## **APPENDIX 1: Getting Exeter Active – a Social Marketing Approach**

Through adopting a social marketing approach the Get Exeter Active work programme will stay focussed on clear, measurable outcomes. The Social Marketing 'Total Process Planning' model places the residents of Exeter at the centre of the work.

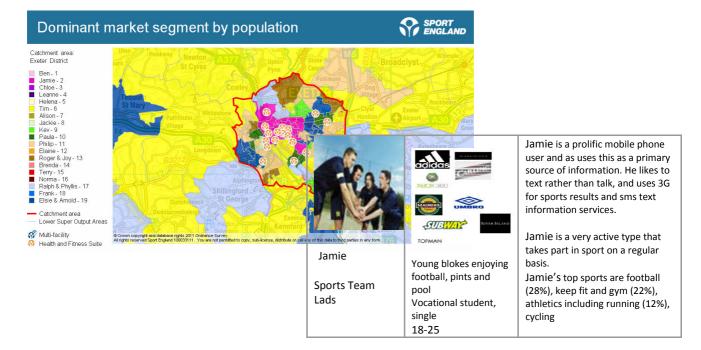
The **Scoping Stage** seeks to understand who in Exeter is not active and why. It is through understanding their barriers and motivations that evidenced based planning can begin. The scoping examines all relevant data and analyses it with a view to segmenting the population.

Different people will require different approaches and it is important local planning recognises this from outset. The scoping also includes understanding what services and interventions are already there to enable planning to maximise existing resources and pull together overlapping areas of work across organisations. Finally Social Marketing is based on behavioural change models that

## Outcomes

The Health and Wellbeing Board could expect to see:

- Insight a person centred understanding of physical activity needs at a local level.
- Segmentation of the population, their wants, barriers and what will get them moving.
- Recommendations for targeted, measurable behaviour change





demonstrate how important it is to raise self-esteem and understand beliefs.

## **Example Outputs**

|  | Nov-<br>13 | Dec-<br>13 | Jan-<br>14 | Feb-<br>14 | Mar-<br>14 |
|--|------------|------------|------------|------------|------------|
| Literature Review                        |            |            |            |            |            |
| Segmentation (Sport<br>England/Mosaic)   |            |            |            |            |            |
| Review of intelligence                   |            |            |            |            |            |
| Service/intervention review              |            |            |            |            |            |
| Evaluation design to include measurement |            |            |            |            |            |
| Behaviour Change<br>Modelling            |            |            |            |            |            |
| Engage with target audience              |            |            |            |            |            |