

# Cognition

## Psyc 135 sec 1

Instructor: Dr. Steven Macramalla

Pre-requisites: Psyc 1

Tu-Th 10:30 – 11:45 pm DMH 355

Office Hours: DMH 230, TuTh 12:00-1:30

Email in advance, please [steven.macramalla@sjsu.edu](mailto:steven.macramalla@sjsu.edu)

Class Website: <http://www.sjsu.edu/people/steven.macramalla/>

PSYC 155

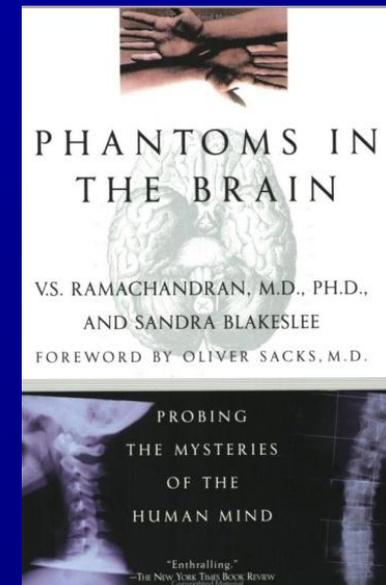
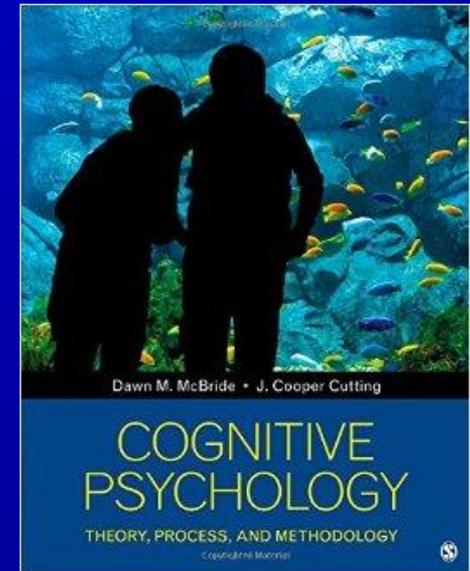
Enrollment To Drop: Mon Feb

Last Add: Mon Feb.

EXAM Thursday 1715-

# Texts

- McBride & Cutting, *Cognitive Psychology*
- 
- V.S. Ramachandran, *Phantoms in the Brain*



# Course Structure

- Attendance is your responsibility, but highly recommended
- 3 Tests @ 50pts each .....150 pts
  - 50 x-choice questions
- Class Presentation.....20 pts
- Paper .....100 pts
- TOTAL.....270 pts

# Group Project

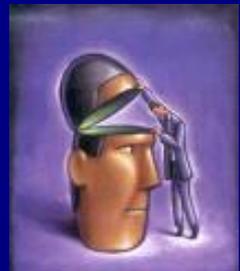
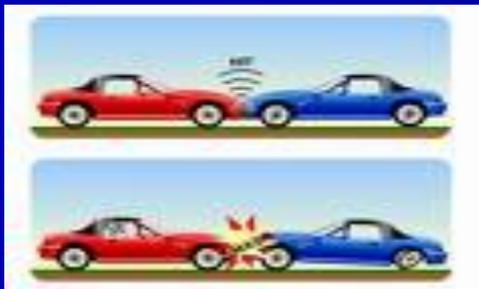
- Working in teams of 4-5 (request my consent for larger group size)
- Each member will write a minimum 1500 word section or ‘chapter’
- All Papers due the same day Tuesday April 26th
- Each member will do a presentation (5-10 min) on their paper section.
- This week? Next Week? Groups will self-select, select topics. In-class workshops on project

# What Is Cognitive Psychology?

- **Cognition Definition:** *Co* (together) + *gnoscerere* (to know) = *coming to know*.
- **Cognitive Psychology is the science of how the brain processes information and generates your illusion of reality.**

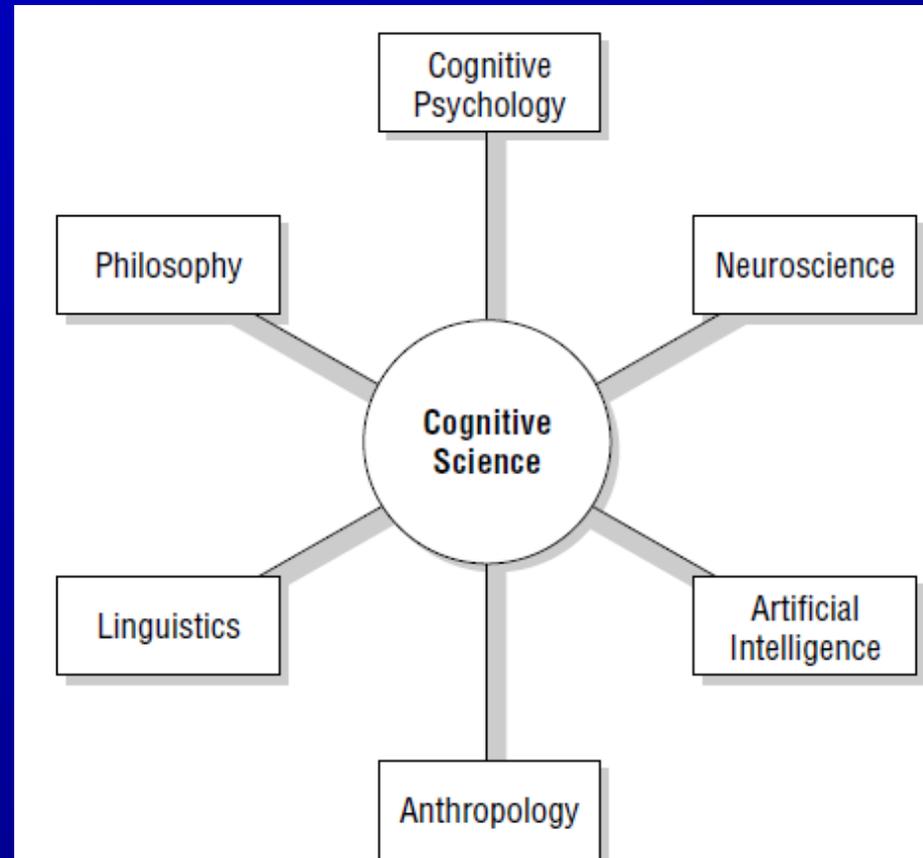
# Applications of Cognitive Psychology

- Know Thyself (*I think therefore I am*)
- Clinical / Neurology (*I think therefore I'm wired*)
- Human Factors (*I think therefore iPhone*)
- Education (*I learn therefore higher ed*)
- Commerce (*I shop therefore I debt*)



# What Is Cognitive Psychology?

- What do we study?
  - Perception, attention, emotions/affect, memory, language, learning, reasoning & decision making, problem solving , creativity
  - Flow of information from input (stimulus) to output (response)
  - Under the microscope:
    - Illusions & Errors
    - Inconstancies & Constancies





