

Thinkibility – 29 Day Challenge

Day 18 – Design

Design something that changes behaviour.

Pick a habit or a behaviour and design something that controls that behaviour. For example, broad avenues were built in Paris with the aim to better control riots and revolutionary uproars.

This design should embrace a positive approach to controlling and changing the behaviour. Also select another criteria that must be used in the design. Suggestions need to embrace ideas such as environmentally friendly, use solar power, can be used by young children. . .

Blog Post

[Controlled Behaviour by Design](#)

