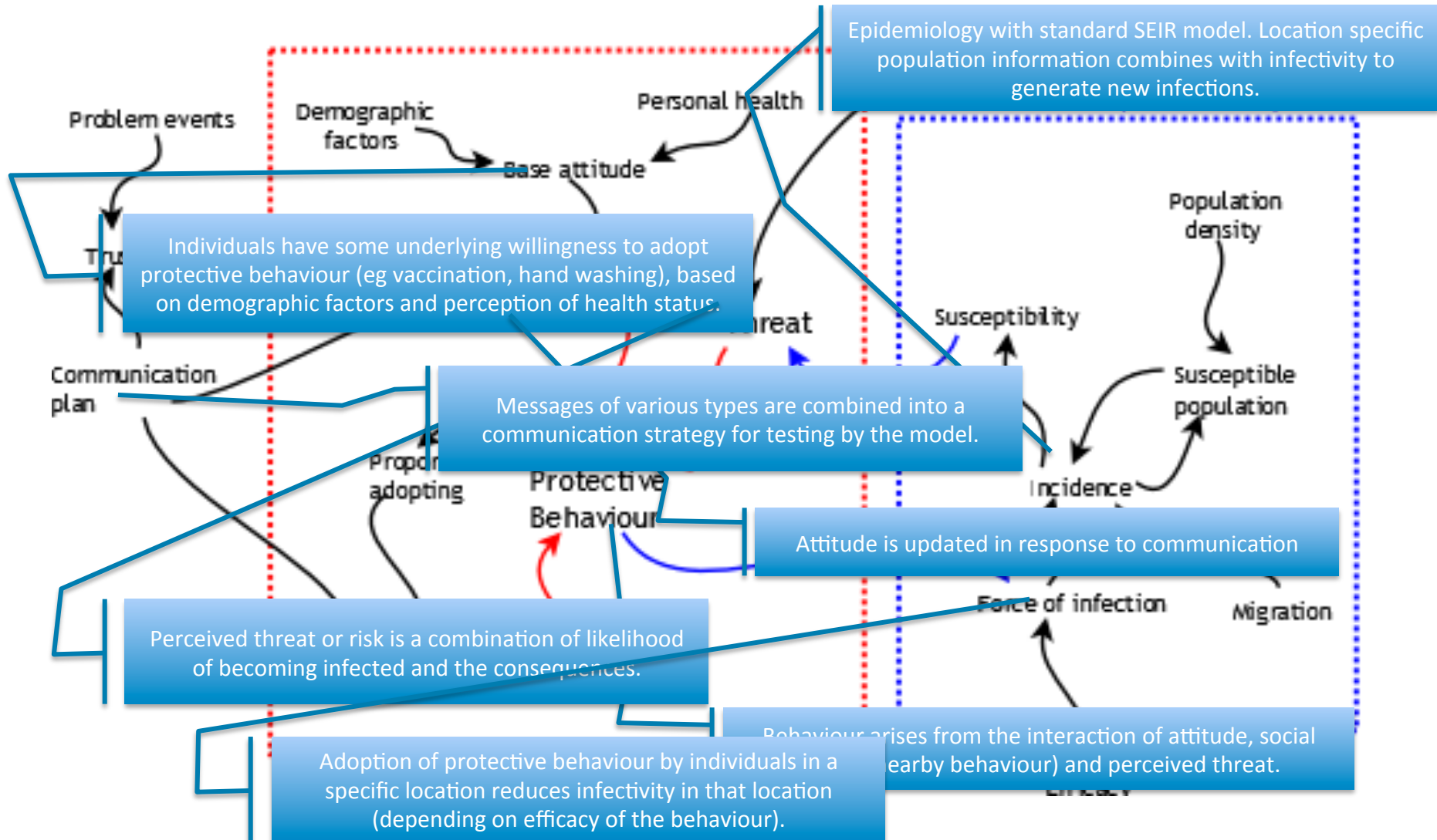
## Hybrid of TPB and HBM / PMT

- factors with large effect size, dynamic

## Linear combination (weighted average)

- attitude (score 0 to 1)
- perceived norm
  - operationalised as proportion of visible agents who have adopted behaviour
- threat
  - susceptibility as discounted visible cumulative incidence
  - severity modifier (multiplier for weight)

# Broad model logic



Use H1N1 (swine flu 2009) datasets to estimate 4 values for 2xbehaviour

- attitude weight, norms weight, incidence discount, adoption threshold

Why H1N1?

- most substantial data (7 studies, up to 13 data points)
- no quarantine, so ‘natural’ epidemic curve provides context
- most relevant to model purposes, management plans would not rely on communication for more severe epidemics

Dimension reduction

- epidemic parameters from literature
- simple assumptions of attitude distribution, travel rates
- exclude communication

## Parameter sweeping with some optimisation elements

- working with Sandtable (UK private company) who have a specialised calibration platform
1. Generate epidemic from random seed
    - efficacy set to 0 so protective behaviour does not affect epidemic
    - locate time for epidemic peak
  2. Centre behaviour data using known date of epidemic peak
  3. Run model with same random seed for behaviour calibration with criteria:
    - mean square difference between modelled and actual behaviour
    - maximum proportion of population adopting behaviour
    - difference in dates of modelled and actual behaviour peak
  4. Sensitivity analysis

## Conflict between psychologists and social researchers about behaviour

- psychologists use formal structures tested by experiment
  - parameter values are specific to the experiment
- social researchers measure willingness of behaviour
  - typically 5 point Likert scale, not numerical
  - measure related factors but without any expectation of influence structure

## Consequence is modelling difficulty:

- if designed from theory, no data to calibrate
- if designed from data, no theory to provide model rules

## What does this mean for project?

- model is prototype, links communication, behaviour and epidemic outcomes
- model does not predict, represents current understanding of connections
- guide future data collection