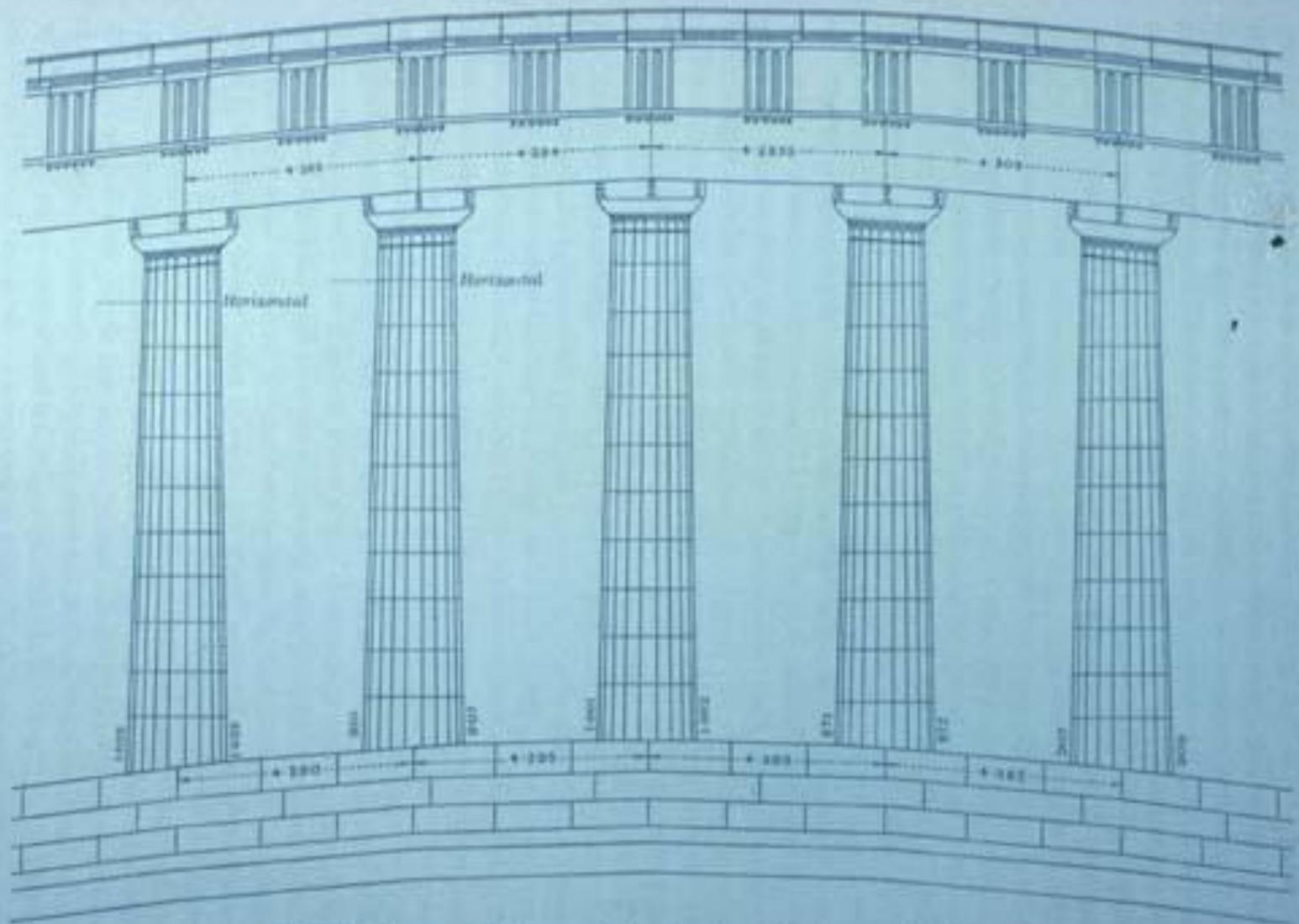
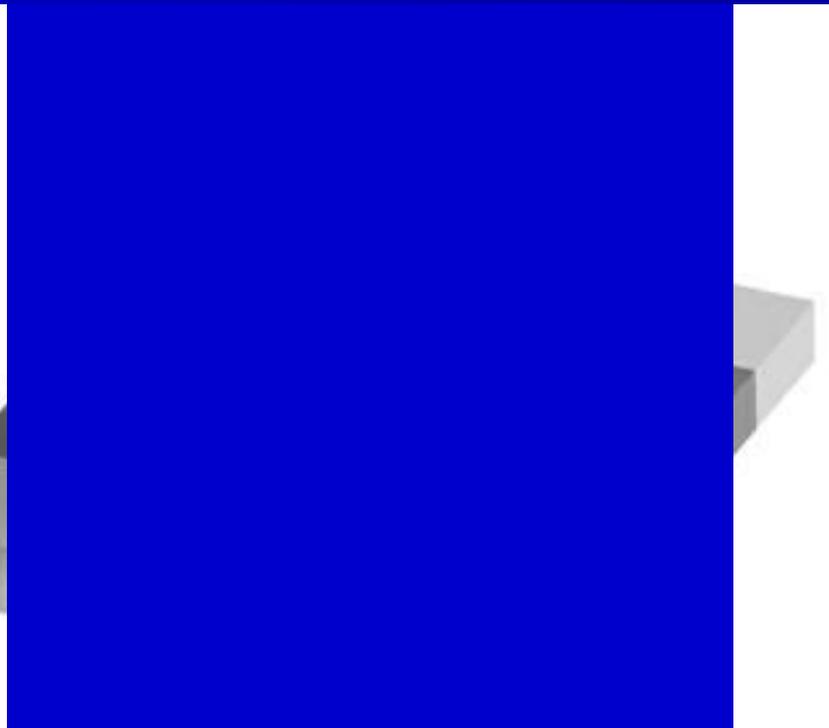
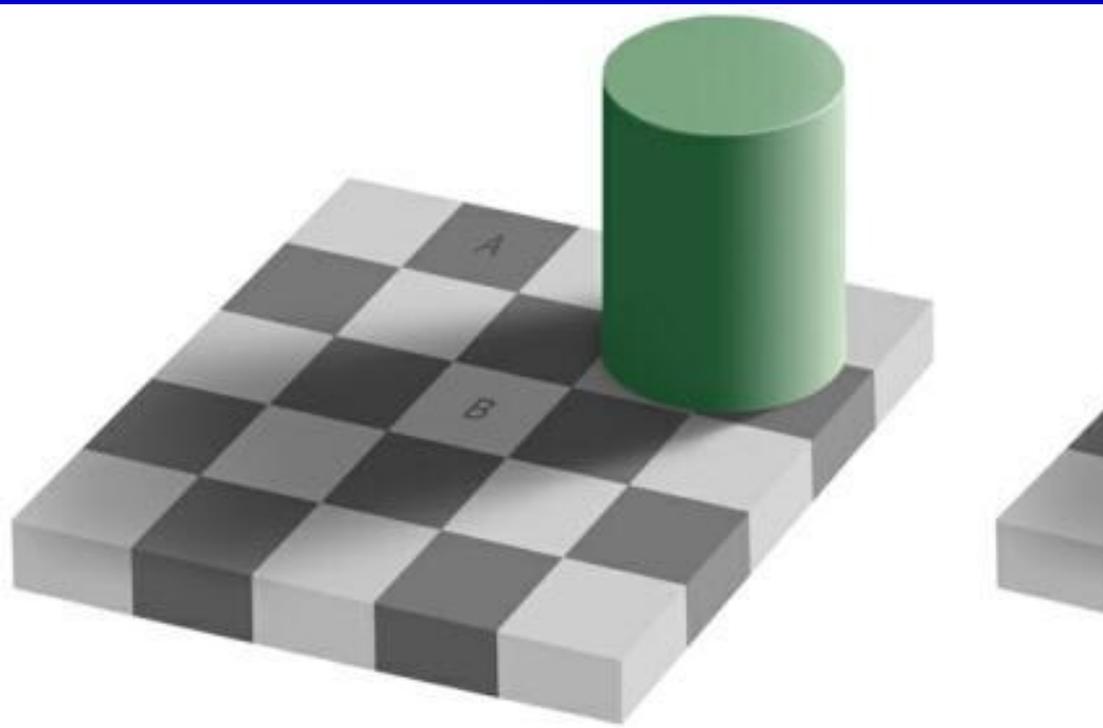
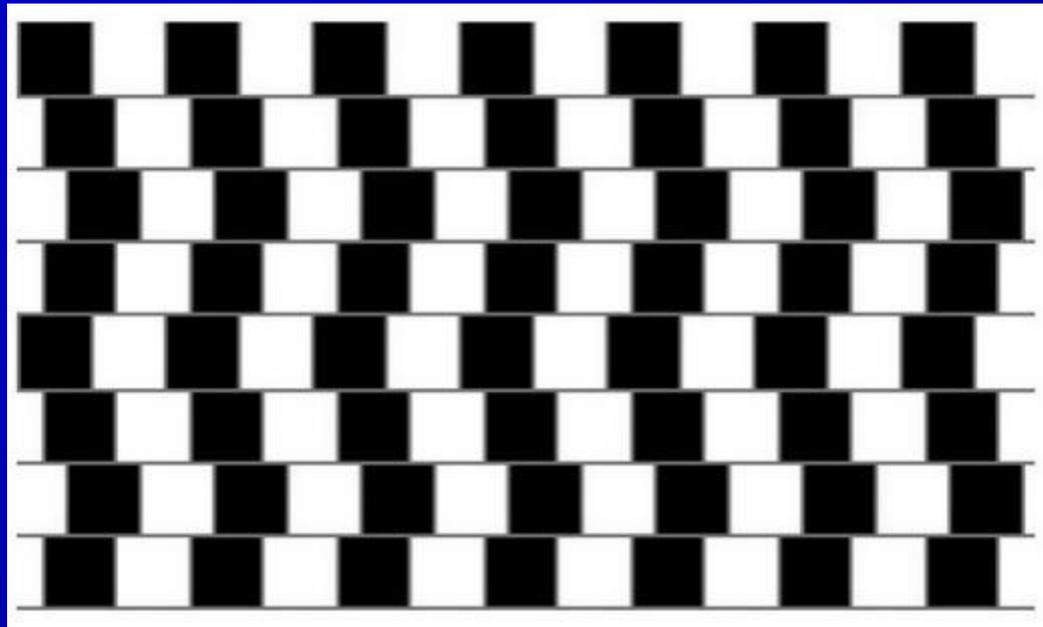
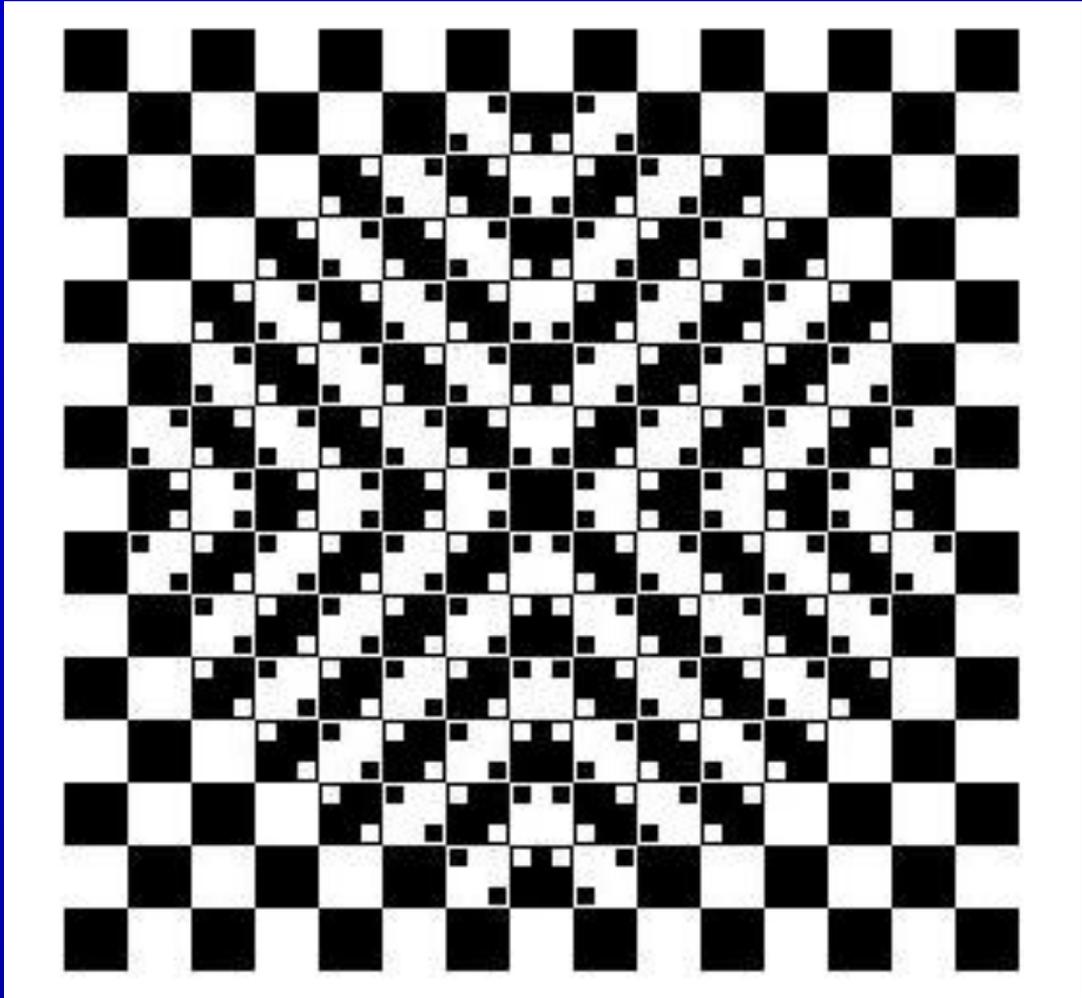


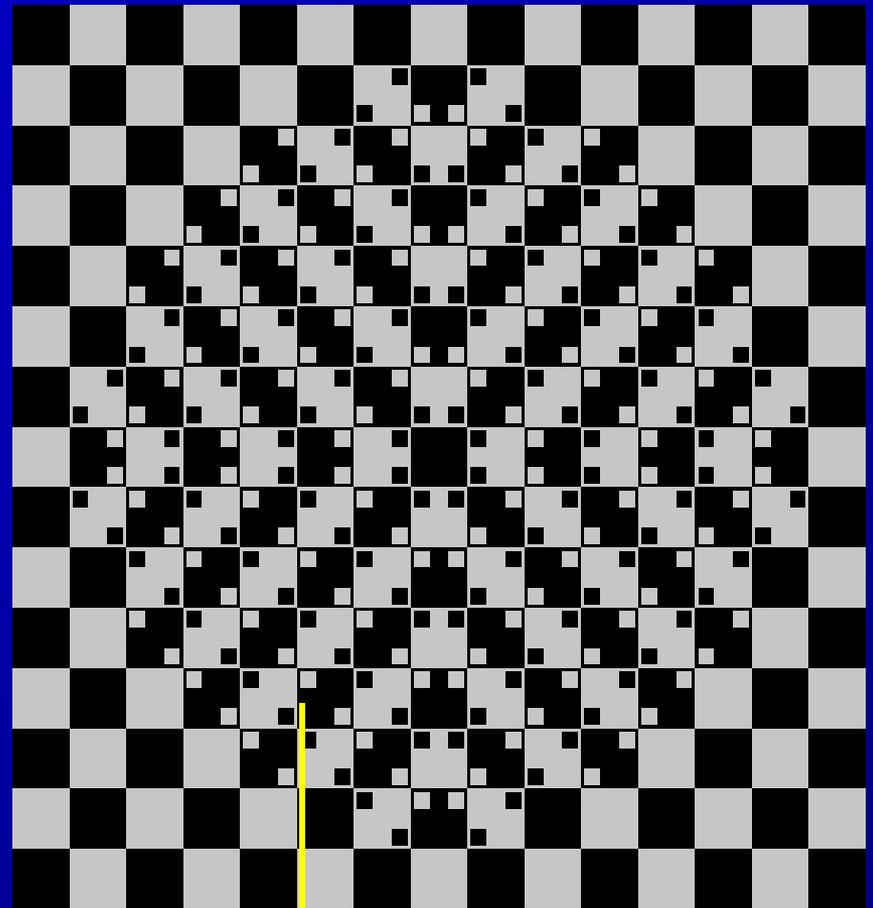
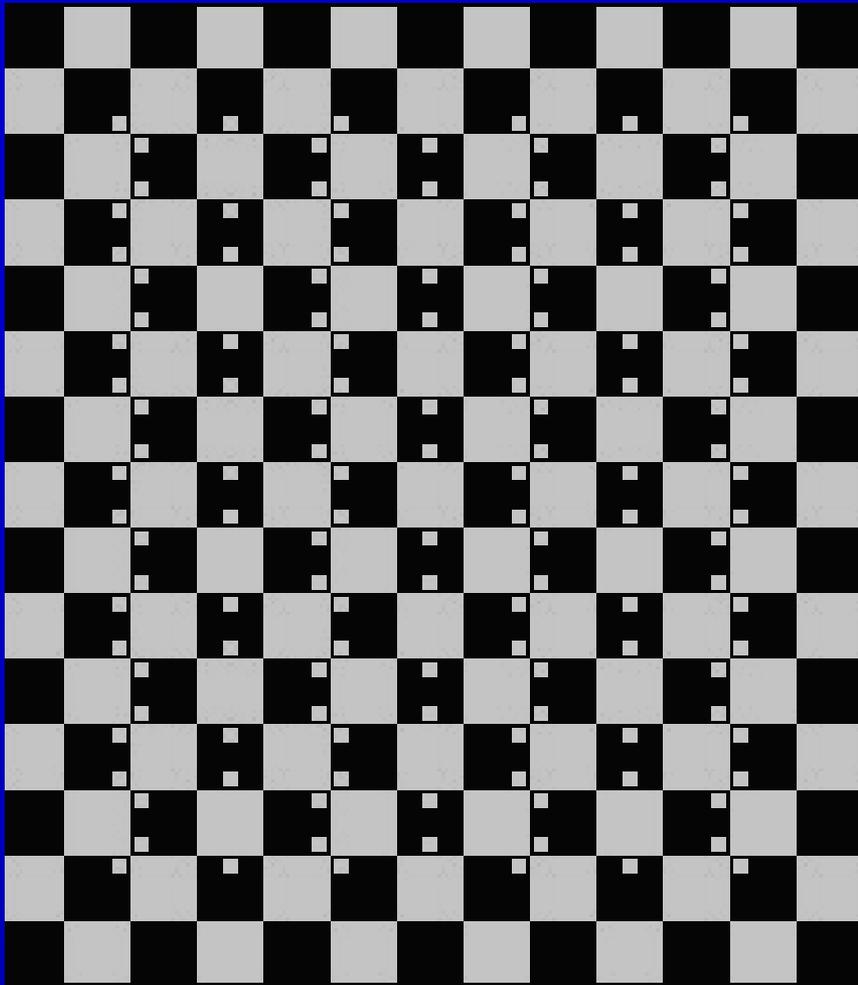
Figure 98. Exaggerated diagram of distortions in north colonnade of Parthenon.

