LEARNING

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Glossary

- **Habituation** - long-term, stimulus-specific waning of a response, or learning not respond to stimuli that tend to be without significance in the life of animal.

- **Sensitization** - an increase in the elicited behavior from repeated presentation of a stimulus.

- **Classical Conditioning** - a process of behavior modification in which an innate response to a potent biological stimulus becomes expressed in response to a previously neutral stimulus; this is achieved by repeated pairings of the neutral stimulus and the potent biological stimulus that elicits the desired response.

- **Unconditioned Stimulus (UCS)** - a stimulus that evokes and unconditioned response

- **Unconditioned Response (UR)** - A natural, usually unvarying response evoked by a stimulus in the absence of learning or conditioning.

- **Conditioned Stimulus (CS)** - A previously neutral stimulus that, after repeated association with an unconditioned stimulus, elicits the response effected by the unconditioned stimulus itself.

- **Conditioned Response (CR)** - A new or modified response elicited by a stimulus after conditioning.
Glossary

- **Operant Conditioning** - is a method of learning that occurs through rewards and punishments for behavior. It encourages the subject to associate desirable or undesirable outcomes with certain behaviors.

- **Chaining** - a teaching method where sub-skills are reinforced in a sequence to enable the learner to perform more complex behaviors.

- **Discrimination Learning** - the process by which animals or people learn to make different responses to different stimuli.

- **Conceptual Learning** - a strategy which requires a learner to compare and contrast groups or categories that contain concept-relevant features with groups or categories that do not contain concept-relevant features.

- **Imprinting** - (of a young animal) come to recognize (another animal, person, or thing) as a parent or other object of habitual trust.
Glossary

- **Shaping** - the form of an existing response is gradually changed across successive trials towards a desired target behavior by rewarding exact segments of behavior.

- **Autoshaping** - A method of conditioning in which the conditioned response has not been reinforced by reward or punishment, but is a modified instinctive response to certain stimuli.

- **Fixed Interval** - behavior reinforced after \( n \) amount of time.

- **Fixed Ratio** - behavior reinforced after \( n \) amount of responses.

- **Variable Interval** - reinforced on an average of \( n \) amount of time, but not always exactly \( n \) amount of time.

- **Variable Ratio** - reinforced on average every \( n \)th response, but not always on the \( n \)th response.

- **Positive reinforcement** - occurs when an event or stimulus is presented as a consequence of a behavior and the behavior increases.
Glossary

- **Negative reinforcement** - occurs when the rate of a behavior increases because an aversive event or stimulus is removed or prevented from happening.

- **Learned helplessness** - a behaviour in which an organism forced to endure aversive, painful or otherwise unpleasant stimuli, becomes unable or unwilling to avoid subsequent encounters with those stimuli, even if they are escapable.

- **Allocentric** - linked to a reference frame based on the external environment and independent of one's current location in it.

- **Egocentric** - thinking only of oneself, without regard for the feelings or desires of others; self-centered.

- **Taste Aversion** - the process by which an animal learns to avoid a food not because it tastes bad, but because it is associated with illness, particularly gastrointestinal malaise.

- **Imitation** - a form of learning where animals learn by observing others.