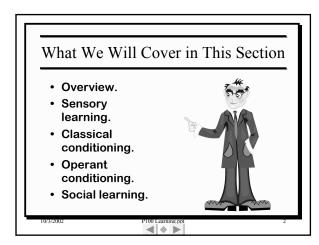
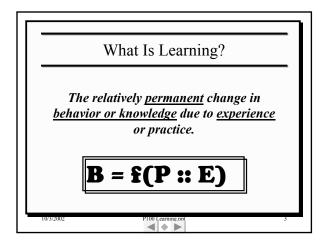
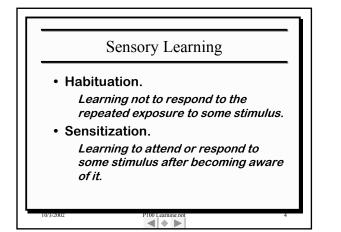
Gen	ral Psychology Psy 100
	Learning
10/3/2002	P100 Learning not

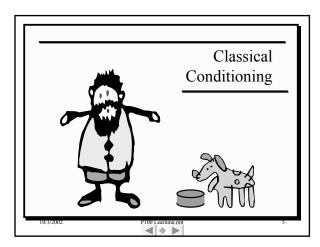




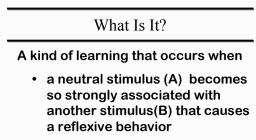






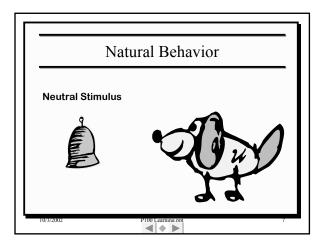




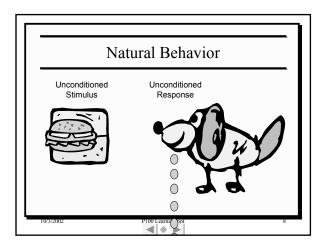


• that A alone causes that behavior.

