

Supplementary file 1: TDF Domains and constructs [13,16]

TDF DOMAIN NAME	TDF DOMAIN CONSTRUCTS
1. Knowledge	<i>An awareness of the existence of something</i> Knowledge (including knowledge of condition /scientific rationale); Procedural knowledge; Knowledge of task environment
2. Skills	<i>Ability or proficiency attained through practice</i> Skills, skills development, competence, ability, interpersonal skills, practice, skill assessment
3. Social/ Professional Role and Identity	<i>Behaviours and personal qualities displayed in a work or social setting</i> Professional identity, professional role, social identify, professional boundaries, professional confidence, group identify, leadership
4. Beliefs about capabilities	<i>Acceptance of the truth, reality or validity about an ability, talent or facility that a person can put to constructive use</i> Self-confidence, self-efficacy, empowerment
5. Optimism	<i>Confidence that outcomes will be for the best and/or goals will be met</i> Optimism, Pessimism, Unrealistic optimism, Identity
6. Beliefs about Consequences	<i>Acceptance of the truth, reality or validity about outcomes of a behaviour in a given situation</i> Outcome expectancies, Chars. of outcome expectancies, Beliefs, Anticipated regret, Consequents
7. Reinforcement	<i>Increasing the likelihood of a response through the existence of a dependent relationship between the stimulus and response</i> Rewards (proximal/distal, valued/not valued, probable/improbable), Incentives, Punishment, Consequents, Sanctions
8. Intentions	<i>A conscious decision to perform a behaviour or act in a particular way</i> Stability of intentions, Stages of change model,
9. Goals	<i>Mental representation of desired outcomes to be achieved</i> Goals (distal / proximal), Goal priority, Goal / target setting, Action planning, Implementation intention
10. Memory, Attention and Decision Processes	<i>The ability to retain information, focus selectively and choose between multiple alternatives</i> Memory, Attention, Attention control, Decision making, Cognitive overload / tiredness
11. Environmental Context and Resources	<i>Circumstances of a person's situation or environment that promote (or impede) the development of skills or behaviours</i> Environmental stressors, Resources / material resources, Barriers and facilitators, Organisational culture /climate, Person x environment interaction, Salient events / critical incidents,
12. Social	<i>Interpersonal processes that influence an individual to change their behaviour</i>

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Influences	<i>or thinking</i> Social pressure, Social norms, Group conformity, Social comparisons, Group norms, Social support, Intergroup conflict, Power, Group identity, Alienation, Modelling
13. Emotion	<i>A complex reaction, drawing on experience, behaviour and physiological components that allow an individual to attempt to deal with significant event/ issue</i> Anxiety, Fear, Affect, Stress, Depression, Positive / negative affect, Burn-out
14. Behavioural Regulation	<i>Anything aimed at managing or changing objectively observed or measured actions</i> Self-monitoring, Breaking habit, Action planning

References:

13. Michie S, van Stralen MM, West R. The behaviour change wheel: a new method for characterising and designing behaviour change interventions. *Implement Sci.* 2011;6:42.

16. Cane J, O'Connor D, Michie S. Validation of the theoretical domains framework for use in behaviour change and implementation research. *Implement Sci.* 2012;7:37.