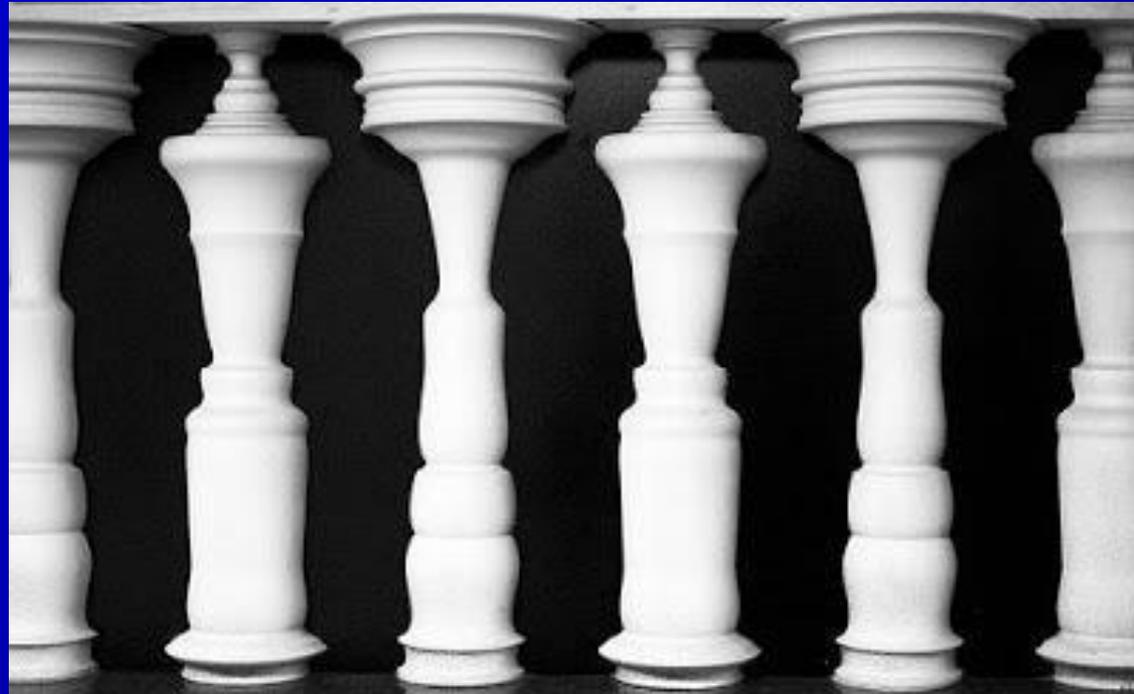


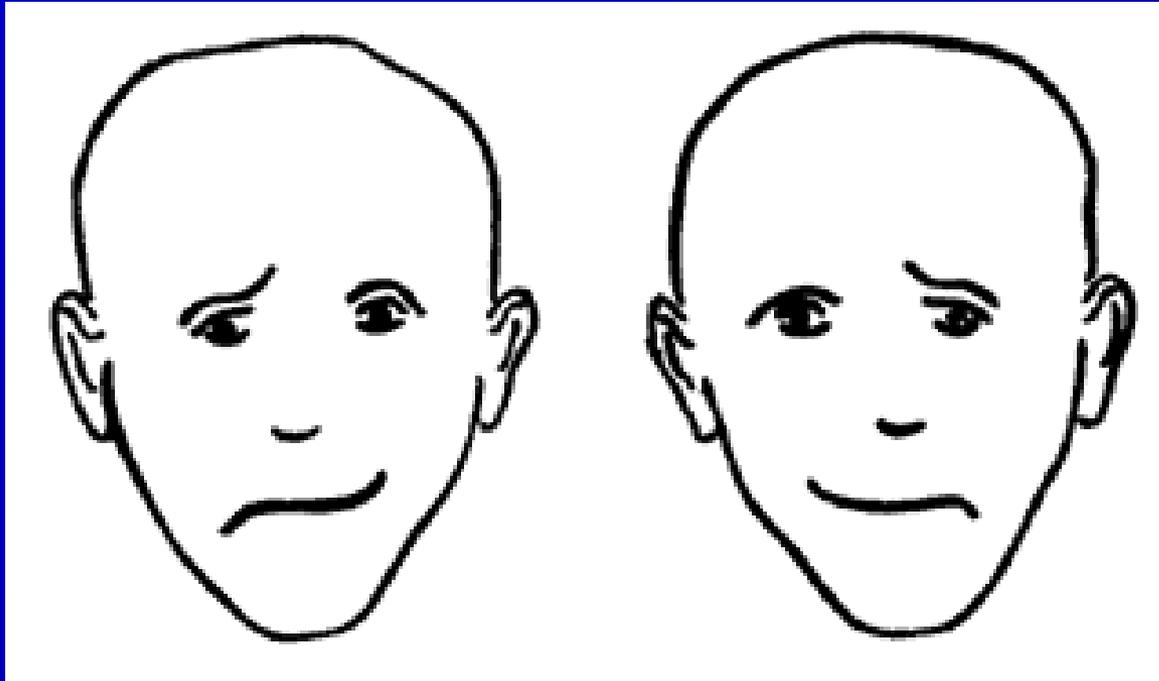












# "Age, It's All In Your Head"



younger perspective



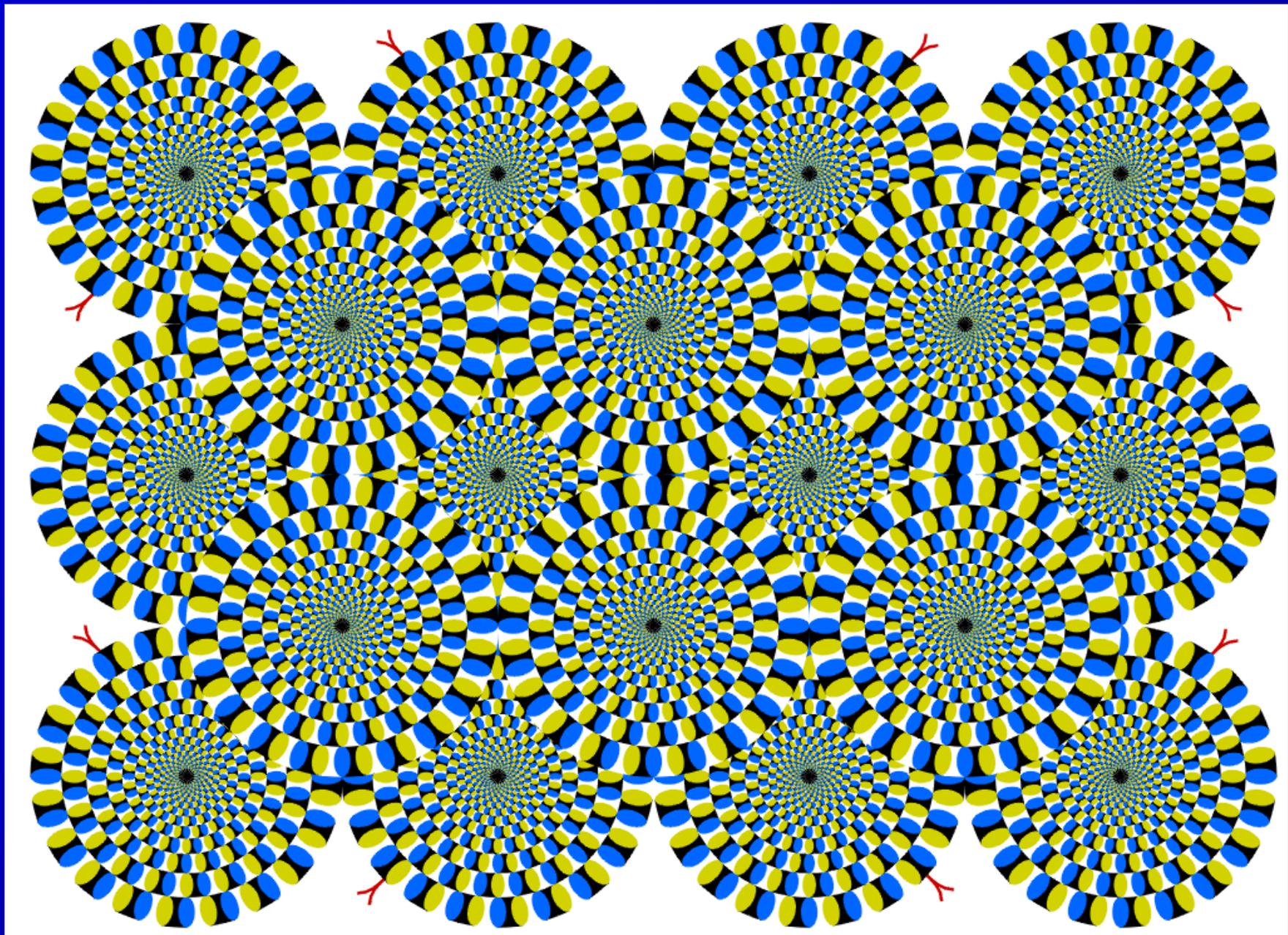
original photo

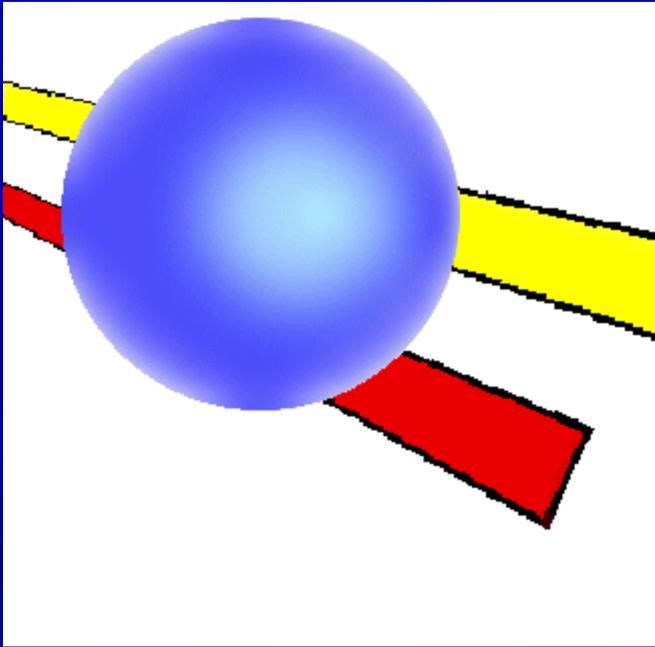
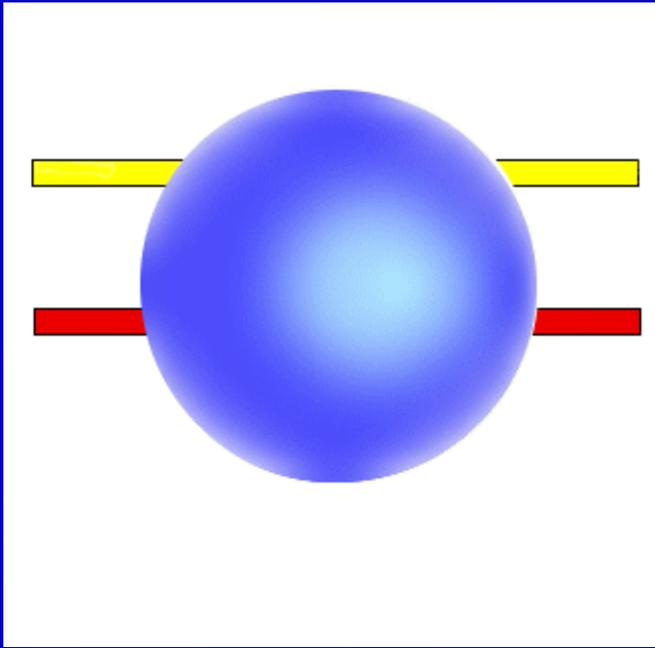


