

Lecture #5: May 15th 2017

PSY100 Operant Conditioning

Positive Reinforcement

Positive = get something

Reinforcement = increase the freq. of behav.

Ex. Kid sings → singing is praised → kid sings more

^ + R, gets a good thing

Negative Reinforcement

Negative = lose something

Ex. Takes medicine → headache goes away → will take medicine to make headaches go away

^ - R, loses a bad thing

Positive Punishment

Punishment = decrease the freq. of behav.

Ex. Kid cheats → gets yelled at → is less likely to cheat

^ + P, gets a bad thing

Negative Punishment

Ex. Kid cheats → loses game privileges → is less likely to cheat

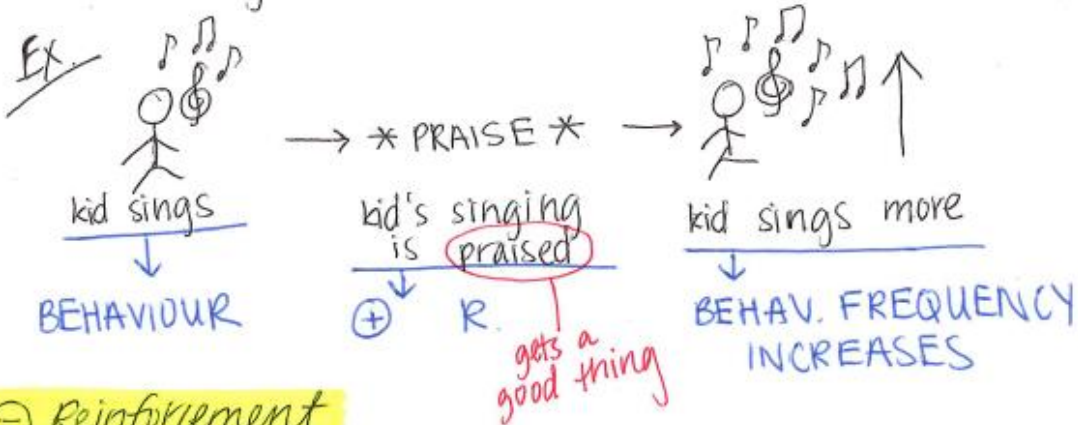
^ -P, loses a good thing

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PSY100 - Operant Conditioning

⊕ Reinforcement

gets something → makes frequency of behav. ↑



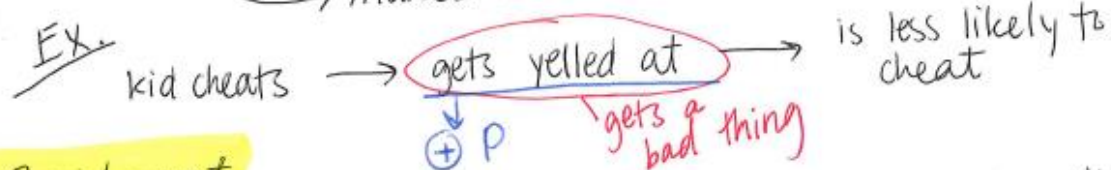
⊖ Reinforcement

loses something



⊕ Punishment

→ makes f. of behav. ↓



⊖ Punishment

