

Psychology: learning, memory, cognition



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learninglong lasting change in behavior resulting from experienceclassical conditioning-PAVLOV

-learning by association ONPSYCHOLOGY: LEARNING, MEMORY, COGNITION

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UR

CS

CRUnconditioned stimulus

unconditioned response

conditioned stimulus

conditioned responseacquisition-first stage on classical learning

-responding to CS without presentation of US

-when the new behavior is acquireddelayed conditioning-fastest way of acquisition

-bell is ringing and food presented at the same timetrace

conditioningpresentation of CS followed by short break, then USSimultaneous

conditioningCS and US presented at same timebackward conditioningUS

presented first followed by CS ; this method is particularly

ineffectivespontaneous recoveryafter a CR is extinct, CR briefly reappears

upon presentation of CSwho did little ALBERT experimentWatson &

Rayneraversive conditioningconditioned to have a negative responsessecond-

order/higher order conditioningusing a CS as a US to condition a response to

a new stimuluslearned taste aversionslearned to not like something because

it made you nauseous or something the first time you ate it, or because it

made you sick, or you became sick after you ate

it~~~~~

~~~~~OPERANT conditioning-SKINNER is the father

-Edward Thorndike also researched this

-learning based on association of consequences with one's behavior  
LAW of EFFECT-Thorndike

-if the consequences of the behavior are pleasant, the stimulus-response will be strengthened ; & vice versa  
reinforcer-makes the behavior more likely to occur

-the food reinforcement-giving the food

-defined by its consequences  
omission training / negative punishment  
removal of something pleasant  
REINFORCEMENT-INCREASES likelihood of behavior

1) Positive: adds something pleasant

2) takes away something unpleasant  
PUNISHMENT-DECREASES likelihood of behavior

1) Positive: adds something unpleasant

2) Negative: takes away something pleasant (omission)  
Shaping reinforces the steps used to reach the desired behavior  
Chaining taught to perform a number of response successfully to get a reward

-goal is to link together a number of separate behaviors into a more complex activity  
PRIMARY reinforcers in of themselves rewarding

-food, rewards, rest, water  
SECONDARY reinforcers-things we have learned to value

-praise, chance to play video game  
GENERALIZED reinforcer can be traded for any kind of reward

-MONEY

\*token economy\* is an example  
premack principle explains that whichever of the two activities is preferred can be used to reinforce the other activity that isn't preferred  
FR, VR, FI, VI\*look at worksheets and in book\*  
contiguity-

<https://assignbuster.com/psychology-learning-memory-cognition/>

togetherness determines the strength of a response

-PAVLOVContingency\*RESCORLA\*

-contingency model: cognitive view of classical conditioning

-A is contingent upon B when A depends upon B and vice

versa~~~~~\*Observational Learning/

Social\*-BANDURA: father

-bobo doll

-observation and

imitation~~~~~\*Latent

Learning/Cognitive\*-TOLMAN : father

-learn without realizing that you are

-maps~~~~~\*Insight Learning\*KOHLER : father

-Lightbulb moment