

**B: No access, use or occupation, in a specific manner, by any user**

Mechanism type	Narrow scope	Wider scope
<b>Physical</b>	<p><b>Placing of material</b>  -- to interrupt surface  -- to cause injury  -- to block entry/access</p> <p><b>Change of material characteristic</b>  -- bulk mechanical properties (strength, stiffness, hardness, etc)  -- surface treatment or texture</p> <p><b>Movement or oscillation</b>  -- powered or driven  -- introduction of extra degrees of freedom</p> <p><b>Spatial</b>  -- moving objects apart or away  -- segmentation into multiple objects</p> <p><b>Orientation of material</b>  -- introduce angled surfaces  -- introduce curvature</p> <p><b>Change of environmental characteristic</b>  -- local temperature change  -- local illumination change  -- local audio change</p> <p>etc (more are possible - most obviously, digital / electronic analogues of some of the above, and other mechanisms, especially from the field of security)</p>	<p><b>Placing of material</b>  -- to interrupt surfaces on approach to system  -- to cause injury on approach to system  -- to block entry/access on approach to system</p> <p>(Something of a mental blind-spot at present regarding wider scope physical mechanisms that are applicable here - not sure why)</p>
<b>Psychological</b>	<p><b>Reduction in subjective attractiveness of system</b>  -- use of 'warning' aesthetics (colours, patterning, form/texture, sounds, smells, tastes)  -- use of form, labelling or signage to create unattractive perceived affordances (real or not)  -- using non-interaction by attractive other users to influence decision on interaction  -- using interaction by unattractive other users to influence decision on interaction</p> <p><b>Social proof applied to system</b>  -- using deliberate non-interaction by other similar users to influence decision on interaction  -- using deliberate interaction by other dissimilar users to influence decision on interaction</p> <p><b>Authority applied to system</b>  -- use of perceived authority to influence decision on interaction</p> <p><b>Surveillance (real or perceived) and use of pressure of social norms</b>  -- surveillance by authority or enforcement figures  -- surveillance by members of the public  -- making interaction publicly visible through the use of alarms, visual indicators, displays, etc</p> <p>etc (many, many more are possible - generally, exploiting cognitive biases or heuristics to influence user behaviour - including many advertising techniques)</p>	<p><b>Increase in subjective attractiveness of alternative systems</b>  -- use of 'liking' aesthetics (colours, patterning, form/texture, sounds, smells, tastes)  -- use of form, labelling or signage to create attractive perceived affordances (real or not)  -- using interaction by attractive other users to influence decision on interaction  -- using non-interaction by unattractive other users to influence decision on interaction</p> <p><b>Social proof applied to alternative systems</b>  -- using deliberate interaction by other similar users to influence decision on interaction  -- using deliberate non-interaction by other dissimilar users to influence decision on interaction</p> <p><b>Authority applied to alternative system</b>  -- use of perceived authority to influence decision on interaction</p> <p><b>Psychological assistance to remove need for user to perform interaction at all</b></p> <p>etc (many, many more are possible - generally, exploiting cognitive biases or heuristics to influence user behaviour - including many advertising techniques)</p>
<b>Economic</b>	<p><b>Financial incentives (rewards) for not performing interaction with system</b>  -- monitored, i.e. requiring human or technological surveillance  -- not monitored</p> <p><b>Financial penalties (fines) for performing interactions with system</b>  -- monitored, i.e. requiring human or technological surveillance  -- not monitored</p> <p>etc</p>	<p><b>Financial incentives (rewards) for performing interaction with alternative system</b>  -- monitored, i.e. requiring human or technological surveillance  -- not monitored</p> <p><b>Financial penalties (fines) for not performing interactions with alternative system</b>  -- monitored, i.e. requiring human or technological surveillance  -- not monitored</p> <p><b>Financial assistance to remove need for user to perform interaction at all</b></p> <p>etc</p>
<b>Legal</b>	<p><b>Threat of punishment</b></p> <p><b>Increasing perceived likelihood of punishment</b></p> <p>etc (I have not considered specific legal mechanisms at this stage)</p>	<p><b>Increasing enforcement in general</b></p> <p><b>Legal assistance to establish alternative systems</b></p> <p><b>Legal assistance to remove need for user to perform interaction at all</b></p> <p>etc</p>
<b>Structural</b>	<p><b>Removal of system entirely</b></p>	<p><b>Provision of alternative systems</b></p> <p><b>Removal of societal need for this kind of interaction with system altogether</b></p>