

# [Psychology chapter 6 learning conditioning](https://assignbuster.com/psychology-chapter-6-learningconditioning/)

Ivan PavlovCoined Classical ConditioningClassical ConditioningUCS = UCR slap = pain   
NS + UCS = UCR soda + slap = pain   
CS = CR soda = pain ONPSYCHOLOGY CHAPTER 6 LEARNING/CONDITIONING SPECIFICALLY FOR YOUFOR ONLY$13. 90/PAGEOrder NowExtinctionCS = CR after a while CS = no responseReconditioningCS = no response   
USC + CS = CR   
CS = CRSpontaneous RecoveryCS = no response   
CS = CRForward ConditioningNS + USC = UCRBackward ConditioningUCS + NS = UCRSecond Order Conditioning (phobias)CS = CR   
CS turns into UCS   
UCS = UCRSecondary conditioningUCS = UCR taze = pain   
NS + UCS = UCR food + taze = pain   
CS = CR food = pain   
NS2 + CS = CR food + unhealty restrau = pain   
CS2 = CR unhealthy restau = pain5 factors that affect conditioningtiming   
predictability   
signal strength   
attention   
bioprepardnessInstrumental ConditioningAction leads to a positive result = learning occursThorndykes Law of EffectA response leads to a positive outcome, that response is more likely to occurOperant Conditioning (B. F Skinner)One operates on the environment and looks at the resultsPrimary Reinforcement" NEED" - Food, water, warmth, social contactSecondary Reinforcement" WANT" something that can be traded for what you need. Positive ReinforcementStimulus = + ResponseNegative ReinforcementTaking away something negative out of a persons life Stimulus = - Response(Stimulus) GeneralizationRespond to similar stimuli in the same way(Stimulus) DiscriminationRespond to one stimuli but not another similar stimuliShapingreward approximate behavior until you schievev final desired behaviorPunishmentStimulus = ResponseSchedules of Reinforcement1. Continuous Reinforcement - Reward after every response   
2. Partial Reinforcement - Reward after some responses   
A. Fixed Ratio - Reward after a specific number of responses   
B. Variable Ratio - Reward after a random number of responses   
C. Fixed Interval - Rewarded after a specific amount of time   
D. Variable Interval - Rewarded after a random amount of timeToken EconomyMeaningless rewards given which can be traded in for what one really wantsEscape ConditioningLearning to get out of negative situation and feel reliefAvoidance ConditioningLearning a response to avoid negative situationsLearned Helplessness (Martin Seligman)When one stops trying to control the environment. (Gives Up)Latent LearningLearning that occurs through insight thought it is not evidentCognitive MapMental Images of an areaInsight (Wolfgang Kohler)Sudden realizationObservational Learning (Albert Bandura)Learning through watching othersVicarious ConditioningBeing conditioned by seeing others being rewarded or punishedNeural NetworkingLearning cues when neural connections are strengthenedActive LearningApplying what you lear to new situationsSkill LearningLearning by practice and repetition, done step by stepPremack PrincipleLow Rate Behavior leads to High Rate Behavior = Reward   
High Rate Behavior leads to Low Rate Behavior = PunishmentPartial Reinforcement Extinction Effectthat learned under partial reinforcement is grarder to quitEscalation EffectPunishment continues to increaseFeedbackInformation for the correctness of doing a skillReflexesinherited responses