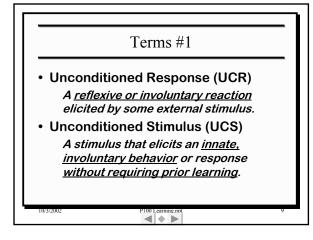
P100 Learning.ppt

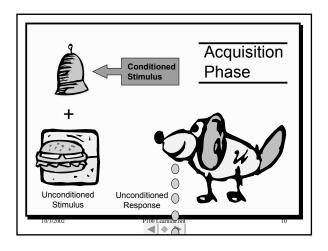




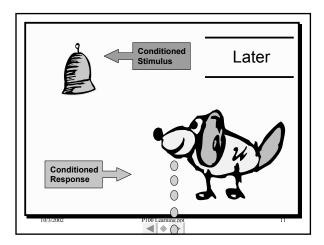




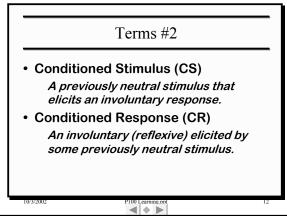


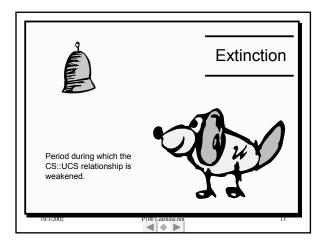




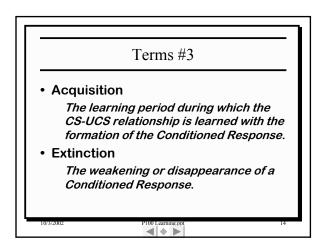


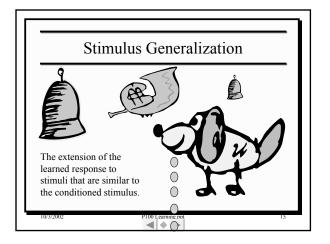




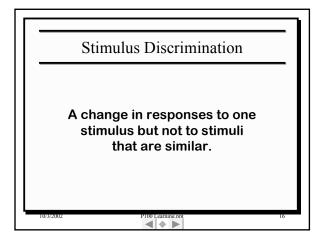


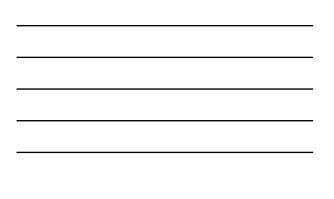


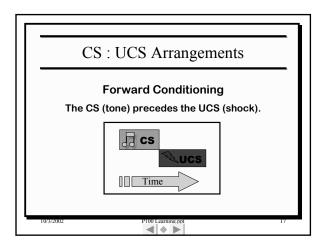




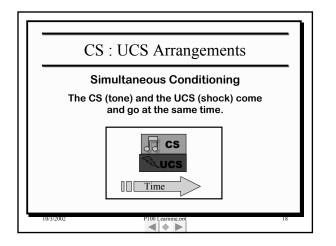




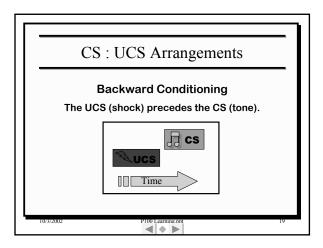




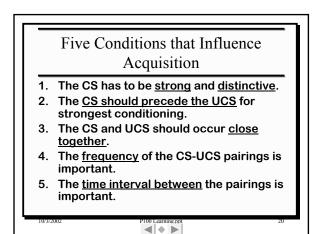


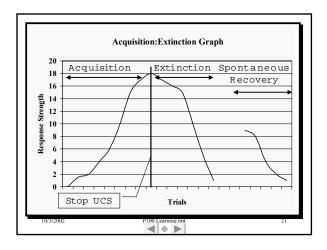




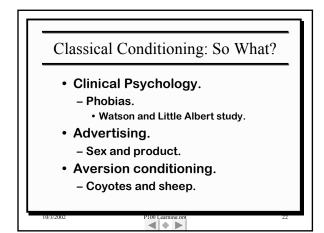


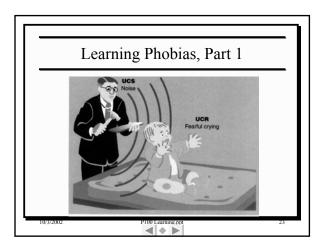


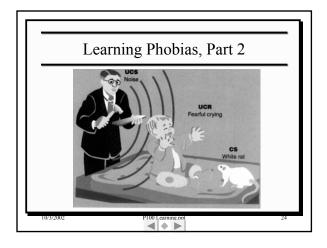




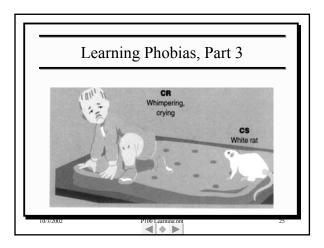




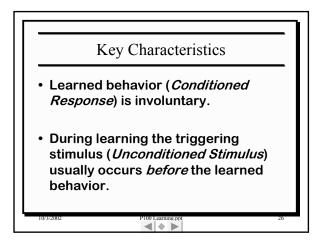


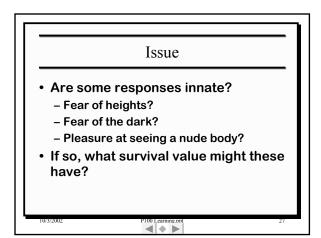


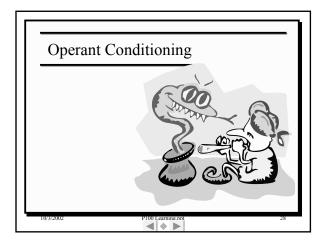




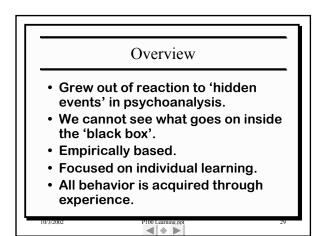


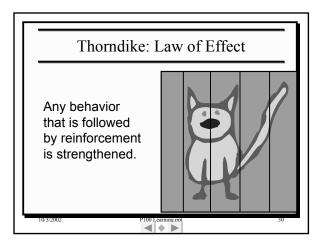


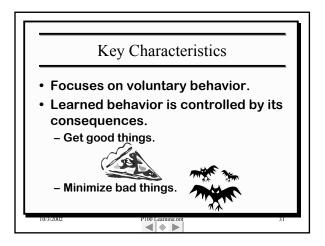




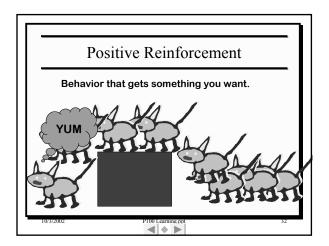


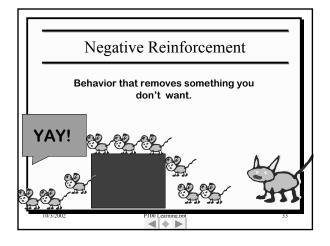




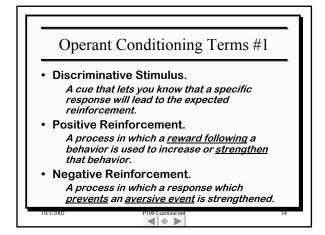


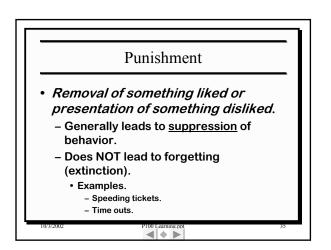


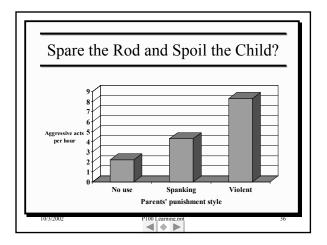




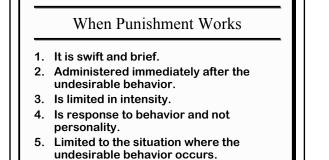






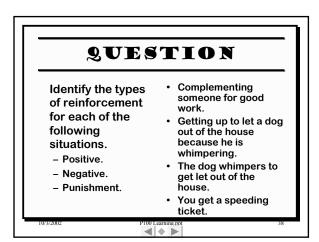


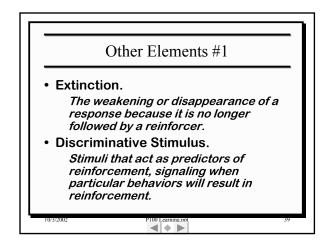


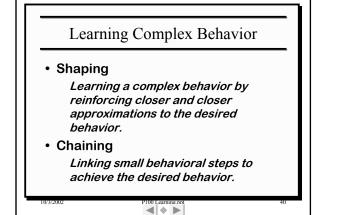


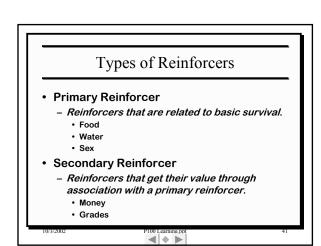
