## Thomas Gilbert's Behavior Engineering Model

	Information	Instrumentation	Motivation
Environmental supports	<ul> <li>Relevant and frequent feedback about the adequacy of performance.</li> <li>Descriptions of what is expected of performance</li> <li>Clear and relevant guides to adequate performance</li> </ul>	Tools and materials of work designed to match human factors	Adequate financial incentives made contingent upon performance     Non-monetary incentives made available     Career-development opportunities
Person's repertory of behavior	<ul> <li>Knowledge</li> <li>Training that matches the requirements of exemplary performance</li> <li>Placement</li> </ul>	<ul> <li>Capacity</li> <li>Flexible scheduling of performance to match peak capacity</li> <li>Prosthesis</li> <li>Physical shaping</li> <li>Adaptation</li> <li>Selection</li> </ul>	Motives     Assessment of people's motives to work     Recruitment of people to match the realities of the situation

## Thomas Gilbert on creating incompetence

	Information	Instrumentation	Motivation
Environmental supports	<ul> <li>Data</li> <li>Don't let people know how well they are performing</li> <li>Give people misleading information about how well they are performing</li> <li>Hide from people what is expected of them</li> <li>Give people little or no guidance about how to perform well</li> </ul>	<ul> <li>Instruments</li> <li>Design the tools of work without ever consulting the people who use them</li> <li>Keep the engineers away from the people who use the tools</li> </ul>	<ul> <li>Incentives</li> <li>Make sure that poor performers get paid as well as good ones</li> <li>See that good performance gets punished in some way</li> <li>Don't make use of nonmonetary incentives</li> </ul>
Person's repertory of behavior	<ul> <li>Knowledge</li> <li>Leave training to chance</li> <li>Put training in the hands of supervisors who are not trained instructors</li> <li>Make training unnecessarily difficult</li> <li>Make training irrelevant to students' purposes</li> </ul>	<ul> <li>Capacity</li> <li>Schedule performance for times when people are not at their sharpest</li> <li>Select people for tasks they have intrinsic difficulties in performing</li> <li>Do not provide response aids (e.g. magnification of difficult visual stimuli)</li> </ul>	<ul> <li>Motives</li> <li>Design the job so that it has no future</li> <li>Avoid arranging working conditions that employees would find pleasant</li> <li>Give pep talks rather than incentives to promote performance in punishing situations</li> </ul>