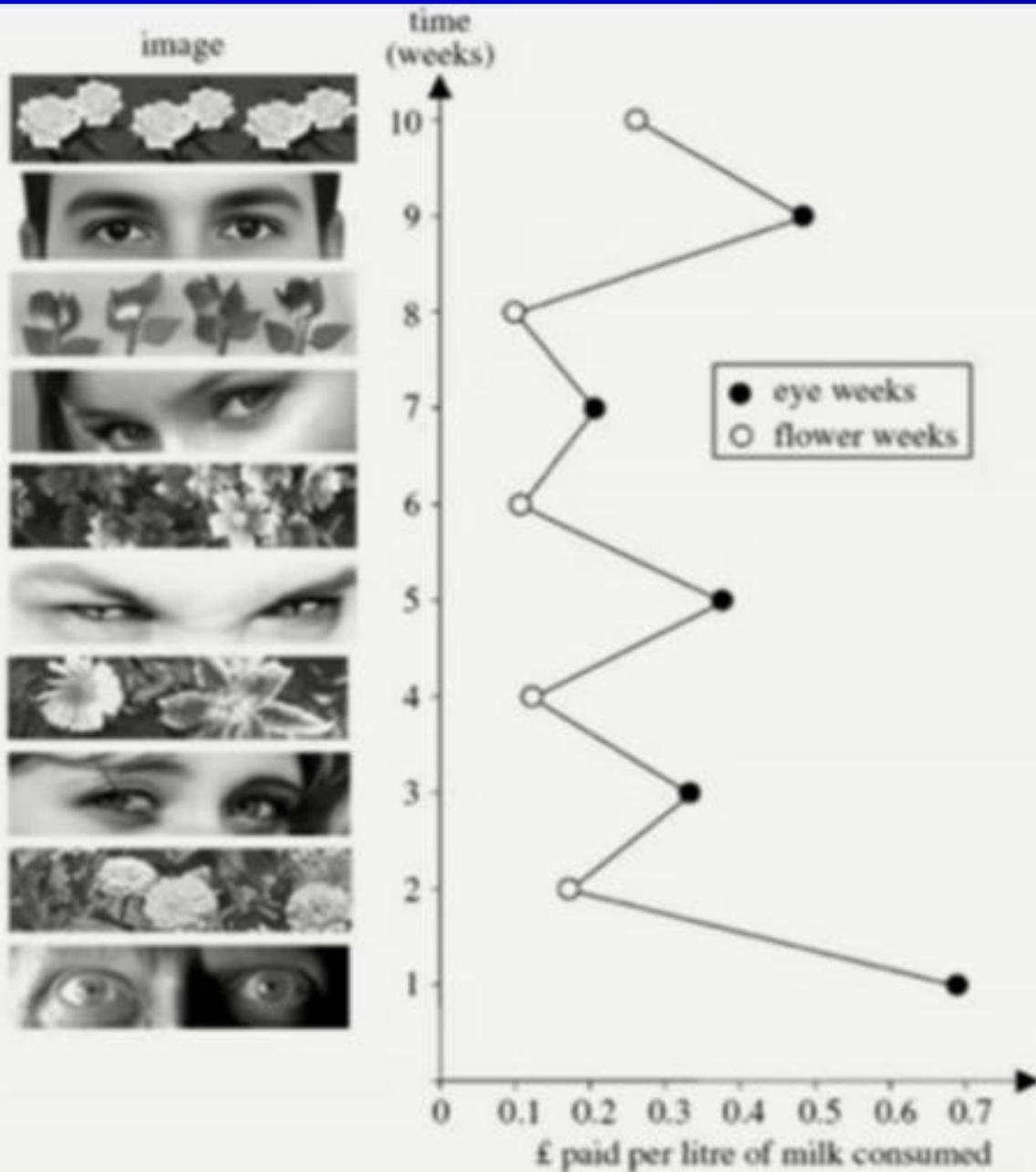
older perspective

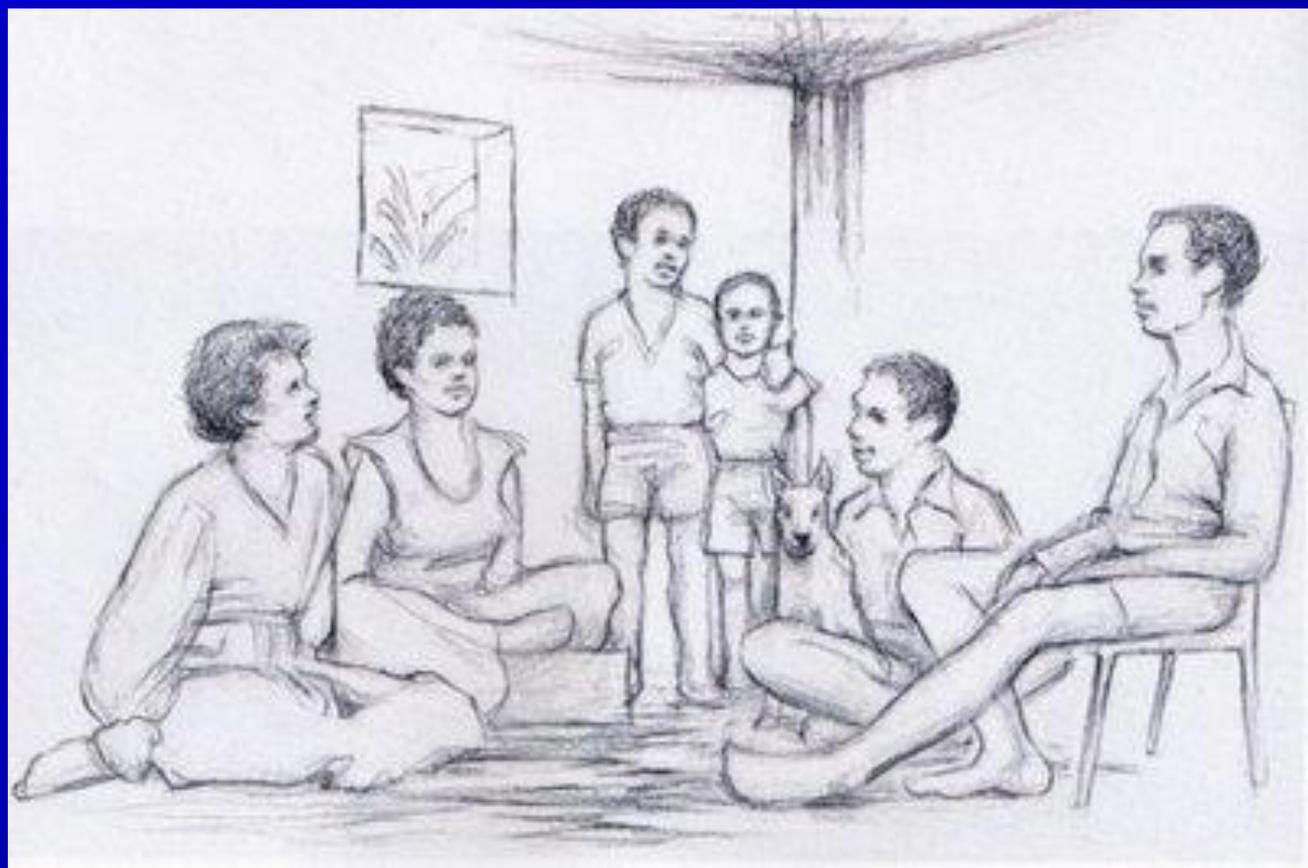
by Victoria Skye

photo of Wayne Conley









# What Is Cognitive Psychology?

- *We reverse engineer* – we take apart (the brain) to learn how it works.
- Each age uses latest technology to describe how mind works
- Today: Computer Metaphor

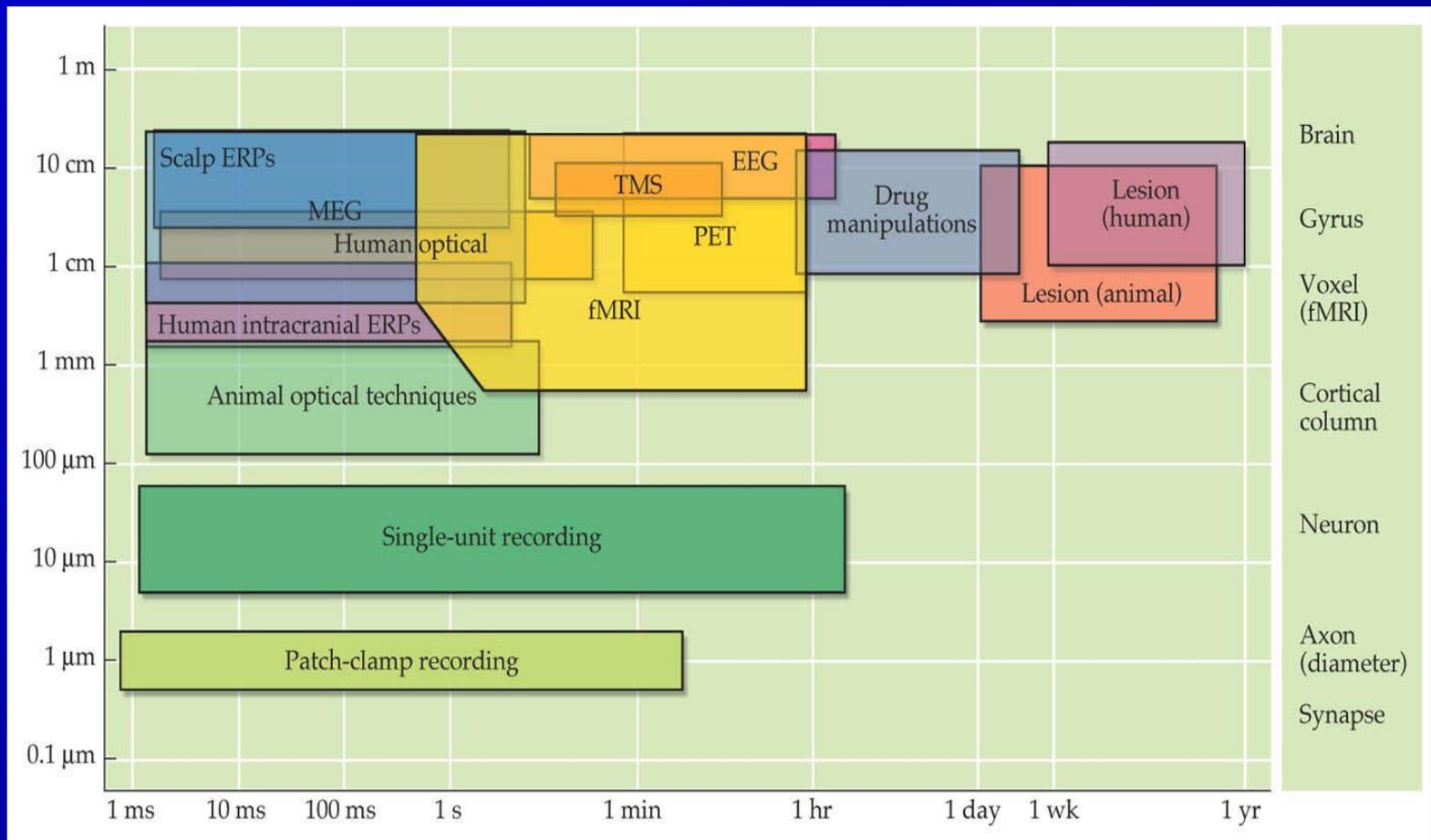
# History of Cognitive Psychology

- Looking at history helps see the central issues
- Studies of mind and brain has only been amenable to scientific approach recently (125 years)
- Important persons represent a philosophical approach you may or may not have thought of or agree with
- Each age uses the technology of its day as a metaphor for the mind

# Biological Approach

# Methodologies

- They differ in
  - Temporal resolution, Spatial resolution



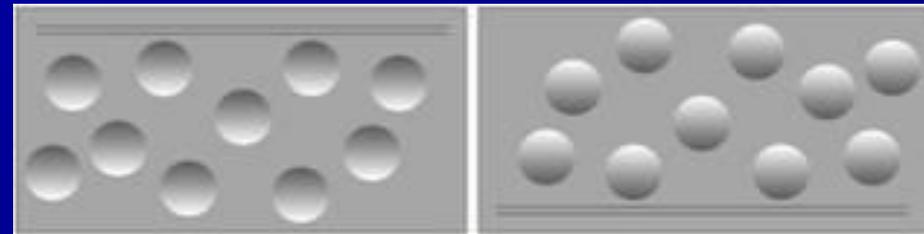
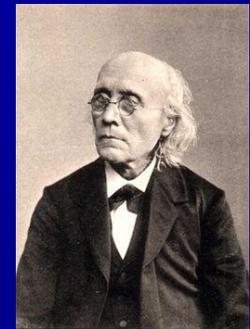
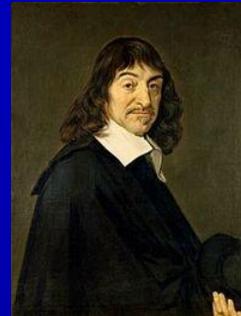
## Chatterjee (2005)

- Investigated prevalence of neuroscientific technique use

Technique	%
Imaging	35
EEG	25
Brain damage and legions	15
TMS	2
Other	

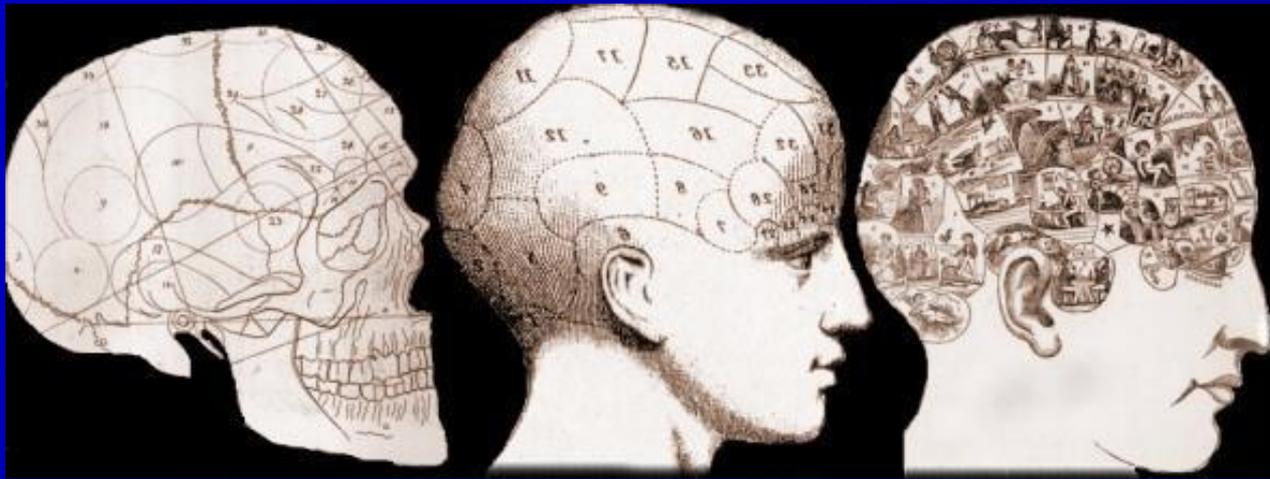
# Biological Approach

- **Rene Descartes** – water pumps
- **Hermann von Helmholtz (1821-1894)**
  - Measured the speed of neural impulses: psychophysicist.
  - Unconscious inferences.
- **Fechner:**
- •Measured Sensation – "How much of a stimulus must there be in order to experience it" (Weber's law)
- •measured connection between the physical magnitude of a stimulus input and the psychological sensation associated output: It is not a one-to-one ratio.



