

- Operant conditioning: Behaviour being affected by its consequences, a form of learning. Good consequences strengthen the behaviour and vice-versa.
 - Thorndike's Law of Effect: consequences of behaviour determine if it is likely to be repeated.
 - Analogous to natural selection, behaviours that promote survival become part of organism's repertoire.
 - Skinner: laboratory study of this law, developed the Operant Chamber (apparatus which animal's behaviour can be manipulated and observed).
 - Environmental effects on animal's response rate (measured by a cumulative recorder).
 - Three-Term-Contingency:
 - Discriminative stimulus: sets stage for responding. Behaviour has produced certain consequences only in its presence.
 - Response: an operant behaviour that occurs in relation to discriminative stimulus.
 - Following event: consequence of operant behaviour. Reliant on behaviour ("feedback stimulus").
 - Positive Reinforcement and Negative Reinforcement increase response rate:
 - Positive Reinforcement: appetitive stimulus (the "positive reinforcer") follows a response.
 - Negative Reinforcement: response is followed by the termination of an aversive stimulus (the negative reinforcer).
 - Punishment and Response Cost decrease response rate:
 - Punishment: response followed by aversive stimulus (the "punisher"). Immediacy of punishment is crucial so the organism can discriminate precisely which behaviour induced the punishment. Has negative side-effects such as unrestrained use of physical force, retaliation against punishing agent, organism only learns what not to do.
 - Response Cost: response followed by the termination of an appetitive stimulus ("time out from positive reinforcement", or "omission"), a form of punishment.
 - Extinction: when a response is practiced, but no longer followed by a reinforcer, the response rate will decrease ("extinguish"). Not the same as forgetting, it only occurs when it is practiced and the reinforcement no longer occurs.
 - Shaping: reinforcement of behaviour that successively approximates a desired response, continues until response is fully acquired. Acquiring skills through trial and error first involves the recognition of the target behaviour.
 - Intermittent Reinforcement: not every response is reinforced and this increases resistance to extinction (because the animal is used to not always being reinforced, continuous reinforced behaviours easily extinguish).
 - Probability-based patterns: more responses, more reinforcements (Eg: archer hitting target bull's eye).
 - Ratio-based patterns:
 - Fixed-ratio schedule: reinforced every x times, "fixed-ratio x schedule".
 - Variable-ratio schedule: on average, reinforced every x times, "variable-ratio x schedule".
 - Interval-patterns called "interval schedule of reinforcement" (response reinforced only during certain time spans).
 - Variable-internal schedule (Eg: casting a fish lure to catch a fish, one does not know when fish will be present or not), causes a slow, steady response rate.
 - Fixed-interval schedule: animal learns to not respond twice in a row.
 - Generalization (in operant conditioning): similar discriminative stimuli also serve as the discriminative stimulus for a particular response.
 - Discrimination (in operant conditioning): distinguishing between similar and the precise discriminative stimulus for a particular response.