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Classical conditioning part 2

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Reinforcements:

- Partial Reinforcement effect:
 - o A response that is reinforced after some but not all correct responses will be more likely to end
 - o Happens more likely in the real life
 - o Interval schedule: when the timing of the prize is important
 - o 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
 - The 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
 - o A response that is reinforced after every correct response
 - § Likely to end
- Stimuli
 - o Discriminative stimuli
 - § Stimulus that provides a person with a cue for making a certain response in order to get reinforcement
- Behavior modification
 - o Using operant conditioning to bring about change
 - § Specifically used in school children
 - Teachers can also use token economy
 - o Using tokens as a reward for good behavior
 - Teachers + people also use time-out
 - o Applied Behavior Analysis
 - § Uses the shaping process to mold a desired behavior or response
 - Experiment done by Lovaas
 - o Taught social skills + language to kids with autism by rewarding them with candy
 - Skills are broken down to their simplest form and taught