

# Psych test #3



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Learning Process A process through which experience produces lasting change in behavior or mental processes

Habituation learning not to respond to repeated presentation of stimulus

ONPSYCH TEST #3 SPECIFICALLY FOR YOU FOR ONLY \$13.90/PAGE Order Now Behavioral Learning Forms of learning that can be described in terms of stimuli and responses. 2 main types of behavioral learning

Two main types 1. Classical and 2. Operant conditioning

Ivan Pavlov studying digestion. Discovered classical conditioning.

Neutral Stimulus any stimulus that produces no conditioned response prior to learning. Acquisition initial learning stage in classical conditioning.

Unconditioned stimulus-The stimulus (food) that elicits an unconditioned response

Conditioned Stimulus A previously neutral stimulus (bell) that elicits the conditioned response (salivation)

Spontaneous Recovery reappearance of a learned response after extinction has occurred.

Stimulus Generalization The extension of a learned response (fear) to stimuli that are similar (rabbit) to the conditioned stimulus (rat).

Conditioned food aversions associating an unpleasant response (nausea) from consuming food/drink, to the later sight, smell, taste, or thought of that item.

Conditioned taste aversions John Garcia; used aversive conditioning to dissuade wild coyotes from attacking sheep

Cancer patients given unusually flavored candies or ice cream during chemo

Operant conditioning behavioral change is brought about by the manipulation of consequences

Thorndike's law of effect responses brought about by positive outcomes would be learned and repeated

Reinforcer condition that follows and strengthens a response

Reinforcement increases response/behavior: \$, prize, reward

Punishment Decreases. Response/behavior time out, grounded

Shaping procedure for changing behavior by reinforcing responses

that approach the desired goal. Continuous reinforcement reinforcement schedule in which all correct responses are reinforced. Ratio schedules reinforcement depends on the number of correct responses Variable ratio reinforcement presented after a certain number of responses that varies from trial to trial. Produces the highest response rate Interval schedules Reinforcing depends on the time interval Primary Reinforcers fulfill basic biological needs of desires, such as water, food, and sex. Token Economy token as secondary reinforcers (stickers, trophies) Premack Principle a preferred activity can reinforce a less preferred activity; studying for a test before going to a movie. Positive Punishment Application Negative Punishment Removal (taking car keys) Problems associated with punishment: Power usually disappears when threat of punishment is removed (radar car) Problems associated with punishment: 1-41. Power usually disappears when threat of punishment is removed (radar car)

2. Rewards make the punishment worth the price
3. Often triggers escape or aggression
4. Makes the learner apprehensive negative punishment: loss of privileges—is used. Considered to be the most effective. Core concept the cognitive view is some forms of learning are explained as changes in mental activity, but not always as a change in behavior. Insight Learning- Kohler Chimps problem solving occurs by means of a sudden reorganization of perception.

Bandura reported that watching violent behavior makes children more likely to behave violently. Long-Term potentiation Biological process involving physical changes that strengthen the synapses in the brain. Memory A cognitive system that encodes, stores, and retrieves information. Metaphors

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for Memory Human memory is not like a video recorded. It is an INTERPRETIVE system Human memory is good at remember info: (1-5) 1. On which attention is focused

2. In which we are interested

3. That arouses us emotionally

4. That fits with our previous experiences

5. That we rehearse or practice Elaboration Attempt to connect a new concept with existing information in memory. Three stages of memory: 1. Sensory memory

2. Working memory

3. Long-Term memory Visual stimulation → Iconic memory Auditory stimulation → Echoic memory Sensory Memory provides us with brief representation of all stimuli present at a particular moment. Chunking and rehearsal 2 strategies for dealing with the limits of working memory Levels-of-processing model Deeply processed information will be remembered. 2 component of long term memory 1. Procedural memory

2. Declarative memory Subdivisions of Declarative Memory Episodic & Semantic Memory Episodic Memory stores personal events, or "episodes" Semantic Memory Stores general knowledge, including meanings of words and concepts Patient H. M. 1. Unable to form declarative memories

2. Was the result of the removal of his hippocampus and

amygdala Anterograde Amnesia inability to form new memories Flashbulb Memory A clear and vivid long-term memory of an especially meaningful and emotional event.

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