

Domain (Definitions)	Constructs
Knowledge(An awareness of the existence of something)	• Knowledge (including knowledge of condition/scientific rationale). • Procedural knowledge. • Knowledge of task environment.
Skills(An ability or proficiency acquired through practice)	• Skills/Skills Development • Competence/Ability • Interpersonal skills • Practice/Skill assessment
Social/professional role and identity(A coherent set of behaviours and displayed personal qualities of an individual in a social or work setting)	• Professional identity • Professional role • Social identity/Identity • Professional boundaries • Professional confidence • Group identity • Leadership • Organisational commitment
Beliefs about capabilities(Acceptance of the truth, reality or validity about an ability, talent or facility that a person can put to constructive use)	• Self-confidence • Perceived competence • Self-efficacy • Perceived behavioural control • Beliefs/Self-esteem • Empowerment • Professional confidence
Optimism (The confidence that things will happen for the best or that desired goals will be attained)	• Optimism • Pessimism • Unrealistic optimism • Identity
Beliefs about Consequences(Acceptance of the truth, reality, or validity about outcomes of a behaviour in a given situation)	• Beliefs • Outcome expectancies • Characteristics of outcome expectancies • Anticipated regret • Consequents
Reinforcement(Increasing the probability of a response by arranging a dependent relationship, or contingency, between the response and a given stimulus)	• Rewards (proximal/distal, valued/not valued, probable/improbable) • Incentives • Punishment • Consequents • Reinforcement • Contingencies • Sanctions
Intentions(A conscious decision to perform a behaviour or a resolve to act in a certain way)	• Stability of intentions • Stages of change model • Transtheoretical model and stages of change

Goals(Mental representations of outcomes or end states that an individual wants to achieve)	• Goals (distal/proximal) • Goal priority • Goal/target setting • Goals (autonomous/controlled) • Action planning • Implementation intention
Memory, attention and decision processes(The ability to retain information focus selectively on aspects of the environment and choose between two or more alternatives)	• Memory • Attention • Attention control • Decision making • Cognitive overload/tiredness
Environmental context and resources(Any circumstance of a person's situation or environment that discourages or encourages the development of skills and abilities, independence, social competence and adaptive behaviour)	• Environmental stressors • Resources/material resources • Organisational culture/climate • Salient events/critical incidents • Person × environment interaction • Barriers and facilitators
Social influences(Those interpersonal processes that can cause individuals to change their thoughts, feelings or behaviours)	• Social pressure • Social norms • Group conformity • Social comparisons • Group norms • Social support • Power • Intergroup conflict • Alienation • Group identity • Modelling
Emotion (A complex reaction pattern involving experiential, behavioural, and physiological elements, by which the individual attempts to deal with a personally significant matter or event)	• Fear • Anxiety • Affect • Stress • Depression • Positive/negative affect • Burn-out
Behavioural regulation(Anything aimed at managing or changing objectively observed or measured actions)	• Self-monitoring • Breaking habit • Action planning

Atkins, L., Francis, J., Islam, R., O'Connor, D., Patey, A., Ivers, N., Foy, R., Duncan, E.M., Colquhoun, H., Grimshaw, J.M., Lawton, R. and Michie, S. (2017) A guide to using the Theoretical Domains Framework of behaviour change to investigate implementation problems, *Implementation Science*, 12:77, DOI 10.1186/s13012-017-0605-9 Pages 4 and 5 Table 1.

