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Unit 6: Essay Questions

1. Reflexes are usually involved with motor or neuro reactions to a specific stimulus in the environment for example when someone goes to the doctor they will test your reflexes by using an object to hit against your knee, the reflex from that would be your leg automatically kicking yet you have no control of it doing that. Whereas instincts are more innate behaviors and are usually triggered by a broad range of events, like the change in seasons, your instinct is to get out clothing that goes according to the weather of the season. Instincts have a more complex pattern of behavior and include movement of the entire body.
2. There are four reinforcement schedules, which are fixed interval schedules where it gives a reward after a set time has passed. Next, is the variable interval where the reward is not given until a variable of time has passed. Third, is a fixed ratio interval, where consistent action will occur until a reward is given. Lastly, a variable ratio schedule is when help is sent after a certain amount of responses has occurred.
3. The different steps for the modeling process are first to pay attention to what is being taught, this is attention. Next, is to remember what you were taught or observed, this would be retention. The third is to put action to what you observed or to perform and commit it to memory, this is reproduction. Lastly, to be motivated, you'll want to copy

the behavior and test if you are motivated while doing it, depending on how you feel will determine what happened to the model.

4. The four ways to modify behavior are positive reinforcement where something is added to increase the behavior, negative reinforcement where something is taken away to increase the behavior, positive punishment where something is added to decrease the behavior, and negative punishment where something is taken away to decrease the behavior.
5. Two responses and stimuli of classical conditioning are before conditioning where an unconditioned stimulus makes an unconditioned response and a neutral stimulus. The second is during conditioning where the unconditioned stimulus is shown repeatedly right after the presentation of the neutral stimulus.
6. Mateo can use the sound of the dog leash to condition the dog to go to its bowl for food. This would be considered higher operant conditioning, in which you use a conditioned stimulus to condition another stimulus, making it more like a chain stimulus.
7. Using vicarious reinforcement to teach Adele to share her bunny would be the parent modeling with the bunny and sharing it with another child, Adele will more than likely imitate that behavior by seeing it rewarded. Using vicarious punishment the parent can model a child being punished for not sharing the bunny with another child, this will influence Adele to not imitate that behavior.
8. Video games can be prosocial in that it helps relieve tension from a busy work day, it helps the person gain confidence in being social in multiplayer games. They may find it easier to get along with others over a bond of video games. They can be anti-social in that if one plays a lot of violent games and they are easily influenced then they will more than likely imitate that behavior in the real world. Said person may also become isolated and

prefer to be anti-social which will give them a hard time when they need to be social but can't seem to grasp how to do that.

25. Based on the different types of conditioning there are different ways to repair that stimulus to another stimulus. Using classical conditioning to get over fears and phobias would mean to take the main stimulus and pair it with a different conditioning. Some limitations of studying behaviorism is that it ignores motivation, though, and cognition. It also bases its information from animals, ignores social dimensions, and treats the person as passive. Watson's experiment was considered controversial because of some of the objects they used and how he uses it to stimulate the cognition or stimulus generalization.

29. Animals are able to learn new skills based on how they are punished, instead of rewarding the animal for figuring out the test they would instead punish them for not grasping it within a timeframe. It seems that cats had a natural instinct to being clever whereas humans have to be trained over a period of time to grasp something as simple as a puzzle.