

Psychology chapter 6

learning conditioning



Ivan Pavlov Coined Classical Conditioning Classical Conditioning UCS = UCR

slap = pain

NS + UCS = UCR soda + slap = pain

CS = CR soda = pain ONPSYCHOLOGY CHAPTER 6 LEARNING/CONDITIONING

SPECIFICALLY FOR YOU FOR ONLY \$13.90/PAGE Order Now Extinction CS = CR

after a while CS = no response Reconditioning CS = no response

USC + CS = CR

CS = CR Spontaneous Recovery CS = no response

CS = CR Forward Conditioning NS + USC = UCR Backward Conditioning UCS +

NS = UCR Second Order Conditioning (phobias) CS = CR

CS turns into UCS

UCS = UCR Secondary conditioning UCS = UCR taze = pain

NS + UCS = UCR food + taze = pain

CS = CR food = pain

NS2 + CS = CR food + unhealthy restrau = pain

CS2 = CR unhealthy restau = pain 5 factors that affect conditioning timing

predictability

signal strength

attention

biopreparedness Instrumental Conditioning Action leads to a positive result =

learning occurs Thorndykes Law of Effect A response leads to a positive

outcome, that response is more likely to occur Operant Conditioning (B. F

Skinner) One operates on the environment and looks at the results Primary

Reinforcement" NEED" - Food, water, warmth, social contact Secondary

Reinforcement" WANT" something that can be traded for what you need.

Positive Reinforcement Stimulus = + Response Negative Reinforcement Taking

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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

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grader to quit Escalation Effect Punishment continues to
increase Feedback Information for the correctness of doing a
skill Reflexes inherited responses