

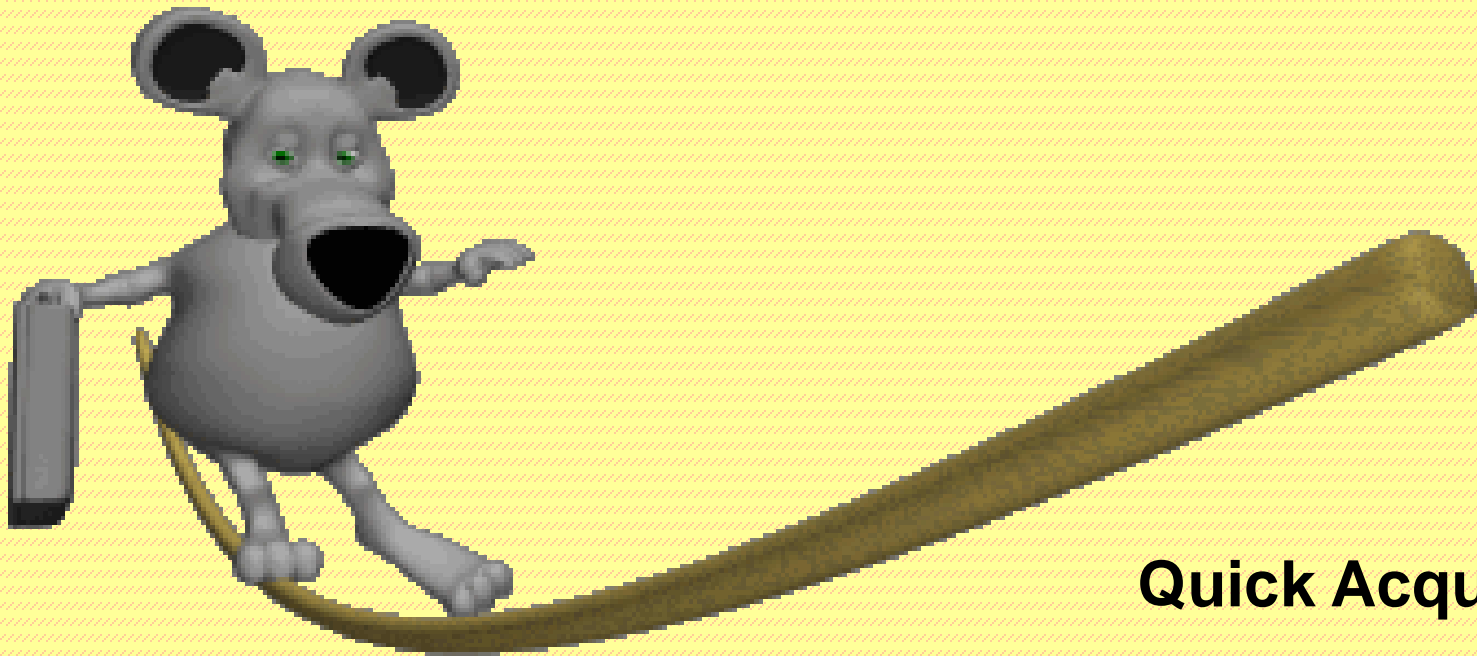
Journal

- Describe an operant conditioning experiment in full detail.

Reinforcement Schedules

CONTINUOUS REINFORCEMENT

- Reinforcing the desired response every time it occurs.



Quick Acquisition

Quick Extinction

Partial Reinforcement

- Reinforcing a response only part of the time.
- Greater resistance to extinction.
- Slower acquisition



Fixed-ratio Schedules



- A schedule that reinforces a response only after a **specified** number of **responses**.



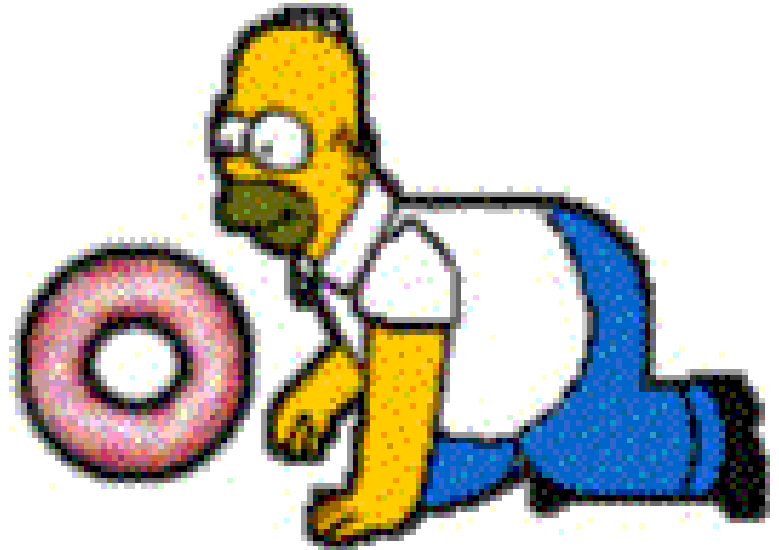
Example: I give cookie monster a cookie every FIVE times he sings “C is for cookie”.

- foul out after 5 fouls, typist paid per page

Variable-ratio Schedule



- A schedule of reinforcement that reinforces a response after an **unpredictable number of responses.**



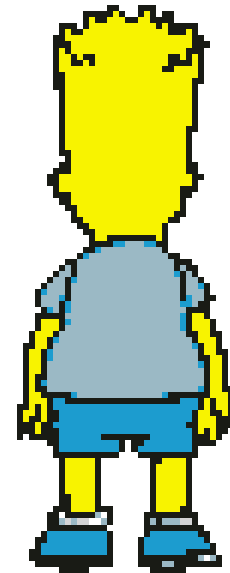
Example: I give Homer a donut at random times when he says “DOH!!!”

- slot machines, door-to-door sales

Fixed-interval Schedule



- A schedule of reinforcement that reinforces a response only after a specified **time** has elapsed.



Example: I give Bart a Butterfinger every ten minutes after he moons someone.

- paychecks, test every two weeks

Variable-interval Schedule

- A schedule of reinforcement that reinforces a response at **unpredictable time intervals**.



Pop Quizzes, Redialing after a busy signal