6. Consists of penalties, not pain.

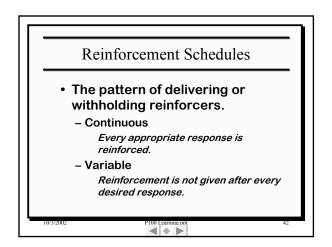
100 Learning.pp





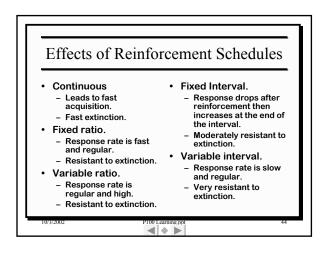






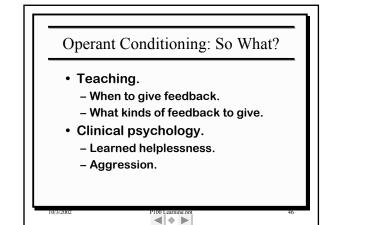
Types of Reinforcement Schedules			
	Fixed	Variable	
Ratio After number of responses	Reinforcer is given after a <u>fixed</u> <u>number of correct</u> <u>responses</u> .	Reinforcer is given after an <u>intermittent</u> <u>number of correct</u> <u>responses</u> .	
Interval After a period of time.	Reinforcer is made available after a <u>fixed</u> <u>time period</u> .	Reinforcer is made available after an <u>intermittent time</u> <u>period</u> .	

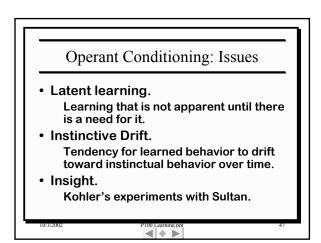


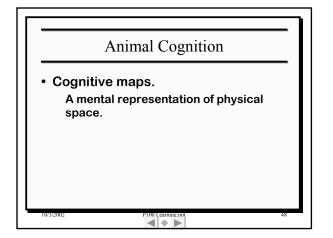


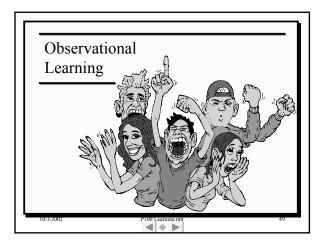




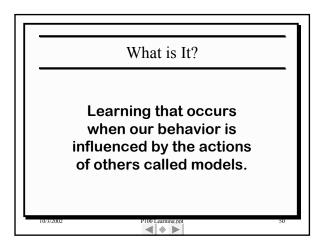


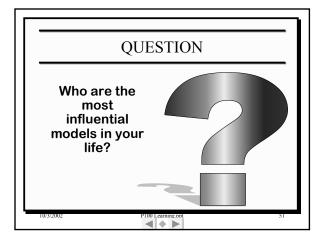




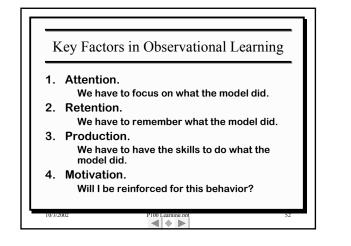


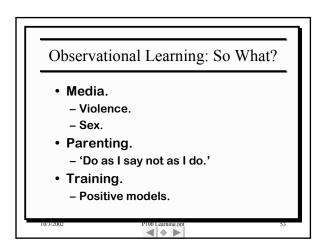












Type of	Learning Sum Procedure	Result	
Learning	riccoulie	Hoodat	
Classical Conditioning	Neutral stimulus is <i>paired</i> with an unconditioned stimulus.	Neutral stimulus becomes conditioned (learned) and elicits the conditioned response.	
Operant Conditioning	Behavior is <u>followed</u> by a consequence (pleasant or unpleasant).	The behavior increases or decreases in frequency.	
Observational Learning	An observer <u>watches</u> a model to learn a behavior.	The observer learns behaviors and imitates them.	
	An observer <u>watches</u> a model to learn a	behaviors and imitates	



