

Additional file 2 TDF domain alignment using construct labelling (1)

| Domain   | Constructs   |
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| 1. Knowledge<br>(An awareness of the existence of something)   | Knowledge (including knowledge of condition /scientific rationale)<br>Procedural knowledge<br>Knowledge of task environment  |
| 2. Skills<br>(An ability or proficiency acquired through practice)   | Skills<br>Skills development<br>Competence<br>Ability<br>Interpersonal skills<br>Practice<br>Skill assessment  |
| 3. Social/Professional Role and Identity<br>(A coherent set of behaviours and displayed personal qualities of an individual in a social or work setting)         | Professional identity<br>Professional role<br>Social identity<br>Identity<br>Professional boundaries<br>Professional confidence<br>Group identity<br>Leadership<br>Organisational commitment |
| 4. Beliefs about Capabilities<br>(Acceptance of the truth, reality, or validity about an ability, talent, or facility that a person can put to constructive use) | Self-confidence<br>Perceived competence<br>Self-efficacy<br>Perceived behavioural control<br>Beliefs<br>Self-esteem<br>Empowerment<br>Professional confidence                                |
| 5. Optimism<br>(The confidence that things will happen for the best or that desired goals will be attained)  | Optimism<br>Pessimism<br>Unrealistic optimism<br>Identity  |
| 6. Beliefs about Consequences<br>(Acceptance of the truth, reality, or validity about outcomes of a behaviour in a given situation)                              | Beliefs<br>Outcome expectancies<br>Characteristics of outcome expectancies<br>Anticipated regret<br>Consequents  |

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| <p>7. Reinforcement</p> <p>(Increasing the probability of a response by arranging a dependent relationship, or contingency, between the response and a given stimulus)</p>  | <p>Rewards (proximal / distal, valued / not valued, probable / improbable)</p> <p>Incentives</p> <p>Punishment</p> <p>Consequents</p> <p>Reinforcement</p> <p>Contingencies</p> <p>Sanctions</p>                                       |
| <p>8. Intentions</p> <p>(A conscious decision to perform a behaviour or a resolve to act in a certain way)</p>  | <p>Stability of intentions</p> <p>Stages of change model</p> <p>Transtheoretical model and stages of change</p>  |
| <p>9. Goals</p> <p>(Mental representations of outcomes or end states that an individual wants to achieve)</p>   | <p>Goals (distal / proximal)</p> <p>Goal priority</p> <p>Goal / target setting</p> <p>Goals (autonomous / controlled)</p> <p>Action planning</p> <p>Implementation intention</p>   |
| <p>10. Memory, Attention and Decision Processes</p> <p>(The ability to retain information, focus selectively on aspects of the environment and choose between two or more alternatives)</p>   | <p>Memory</p> <p>Attention</p> <p>Attention control</p> <p>Decision making</p> <p>Cognitive overload / tiredness</p>   |
| <p>11. Environmental Context and Resources</p> <p>(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)</p> | <p>Environmental stressors</p> <p>Organisational culture /climate</p> <p>Resources / material resources</p> <p>Salient events / critical incidents</p> <p>Person x environment interaction</p> <p>Barriers and facilitators</p>        |
| <p>12. Social influences</p> <p>(Those interpersonal processes that can cause individuals to change their thoughts, feelings, or behaviours)</p>  | <p>Social pressure</p> <p>Social norms</p> <p>Group conformity</p> <p>Social comparisons</p> <p>Group norms</p> <p>Social support</p> <p>Power</p> <p>Intergroup conflict</p> <p>Alienation</p> <p>Group identity</p> <p>Modelling</p> |
| <p>13. Emotion</p>  | <p>Fear</p> <p>Anxiety</p>   |

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| (A complex reaction pattern, involving experiential, behavioural, and physiological elements, by which the individual attempts to deal with a personally significant matter or event) | Affect<br>Stress<br>Depression<br>Positive / negative affect<br>Burn-out |
| 14. Behavioural Regulation<br><br>(Anything aimed at managing or changing objectively observed or measured actions)   | Self-monitoring<br>Breaking habit<br>Action planning                     |

1. Cane J, O'Connor D, Michie S. Validation of the theoretical domains framework for use in behaviour change and implementation research. *Implementation Science*. 2012;7(37).