

Lecture #5: May 15th 2017

PSY100 Operant Conditioning

<p>What's the difference between</p> <ul style="list-style-type: none">- <u>reinforcement</u> and <u>punishment</u>- <u>positive</u> and <u>negative</u> <p>Make examples for each kind of operant conditioning</p> <p>If we want someone to stop/keep _____, what should we do and why?</p> <p>Situation question: If someone crosses the street to avoid a dog, what should happen to their behaviour and why?</p>	<p><u>NOTES</u></p> <p><u>Positive Reinforcement</u> Positive = get something Reinforcement = increase the freq. of behav. Ex. Kid sings → singing is praised → kid sings more ^ + R, gets a good thing</p> <p><u>Negative Reinforcement</u> Negative = lose something Ex. Takes medicine → headache goes away → will take medicine to make headaches go away ^ - R, loses a bad thing</p> <p><u>Positive Punishment</u> Punishment = decrease the freq. of behave. Ex. Kid cheats → gets yelled at → is less likely to cheat ^ + P, gets a bad thing</p> <p><u>Negative Punishment</u> Ex. Kid cheats → loses game privileges → is less likely to cheat ^ -P, loses a good thing</p>
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SUMMARY

There are 4 ways to change the frequency of behaviour

- INCREASE with reinforcement (+ and -)
- DECREASE with punishment (+ and -)

+ = get something

- = lose something

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PSY100 - Operant Conditioning

What's the difference between reinforcement and punishment?

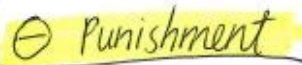
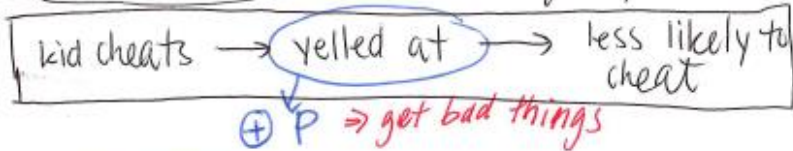
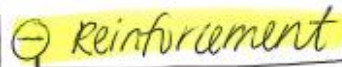
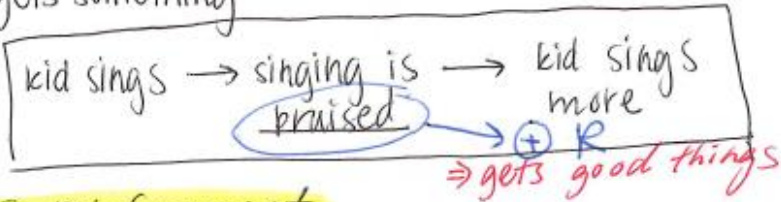
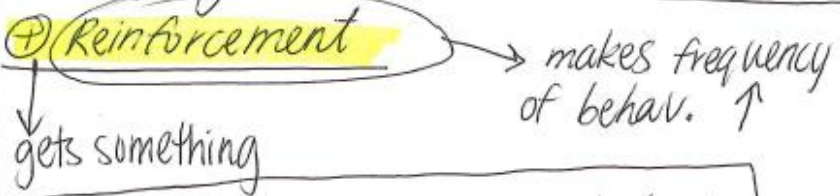
Positive and negative?

Make examples for each kind.

If we want someone to stop/keep _____, what should we do?

Situation Qs:

If someone crosses the street to avoid a dog, what should happen to their behavior and why?



SUMMARY

4 ways to change the frequency of behaviour

↑ using reinforcement (⊕ = get good things, ⊖ = lose bad things)
 ↓ using punishment (⊕ = get bad things, ⊖ = lose good things)