

Learning

It is a high mental process, as a change in a problem Solving behavior , which arise when a problem present repeatedly or maintain long enough for reaching the solution .

Thorndike

First experiment on the cats. Put it in boxes and food outside box . On a no. of occasion ,the cat can go out by (Trial a error)so the cat can learn behavior measure by length of time to go out boxes .

- Another experiment use rats.
- So after many trial , there is shorter of time to go out .
- The curve is not smooth indicate trial and error and the , area of (plateau)drop more –indicate fatigue of animal

Law of effect

Thorndike

Use 2 groups of rats, first –experimental rats ,second –control group. Rats put on a maze . At the end of exp.rats put food while not at the end of control group . Number of error is less by exp. group and learning more than of control group.

Tolman found if control group is rewarded and if put a food at end of the maze ,there is immediate drops in no. of error as that of exp- group- .This called Law of Effect.

Pavlov classical condition

stimulus –response .

Unconditional stimulus (food)---- unconditioning response(
salivation

Light(conditioning stimuli)+food (unconditioning stimuli)----
unconditioning response (salivation)

Light(conditioning stimuli)-----salivation

Cs → C R .

Operant conditioning by skinner

in which there is response –reinforcement

Reinforcement

It is a process , of increasing the frequency of behavior by
presenting or removing reinforcers

Positive type : behavior occur by added reinforcers as in
reward.

Negative type: behavior occur by removal of reinforcers as rat
runaway of electricity

Clinical use

1-Classical conditioning

- Nocturnal enuresis
- Reciprocal inhibition for treatment of phobia ,anxiety
- Aversive therapy for treatment of Alcoholism

1. Operant conditioning

- Successive approximation –it mean shaping of pattern of behavior, by reinforcing the behavior which approximate a desired pattern
 - Satiation :
 - Massed practice – for treatment of tic – by encourage twitch or blinking the eyes for long time
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