# Biological Approach: Case Study

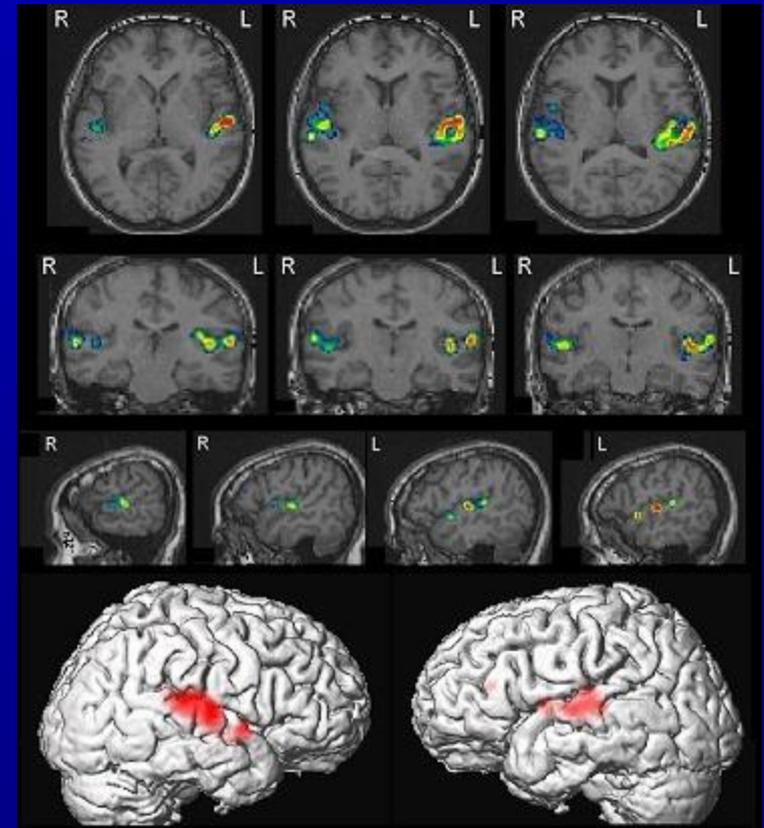
- Phineas Gage & Orbito-Frontal Cortex
  - Impulse control and personality



- Methodologies

- Biological

- fMRI (functional Magnetic Resonance Imaging)



## ▶ Single and Double Dissociations

- Single dissociation

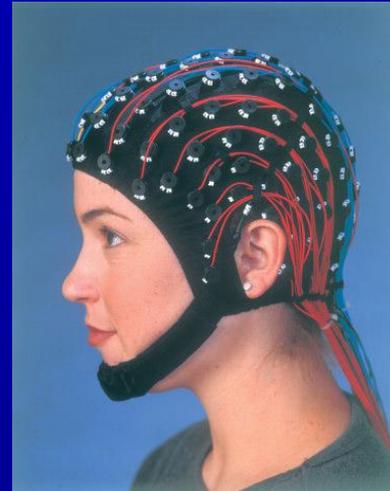
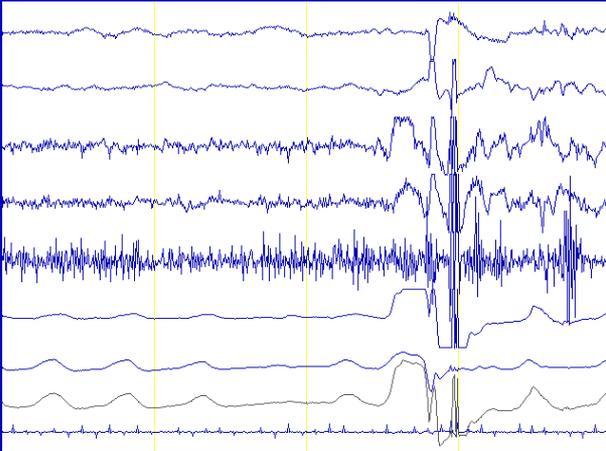
- Examine patient with one area of brain damage
- Compare performance on two tasks proposed to differ in the use of one cognitive process
  - Damage to brain area A shows deficits in process X, but not process Y
  - Weak evidence that brain A area is responsible for process X, but not process Y
    - ▶ Damage may not be severe enough to show deficits in process Y

- Double dissociation

- Examine two patients with different areas of brain damage
  - Patient with damage to brain area A shows deficits in process X, but not process Y
  - Patient with damage to brain area B shows deficits in process Y, but not process X
  - Strong, yet inclusive evidence that brain area A is responsible for process X and brain area B is responsible for process Y

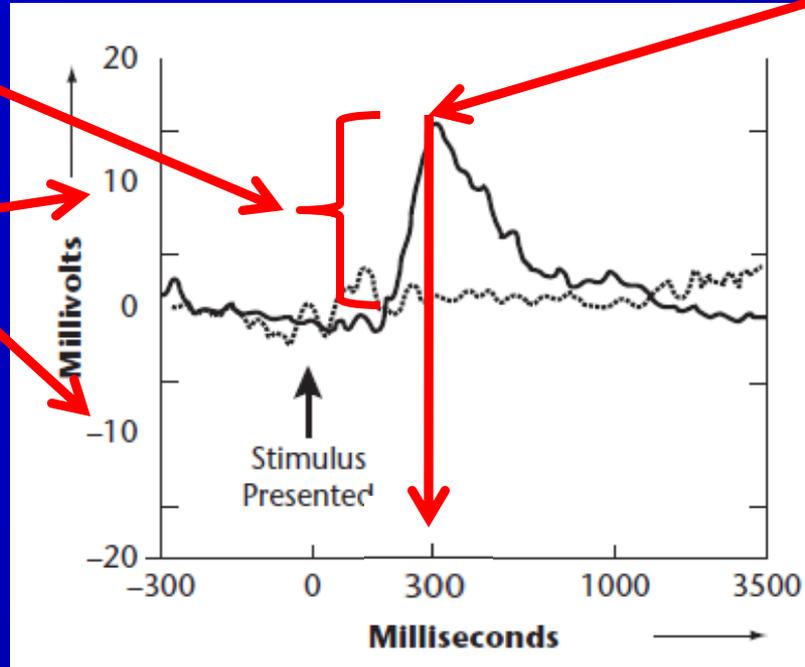
# Methodologies

- EEG (electroencephalogram) & ERP's (Event Related Potentials)



- Very good Temporal, very poor spatial

**Amplitude of response**  
**Direction of Response**  
(+ or -)



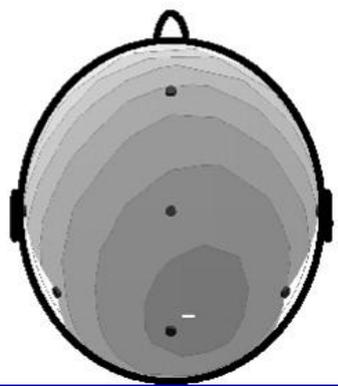
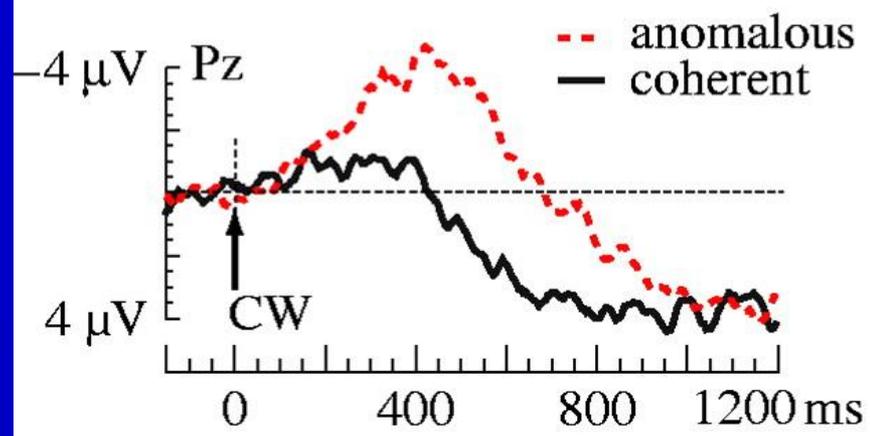
**Peak Level of response relative to stimulus presentation**

**P300**

Positive deflection 300 milliseconds after stimulus presentation

discourse-semantic N400 effect

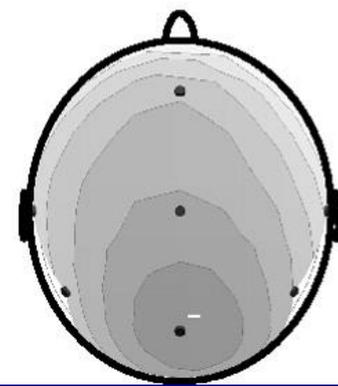
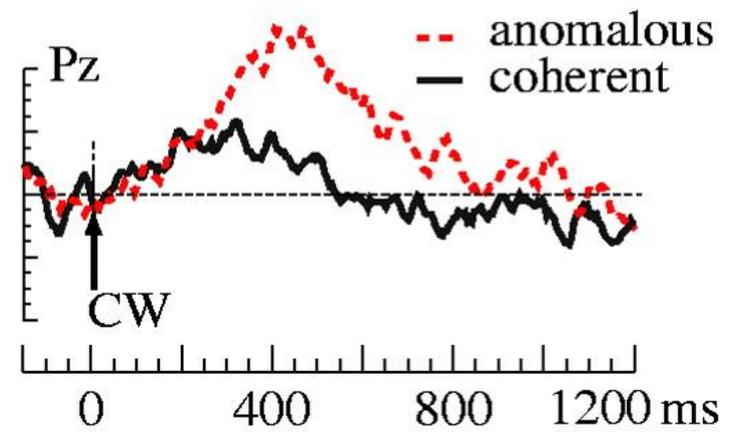
(a)



distribution of effect in 300-500 ms

sentence-semantic N400 effect

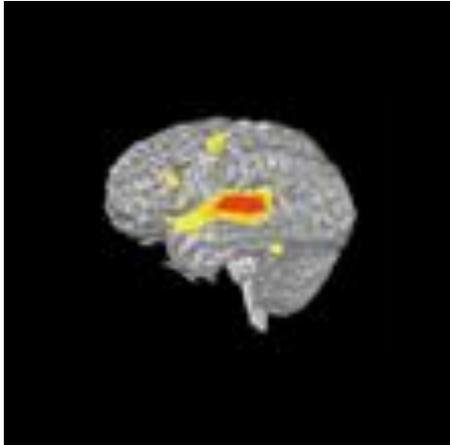
(b)



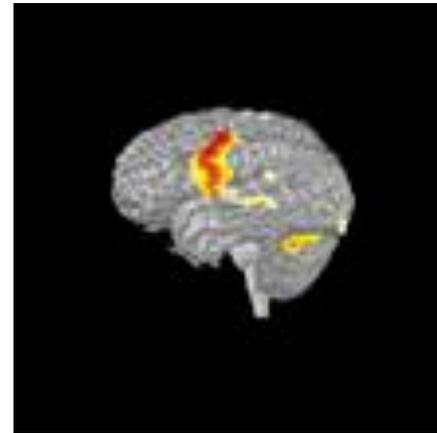
distribution of effect in 300-500 ms

- Methodologies

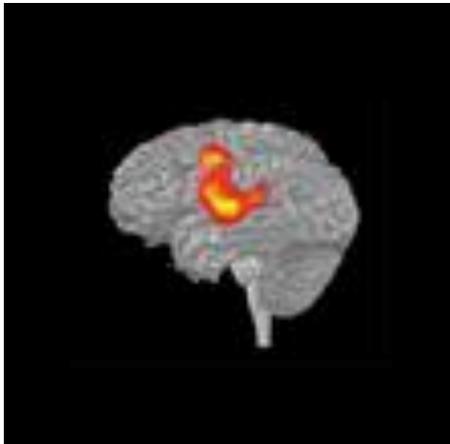
- PET (Positron Emission Tomography)



