Ap psychology learning test

LearningA relatively permeant change in an organism's behavior due to experienceHabituationAn organism's decreasing response to a stimulus with repeated exposure to it ONAP PSYCHOLOGY LEARNING TEST SPECIFICALLY FOR YOUFOR ONLY$13. 90/PAGEOrder NowAssociative LearningLearning that certain events occur together. The events may be two stimuli (as in classical conditioning) or a response and its consequences (as in operant conditioning)ConditioningProcess of learning associationsClassical ConditioningA type of leaning where one associates 2 stimuli and anticipates eventsBehaviorismThe view that psychology 1) should be an objective science that 2) studies behaviors without reference to mental process. Most research psychologists today agree with 1, but not with 2Unconditioned Stimulus (US)In classical conditioning, a stimulus that unconditionally - naturally and automatically - triggers a response (the food in pavlov experiment)Unconditioned Response (UR)In classical conditioning, the unlearned, naturally occurring response to the unconditioned stimulus (US) (dog salivation to the food before/during conditioning)Neutral StimulusIn classical conditioning, a stimulus that produces a conditioned response (Bell that is paired with the food to cause salivation salivation, and later causes salivation without the food)Conditioned StimulusIn classical conditioning, an originally irrelevant stimulus that, after association with an unconditioned stimulus (US), comes to trigger a conditioned response (Bell that causes salivation after conditioning)Conditioned ResponseIn classical conditioning, the learned response to a previously neutral (but now conditioned) stimulus (dog salivates only after hearing the bell)AcquisitionIn classical conditioning, the initial stage, when one links a neutral stimulus and an unconditioned stimulus so that the neutral stimulus begins triggering the conditioned

response. In operant conditioning, the strengthening of a reinforced response (kid doing his homework more and more and then receiving reward)High-order ConditioningProcedure in which conditioned stimulus in one conditioning experience is paired with a new neutral stimulus, creating a second (weaker) conditioned stimulus. (ex: animal that has learned that a tone predicts food might learn that a light predicts a tone and begins responding to the light, but the tone more) AKA Second-order ConditioningExtinctionThe diminishing of a conditioned response; occurs in classical conditioning when unconditioned stimulus (US) doesn't follow a conditioned stimulus (CS); occurs in operant conditioning when response is no longer reinforced (when food doesn't come after conditioned bell, creates less salivation)Spontaneous RecoveryThe reappearance, after a pause, of an extinguished response (not giving food after bell-> extinction-> bell-> spontaneous responseGeneralizationThe tendency, once a response has been conditioned, for stimuli similar to the conditioned stimulus to elicit similar responsesDiscriminationIn classical conditioning, the learned ability to distinguish between a conditioned stimulus and stimuli that don't signal an unconditioned stimulusLearned HelplessnessThe hopelessness and passive resignation an animal or human learns when unable to avoid repeated aversive eventsRespondent BehaviorBehavior that occurs as an automatic response to a stimulusOperant ConditioningA type of learning in which behavior is strengthened if followed by a reinforcer or diminished if followed by a punisherOperant BehaviorBehavior that operates on the environment, producing consequencesLaw of EffectThorndike's principle that behaviors followed by favorable consequences become more likely, and that behaviors followed by unfavorable consequences becomes less likelySkinner

BoxA chamber in operant conditioning created by B. F. Skinner, in which animals press a lever to obtain food, with devices recording heart rate and number of lever pressesOperant ChamberIn operant conditioning research, a chamber (AKA skinner box) containing a bar/key that an animal can manipulate to obtain a food/water reinforcer; attached devices record the animals rate of bar pressing or key peckingShapingAn operant conditioning procedure in which reinforcers guide behavior toward closer and closer approximations of the desired behavior (ex: giving rat good the closer it got to the bar, eventually requiring it to press bar to receive food)Discriminative StimulusIn operant conditioning, a stimulus that elicits a response after association with a reinforcement (contrasts to related stimuli not associated with reinforcement) (ex: green light signals that a response will be reinforced)ReinforcerIn operant conditioning, any event that strengthens the behavior it followsPositive ReinforcementIncreasing behaviors by presenting positive stimulus, such as food. A positive reinforcer is any stimulus that, when presented after a response, strengthens the responseNegative ReinforcementIncreasing behaviors by stopping or deducting negative stimuli, such as shock. A negative reinforcer is any stimulus that, when removed after a response, strengthens a response. (Note: Negative reinforcement is not punishment)Primary ReinforcerAn innately reinforcing stimulus, such as one that satisfies a biological needConditioned ReinforcerA stimulus that gains its reinforcing power through its association with a primary reinforcer, aka secondary reinforcerContinuous ReinforcerReinforcing the desired response every time it occursPartial (intermittent) ReinforcementReinforcing a response only part of the time; results in slower acquisition of a response but much greater resistance to

extinction that does continuous reinforcementFixed-ratio ScheduleIn operant conditioning, a reinforcement schedule that reinforces a response only after a specified number of responsesVariable-ratio ScheduleIn operant conditioning, a reinforcement schedule that reinforces a response after an unpredictable # of responsesFixed-interval ScheduleIn operant conditioning, a reinforcement schedule that reinforces a response only after a specified time has elapsedVariable-interval ScheduleIn operant conditioning, a reinforcement schedule that reinforces a response at unpredictable time intervalsPunishmentAn event that decreases the behavior that it followsCognitive MapA mental representation of the layout of one's environment. For example, after exploring a maze, rats act as if they have learned a cognitive map of itLatent LearningLearning that occurs but is not apparent until there is an incentive to demonstrate itInsightA sudden and often novel realization of the solution to a problemIntrinsic MotivationA desire to perform a behavior effectively for its own sakeExtrinsic MotivationA desire to perform a behavior to receive promised rewards or avoid threatened punishmentObservational LearningLearning by observing others. AKA social learningModelingThe process of observing and imitating a specific behaviorMirror NeuronsFrontal love neurons that fire when performing certain actions or when observing another doing so. The brain's mirroring of another's action may enable imitation and empathyProsocial BehaviorPositive, constructive, helpful behavior. The opposite of antisocial behaviorAlbert BanduraCreated experiment where kid sees woman beating up doll --> kid evidently also beats up this " Bobo doll" --> shows the power of observational learning. This psychologist was also pioneering researcher of observational learningLittle AlbertPar of an experiment done with John B.

Watson. Little kid was conditioned to see a white rat and feel fear. Something he didn't feel before when seeing the rat. Ivan PavlovHuge contributor to classical conditioning, showed that dogs can be conditioned to salivate in anticipation of food, at the sound of a toneRobert RescorlaCreated Rescorla-Wagner model, supported Pavlovian conditioning. Model showed that animals can learn predictability of an event (tone associated with shock, animal flinches when hearing tone)Robert SeligmanDiscovered learned helplessness, hopelessness that human/animal presents when unable to avoid a repeated eventJohn GarciaDiscovered that rats develop aversions to tastes that make them sick --> example of classical conditioning (also put chemicals in sheep that makes wolves sick, wolves became afraid of sheep)John B. WatsonRevealed that human emotion and behaviors are partially a bundle of conditioned responses (Little Albert experiment)Edward ThorndikeCreated the Law of Effect --> operant conditioning --> rewarded behavior is likely to occur, punished behaviors become less likely to occur