

Joannie Jeanlouis  
PSY 101  
March 13, 2022

## SHORT ANSWER QUESTIONS:

### CHAPTER 6:

- 1) Instincts can be identified differently from reflexes because instincts are triggered by events or a change of seasons. Instincts are influenced by sexual activity, higher brain centers, movement, and new development. As opposed to reflexes which is more of a neural reaction to a specific stimulus in the environment. Reflexes are not impulsive involuntary behavior rather than instincts strictly being conscious and a behavioral trait.
- 4) The four means of modifying behavior discussed in operant conditioning is positive, negative, reinforcement, and punishment. Positive in operant conditioning doesn't necessarily mean good, it simply means that you are adding something. Negative means you are taking something away. Reinforcement means that you are increasing in behavior in which could be both positive and negative allowing that to be positive reinforcement and negative reinforcement. These reinforcers increase or decrease the likelihood of a behavior whether it be demonstrated on a human or animal. In addition, punishment means you are decreasing a behavior. In positive punishment, an undesirable stimulus is added to decrease behavior as opposed to negative punishment, you remove a stimulus to decrease behavior.
- 7) To teach Adele how to share her stuffed bunny, you can use both vicarious reinforcement and vicarious punishment. In order to successfully teach Adele, she must model attention, retention, reproduction, and motivation. If it is playtime at Adele's school first, Adele must focus on the other kids sharing their toys amongst each other. Then, she must observe and obtain what she sees as a memory. Next, Adele must perform the same behavior she observed and apply it. Lastly, Adele needs to be motivated enough to share her bunny based on what the other students gained as the end result, which would be additional playtime or a gift for sharing. This will show Adele that there is positive reinforcements throughout the classroom and within her teacher and peers. If Adele follows the steps of attention, retention, reproduction, and notices that there is a negative reinforcement at the end of everything she observed such as, time out or getting her stuffed bunny taking away by not sharing amongst her peers, Adele is less likely to repeat that behavior.
- 8) A video game can have prosocial and antisocial effects mainly in children. Violent video games that engage with bombs, shooting guns, robbery, beatings, and other aggressive behavior teach people, especially children how to act that way in real life situations. A real world example would be school shootings. There is a high percentage that the school shooter could potentially be a former or current student that attended that school. The shooter visited that location due to the trauma that he or she experienced such as bullying, feeling alone, and any forms of mistreatment. This would be considered an antisocial effect. A prosocial effect video games can have on someone is by implementing socially accepting and encouraging behavior. Some games show real world experiences such as makeovers and food corporation jobs. They teach time limits, money management, and

engage in healthy conversations to receive pints and earning in order to get to the next round. This is an example of prosocial effects in video games and in the real world because it demonstrates the proper way to act and shows true qualities like kindness, courtesy, and honesty.

- 15) Someone who is familiar with classical conditioning can explain Kim waking up 7am everyday without an issue because Kim had a routine for 5 years. Classical conditioning is a process by which we learn to associate stimuli, and consequently, to anticipate events. Kim's sleeping pattern is classical conditioning because he always woke up at 7am, even though he stopped waking up at 7am for a few weeks, his body was conditioned to waking up at 7am due to conditioned stimulus, which is a stimulus that elicits a response after repeatedly being paired with an unconditioned stimulus.

## CHAPTER 7:

- 31) Cognitive psychology is the field of psychology dedicated to examining how people think and the attempts to explain the thought process of how and why an individual interacts with others based on emotions, creativity, human thinking, language, and problem solving. Different people are stronger than others in these various aspects. Some may be emotionally intelligent and others may not be which can affect their work environment and successes, or another individual can be stronger than most at problem solving and is able to successfully retain a situation. Cognitive psychology also can be determined based on the environment in which an individual has adapted to.
- 33) The three different methods to problem solving strategies are trial and error, algorithm, and heuristic. Trial and error is when you continue trying different solutions until the problem is solved. An example of trial and error is when you want to ace a high score on an exam to successfully enroll in a program but you continuously miss the passing grade until you finally pass. Algorithm is a step by step solving formula. One example of algorithm is the scientific method. The steps to the scientific method is to make an observation, ask a question, form a hypothesis, conduct an experiment, collect and analyze data, and conclude the result. When experimenting, the scientific method is the perfect step by step formula to finalize an experiment, Lastly, the heuristic is a general problem-solving framework. Heuristic is another type of problem-solving strategy which the decision is made based on limited time and other factors.
- 35) An IQ stands for intelligence quotient and is measured by intelligence based on a test score. Any IQ score that falls within one standard deviation above and below the mean is considered average, and 68% of the population has IQ scores in this range. An IQ score of 130 or above is considered a superior level.
- 37) A prototype is the best representation of a concept. An example of a prototype is a service dog. Service dogs are pet care givers to a human being of either a disability or simply a job. In contrast to other dogs, you should not touch the service dog if you are not the owner because its job is to serve and protect. If you do so, the dog will attack you. This means that the concepts we make are functions of our direct experience with the world and those that are artificial in nature. This example of prototype is an example of civil obedience.

38) Natural concepts are created naturally through one's experience and can be developed from either direct or indirect experiences. I was born in a beautiful island known as St. Maarten, where it's tropical, and it never gets cold or snows. A real world example of natural concepts is the indirect experience of snow, cold, and hailing weather. Prior to moving to the states, I never knew that setting because I lived in the Caribbean. Now that I live in New York, this is a direct experience for me because I have experienced all four seasons. I have touched, smelled, tasted, and physically seen snow. Another indirect experience for me now that I live in New York is tornadoes. Although, I have heard about and saw tornadoes from watching films or news featuring it, the setting of me living in New York has not allowed me to experience it as opposed to other locations around the globe.