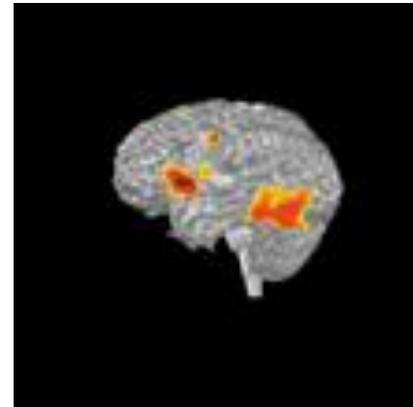
Hearing  
Words



Seeing Words



Speaking  
Words



Thinking  
about Words

# Electrical and magnetic detection

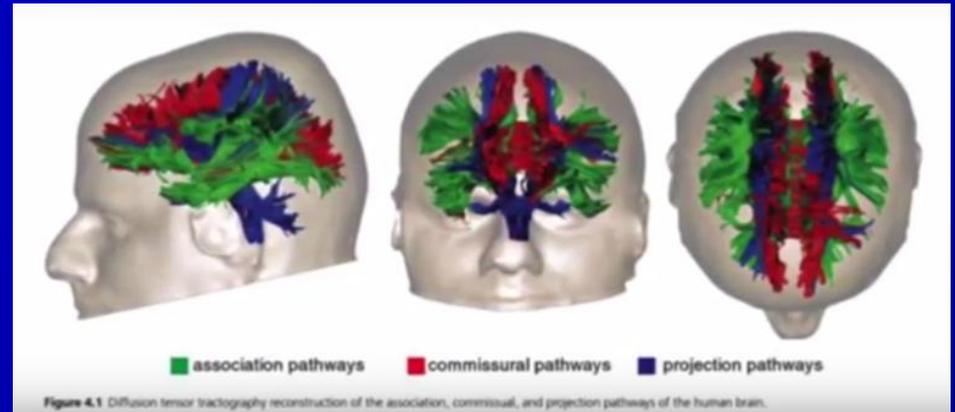
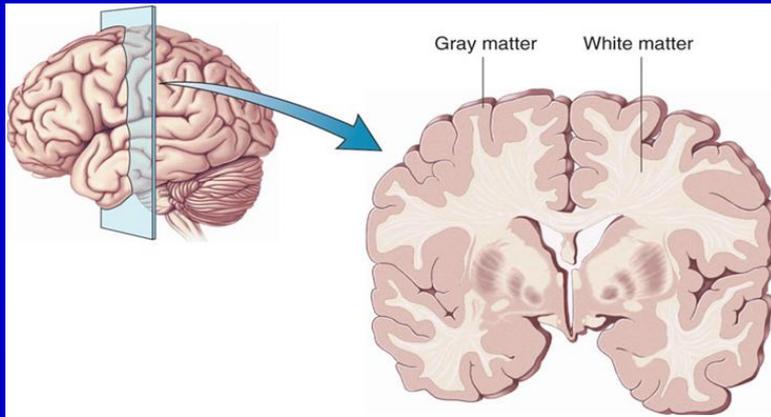
## ■ TMS

- A magnetic pulse near a brain area will briefly cause random activity
- Temporarily makes one part of the brain not work

Transcranial Magnetic Stimulation



# Diffusion Tensor Imagery fMRI



- Captures the direction of ionic flow in the axons of the cortex (most of the water in the brain located in axons)
- Association pathways (begin and end in same hemisphere, language, emotion, memory, praxis)
- Commissure pathways (b/w hemisphere, movement)
- Projection pathways (vertical connection to the lower levels)

# The Default Mode Network

Involved in

## Information regarding the self

Autobiographical information

Self-reference

Emotion of one's self

## Thinking of Others

Theory of Mind

Emotions of other

Moral reasoning

Social evaluations

Social categories

## Past and Future

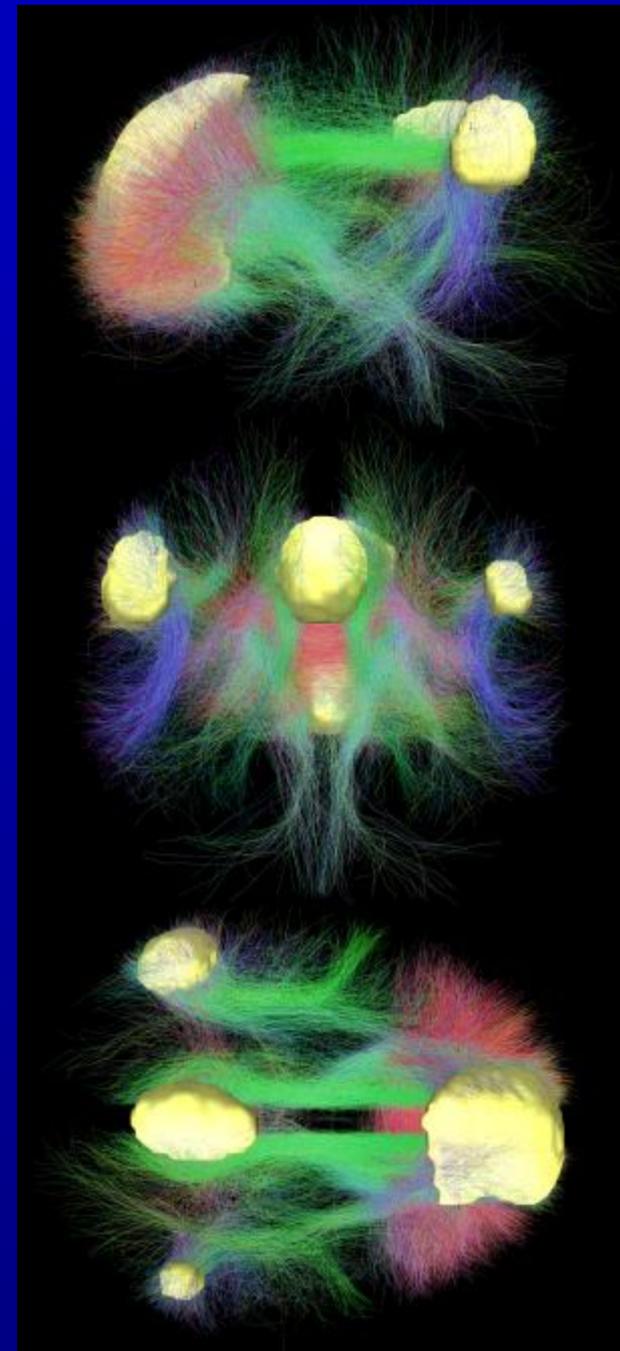
### Memories

Remembering the past

Imagining the future

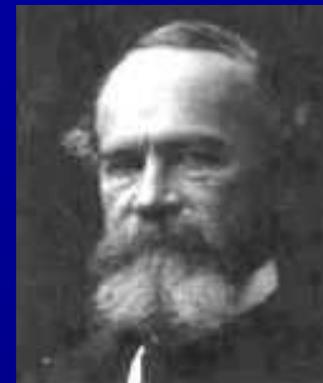
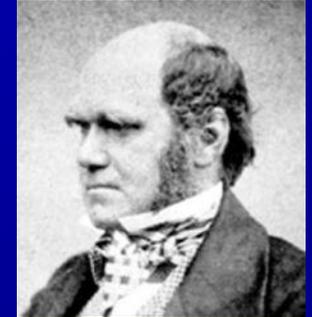
Episodic memory

Story comprehension



# Biological Approach: Psychology & Natural Selection

- Darwin—*The Origin of Species* (1859)
  - Individuals possess unique traits
  - Traits are heritable through reproduction
  - Successful traits are retained through natural selection
- James (1842–1910)
  - functional approach
  - All behavior and mental processes fulfill a function, costing energy and conferring a benefit to reproductive fitness.



# Cognition & Evolution

The brain is an information processing device.

Composed of different neural mechanisms.

Mechanisms specialize in solving specific problems.

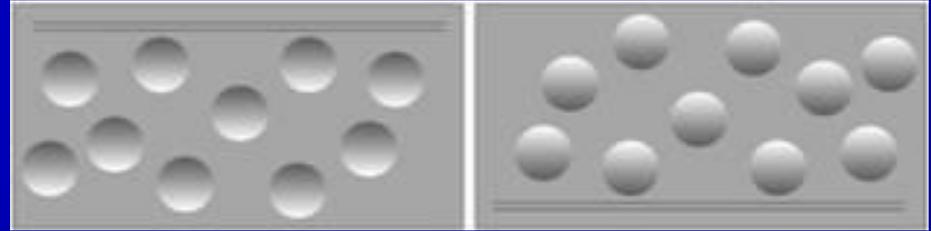
Problems from deep inside our evolutionary past.

Successful mechanisms passed on by natural selection.

Most mechanisms operate unconsciously

problems that seem easy to solve are actually extremely difficult problems that are solved unconsciously by complicated neural mechanisms.

Our behavior is the sum total of these mechanisms at work.



# Cognition & Evolution

Animals and humans share emotional expressions in common.



Why?

Solve common problems of signaling our intentions to others, which can save energy

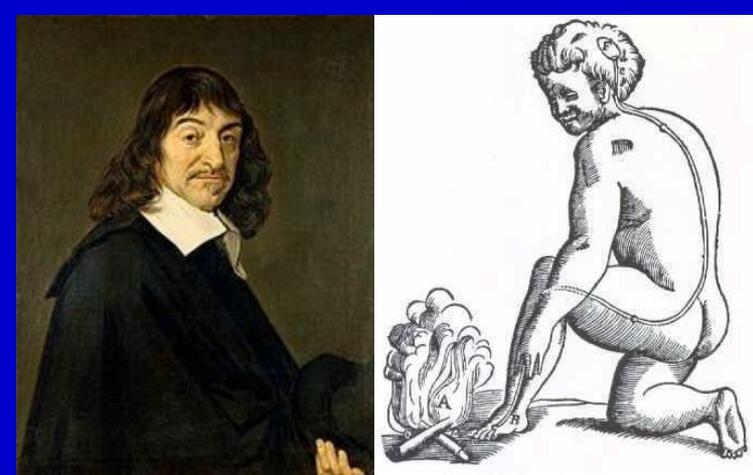


Gambler's Fallacy, after a win we expect the likelihood of the next win to increase (Lucky Streaks). Not true for dice, but true for finding plants and insects to eat.



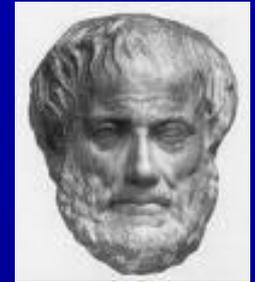
# Behavioral Approach

# Behavioral Approach: Experiments



## Descartes Rationalism

- Pre-defined Hypothesis
- Dependent vs. independent variables
- Experimental & Control conditions
- Establishing Cause and Effect
- Statistical validation
- (Peer Review...usually a good thing)



Aristotle

# History of Psychology

- Titchener (1867–1927)  
Introspectionists
  - hard introspective labor
  - Elemental qualities of consciousness
  
- Wundt (1832–1920) —Structrualism,  
chemistry as a metaphor for  
consciousness



# DEMO: What can reaction time tell us?

- Allows us to make fine distinctions not available via accuracy measures.
  - Example: Jersild's 1927 Task-switching experiments

Let's try this together:

For each pair of white numbers, shout out their sum. For each pair of green numbers, shout out their difference.

• 7 5

• 6 3

• 2 1

• 8 4

• 9 0

• 5 2

• 4 1

• 8 6

• 5 2

• 6 3

• 8 4

• 7 5

• 8 6

• 4 1

• 9 0

• 2 1

After just a little practice, most people will get every trial correct in this sort of experiment—but they will be quicker to perform the same operation several times in a row than to keep switching operations.

This is referred to as a switch cost, and can be much easier to investigate with response time than with accuracy measures.

# Subtractive method

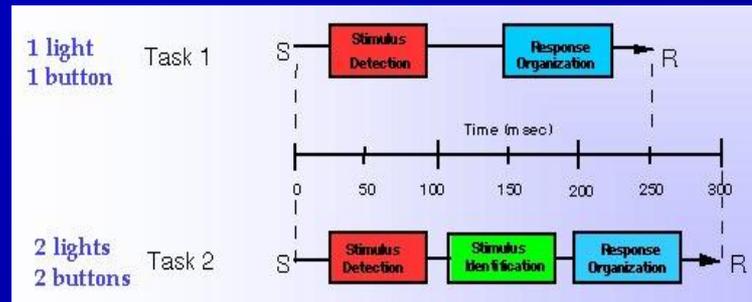
By F.C. Donders

Detection: Say “YES” when you see my hand open.

VS

Discrimination: Say “YES” when you see my right hand open, say “GO” when you see my left hand open.

