

Behaviour (see *Psychology of social media and its influence on conservation* section), whereby real-world behaviours can be attributed to attitudes, subjective norms, and perceived behaviour controls (Ajzen 1991). The three boxes outlined in colour represent human behaviour in the **digital world** (i.e., social media), while boxes outlined in black represent behaviours that (potentially) influence **real-world actions**. Determining the effective frequency (i.e., the number of times a person must be exposed to a message/post before a behavioural response is seen) of posts to raise awareness and engagement to lead people to (consider) behavioural changes will be important for sampling designers to appoid a Additionally for viewers to become engaged or change behaviours in reappose to a post-likely depends on how many others post similar