Reinforcements:

- **Partial Reinforcement effect:**
  - A response that is reinforced after some but not all correct responses will be more likely to end
  - Happens more likely in the real life
  - Interval schedule: when the timing of the prize is important
  - Ratio schedule: when the amount of things you need to get the prize is important
    - Also depends if those two things are fixed or variable (different for each case)
    - One seen most in life: fixed interval schedule reinforcement
      - Studying you hardest before the test, rat + pellet every 5 minutes, pay check
      - Speed does not matter + breaks are not included
      - Predictable
    - Fixed ratio schedule reinforcement
      - Predictable
      - There are little breaks, speed does matter
      - Number required is always the same
    - Variable ratio schedule
      - Very unpredictable
      - Have to continuously keep doing it
      - Number of times changes after a new trial

- **Continuous reinforcement effect**
  - A response that is reinforced after every correct response
    - Likely to end

- **Stimuli**
  - Discriminative stimuli
    - Stimulus that provides a person with a cue for making a certain response in order to get reinforcement

- **Behavior modification**
  - Using operant conditioning to bring about change
    - Specifically used in school children
      - Teachers can also use token economy
        - Using tokens as a reward for good behavior
      - Teachers + people also use time-out
    - Applied Behavior Analysis
      - Uses the shaping process to mold a desired behavior or response
        - Experiment done by Lovaas
          - Taught social skills + language to kids with autism by rewarding them with candy
          - Skills are broken down to their simplest form and taught