Detection  
VS  
Discrimination



Detection Task RT = Detection Time + Response Time

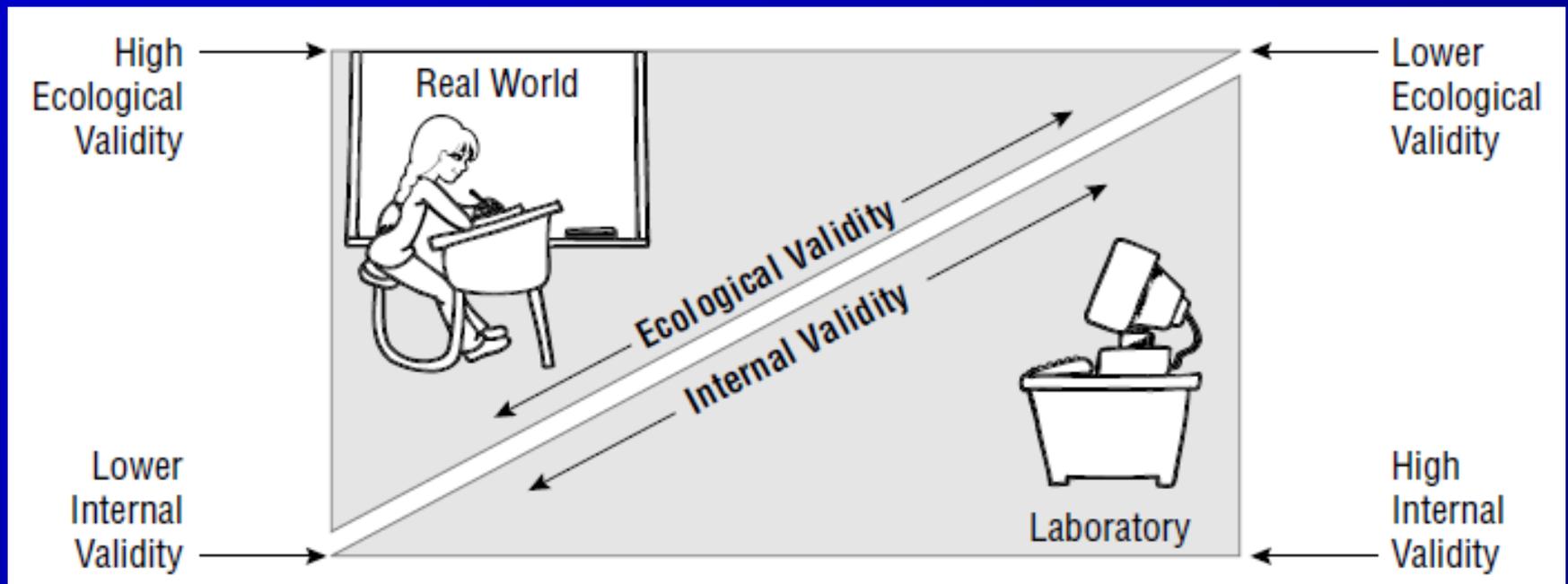
Discrimination Task RT = Detection Time + Identification Time + Response Time

Identification time = Discrimination time - Detection Task RT

# Additive Method

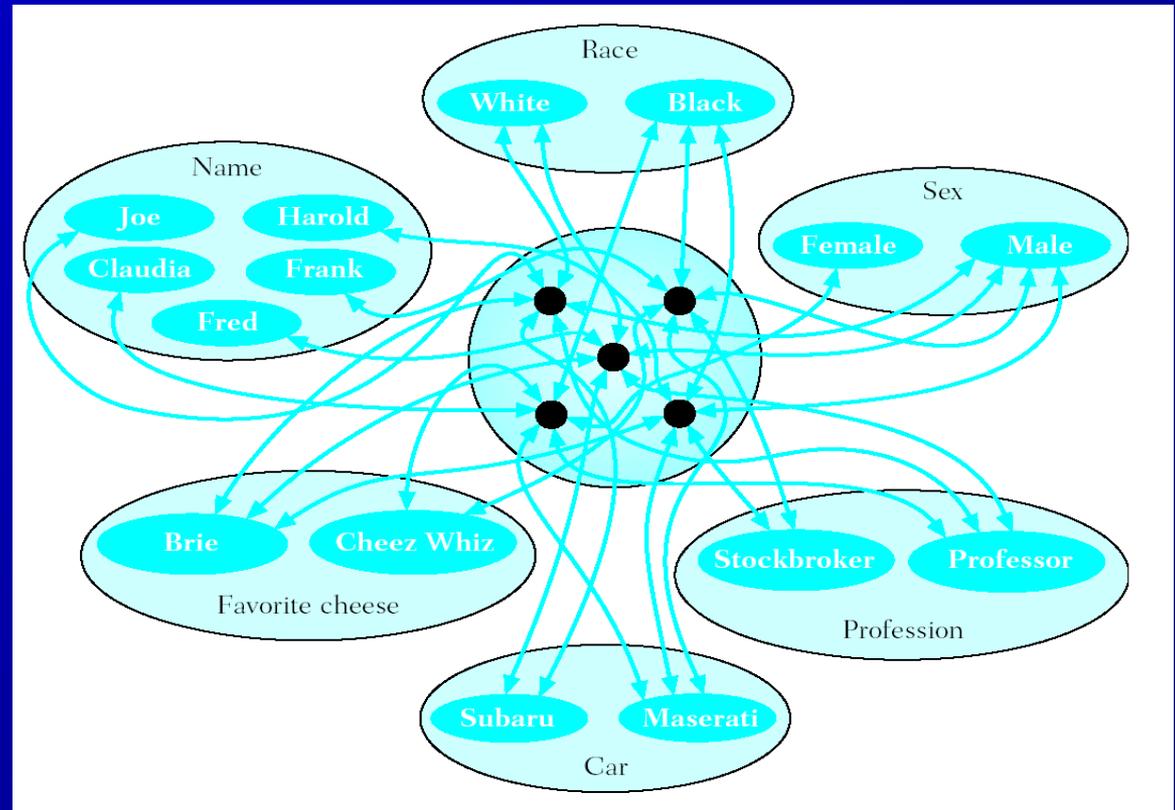
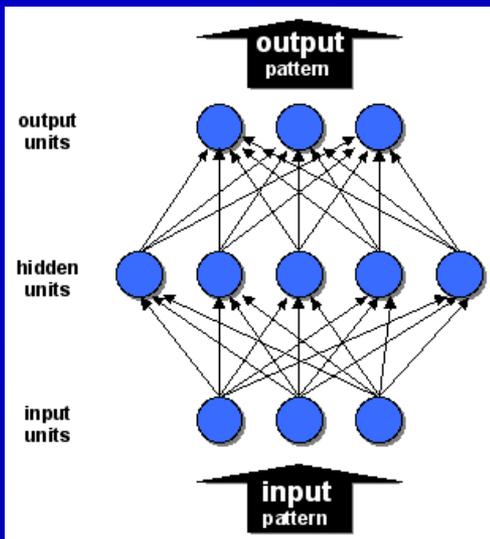
- Allows us to break mental tasks up into functionally independent stages.
  - Example: Sternberg's 1968 additive factors logic
- The (simplified) Additive Factors logic:
  - If the RT effects of two manipulations on a task are additive, those manipulations must affect separate stages of processing. This implies that the task must be decomposable into at least two independent stages of mental processing.
- Example: I ask you to read a sentence aloud.
  - It takes 10 seconds in Arial font written normally.
  - It takes 20 seconds in Old English font written normally. (10 sec cost)
  - It takes 30 seconds when I leave out all the spaces. (20 sec cost)
  - How long does it take to read the sentence in Old English without any spaces?
- If font and the presence of spaces affect separate processing stages, the effect of the two manipulations should be additive and the sentence should take 40 seconds to read (a 10 second font cost plus a 20 second no-spaces cost plus 10 seconds normal reading time).

- Difference between Ebbinghaus' and Bartlett's research
  - Ebbinghaus: high in internal validity (experimental control)
  - Bartlett: high in ecological validity (naturalness)



# Computational Method

# Computational Approach



<http://www.youtube.com/watch?v=BWiZG9DgpX0>

<http://www.youtube.com/watch?v=eDYOH9q2QdA>

# Computational Approach

Sherpa - Shuttle 8.30 min nominal and malfunction checks

File View Trace Inspect Window Help

Back Forward Reload Reset Run Step Trace Diagram Inspect PERT Agenda PDL StateVar

Focal Object: Apex

Select Columns Settings Default Displaying 644 of 10009 events

- Shuttle 8.30 min nomi
- SHUTTLE-COCKPIT
- ASTRONAUT
  - Resources (res)
  - Agenda (task-a
  - Procedures (pr
  - Monitors (moni

Timestamp	Agent	Event Type	Task ID	Description
0	astronaut	task-started	2	(do-domain)
0	astronaut	task-started	3	(continuous monitoring)
0	astronaut	task-started	4	(required monitoring)
0	astronaut	task-started	5	(ascent checks)
0	astronaut	task-started	9	(monitor displays)
0	astronaut	task-started	31	(check values on CDR1-HSI for pitch)
0	astronaut	task-started	35	(attend target CDR1-HSI for pitch)
50	astronaut	task-started	36	(initiate eye-movement to CDR1-HSI for pitch)
100	astronaut	task-started	37	(saccade eyes to target CDR1-HSI for pitch)
130	astronaut	task-started	38	(perceive target CDR1-HSI gather informati...
420	astronaut	task-started	39	(verify target position CDR1-HSI for pitch)
470	astronaut	task-started	32	(check values on CRT1-Pass-Ascent-Traj fo...
470	astronaut	task-started	46	(attend target CRT1-Pass-Ascent-Traj for pit...
520	astronaut	task-started	47	(initiate eye-movement to CRT1-Pass-Asce...
570	astronaut	task-started	48	(saccade eyes to target CRT1-Pass-Ascent...
600	astronaut	task-started	49	(perceive target CRT1-Pass-Ascent-Traj gat...
890	astronaut	task-started	50	(verify target position CRT1-Pass-Ascent-Tr...
940	astronaut	task-started	33	(check values on Cue-card for pitch)
940	astronaut	task-started	57	(attend target Cue-card for pitch)
990	astronaut	task-started	58	(initiate eye-movement to Cue-card for pitch)
1000	astronaut	task-started	15	(fcs in auto 1.0)
1000	astronaut	task-started	68	(check probability 1.0)
1001	astronaut	task-started	69	(check values on CDR1-HSI for fcs-auto)
1001	astronaut	task-started	71	(attend target CDR1-HSI for fcs-auto)
1051	astronaut	task-started	72	(initiate eye-movement to CDR1-HSI for fcs-...
1101	astronaut	task-started	73	(saccade eyes to target CDR1-HSI for fcs-...
1131	astronaut	task-started	74	(perceive target CDR1-HSI gather informati...
1421	astronaut	task-started	75	(verify target position CDR1-HSI for fcs-auto)
1471	astronaut	task-started	59	(saccade eyes to target Cue-card for pitch)
1501	astronaut	task-started	60	(perceive target Cue-card gather informatio...
1791	astronaut	task-started	61	(verify target position Cue-card for pitch)
1841	astronaut	task-started	10	(h-sit abort capability)

State PAUSED Time 43634

start Coognition... blueprint... Lecture #... neural ne... apex-3-0-6 Allegra C... Sherpa - ... Sherpa - ... 3:10 PM

# The End

- Back-up slides

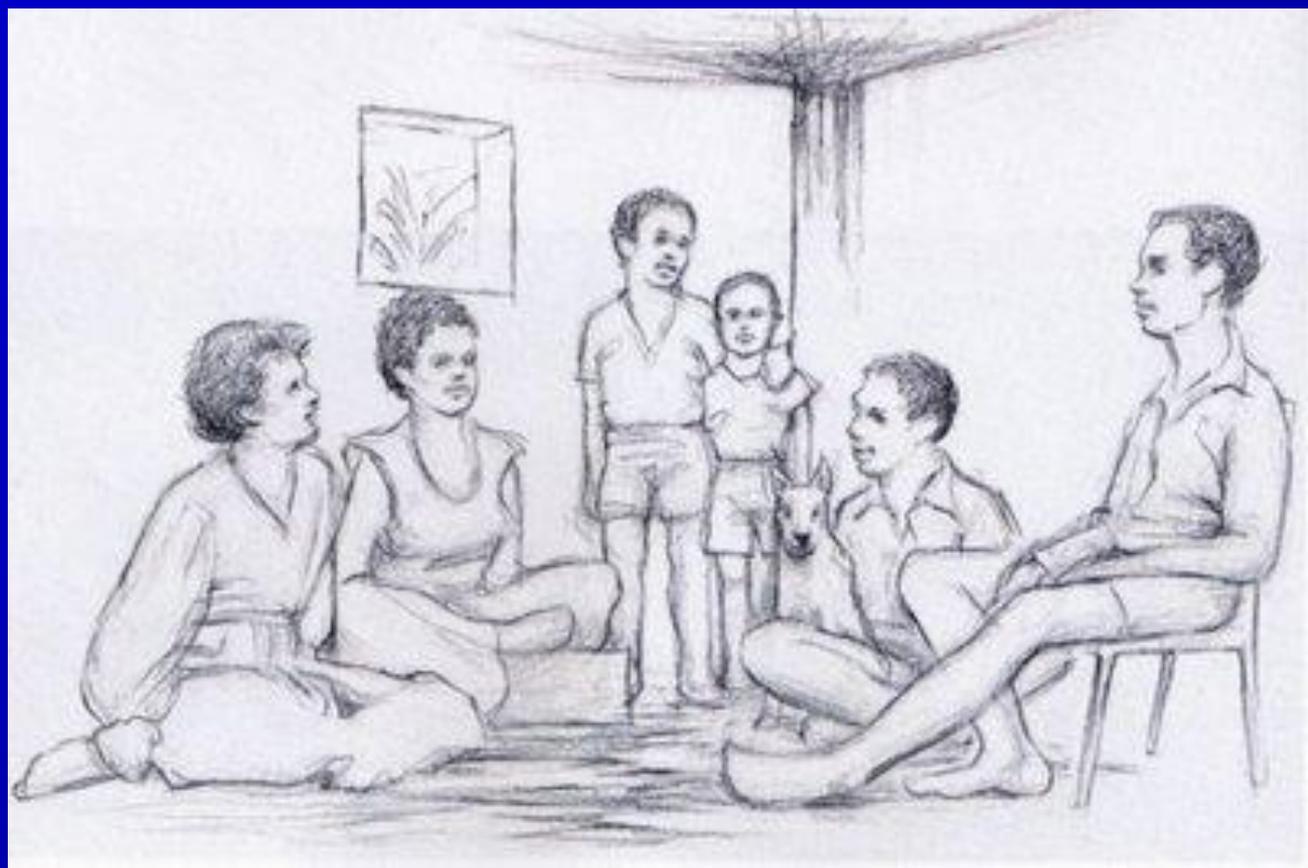
# Reverse Engineering & Evolutionary Theory in Action

Profit Conducted a meta-analysis of morning sickness studies:

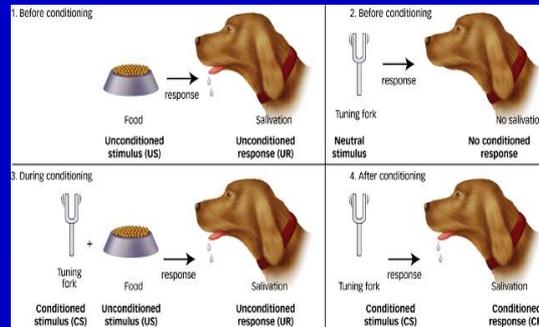
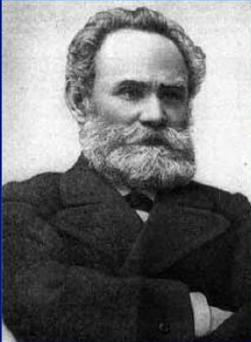
documented that (1) plant toxins in dosages that adults tolerate can cause birth defects and induce abortion when ingested by pregnant women; (2) pregnancy sickness begins at the point when the embryo's organ systems are being laid down and the embryo is most vulnerable to teratogens (birth defect--inducing chemicals) but is growing slowly and has only a modest need for nutrients; (3) pregnancy sickness wanes at the stage when the embryo's organ systems are nearly complete and its biggest need is for nutrients to allow it to grow; (4) women with pregnancy sickness selectively avoid bitter, pungent, highly flavored, and novel foods, which are in fact the ones most likely to contain toxins;

# Reverse Engineering: Evolutionary Theory in Action

women's sense of smell becomes hypersensitive during the window of pregnancy sickness and less sensitive than usual thereafter; (6) foraging peoples (including, presumably, our ancestors) are at even higher risk of ingesting plant toxins, because they eat wild plants rather than domesticated crops bred for palatability; (7) pregnancy sickness is universal across human cultures; (8) women with more severe pregnancy sickness are less likely to miscarry; (9) women with more severe pregnancy sickness are less likely to bear babies with birth defects. The fit between how a baby-making system in a natural ecosystem ought to work and how the feelings of modern women do work is impressive, and gives a measure of confidence that Profet's hypothesis is correct.



# Cognition & Telephone Switchboards: Associationism

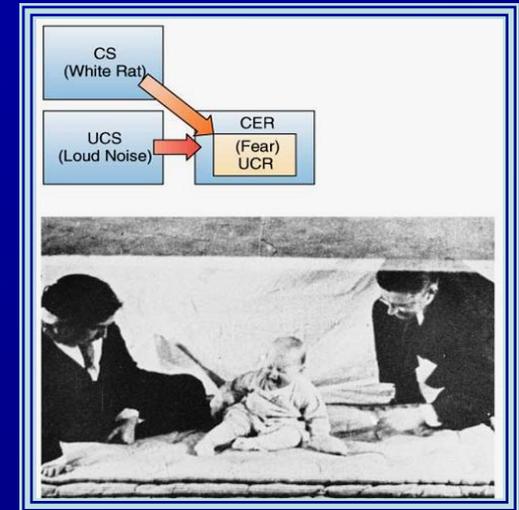


## ■ Pavlov



Watson

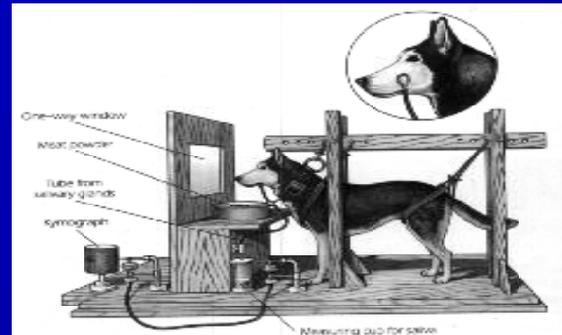
“Give me a dozen healthy infants, well-formed, and my own specified world to bring them up in and I’ll guarantee to take any one at random and train him to become any type of specialist I might select – doctor, lawyer, artist, merchant-chief and, yes, even beggar-man and thief, regardless of his talents, penchants, tendencies, abilities, vocations, and race of his ancestors.”



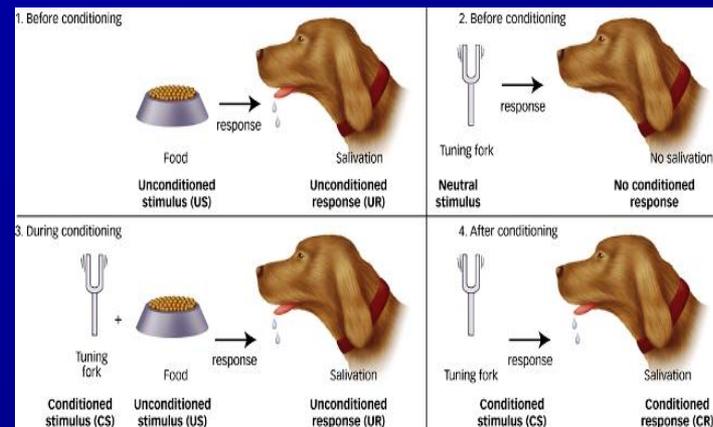
# Psychology & Behaviorsims



## ■ Pavlov



- Classical conditioning
  - Unconditioned stimulus (US)
  - Unconditioned response (UR)
  - Conditioned stimulus (CS)
  - Conditioned response (CR)



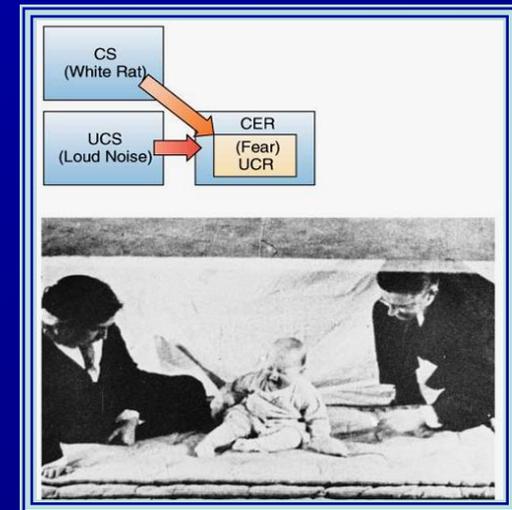
# Psychology & Behaviorism

- Watson's goals:
  - Complex reactions can be conditioned using Pavlovian techniques
  - Emotional responses (such as fear) are learned and not result of unconscious processes

“Give me a dozen healthy infants, well-formed, and my own specified world to bring them up in and I'll guarantee to take any one at random and train him to become any type of specialist I might select – doctor, lawyer, artist, merchant-chief and, yes, even beggar-man and thief, regardless of his talents, penchants, tendencies, abilities, vocations, and race of his ancestors.”



Watson

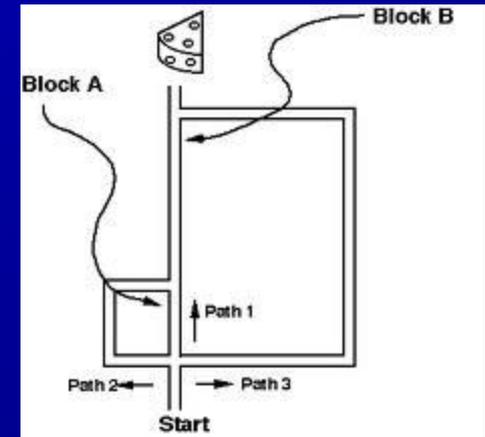
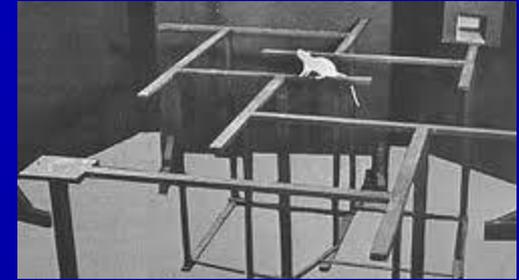


# Even Animals Have a Mental Life



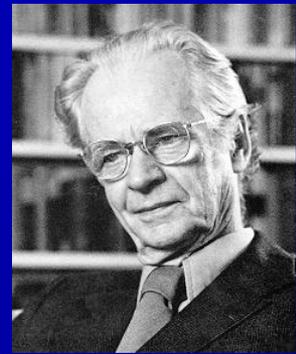
Tolman

1. S-R is molecular, w/o meaning; behavior includes meaning
2. Behavior is not simple cause and effect (programs) but is purposeful (meta-programs)
3. Watson does not include 'mentalistic' processes – even rats develop **cognitive maps**, exhibit **latent learning** (without reward / punishment / performance) and **expectancies**





# Psychology & Behaviorism



**B.F. Skinner**

## Consequences of behavior Reinforcement & Punishment

	<b>Reinforce:</b> Increases Behavior	<b>Punish:</b> Decreases Behavior
<b>Present Stimulus:</b> (+)	Positive Reinforcement (give money)	<b>Positive Punishment</b> (give chores)
<b>Remove Stimulus</b> (-)	Negative Reinforcement (take away chores)	<b>Negative Punishment</b> (take away car, take away money)

## Examples of shaping: animal trainers use the method of Successive Approximations

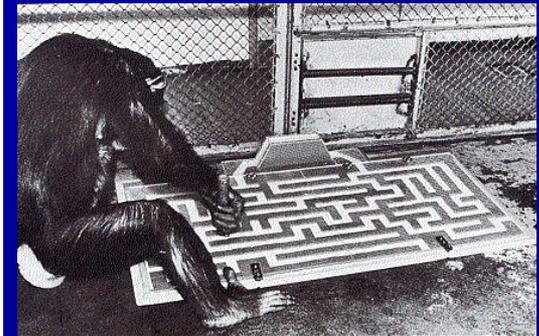
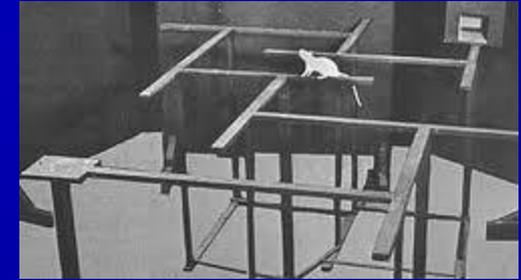
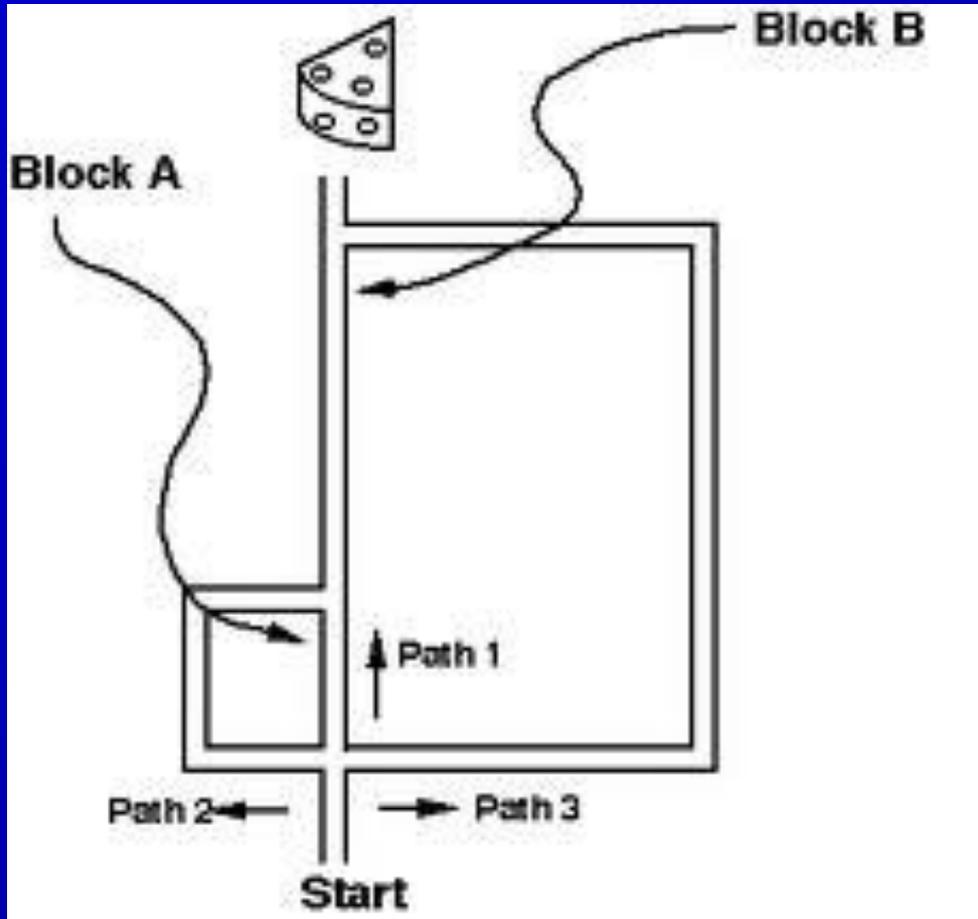


i.e., reward behaviors that increasingly resemble desired behavior. Works to train astronaut chimps to fly in space and pigeons to guide war missiles.

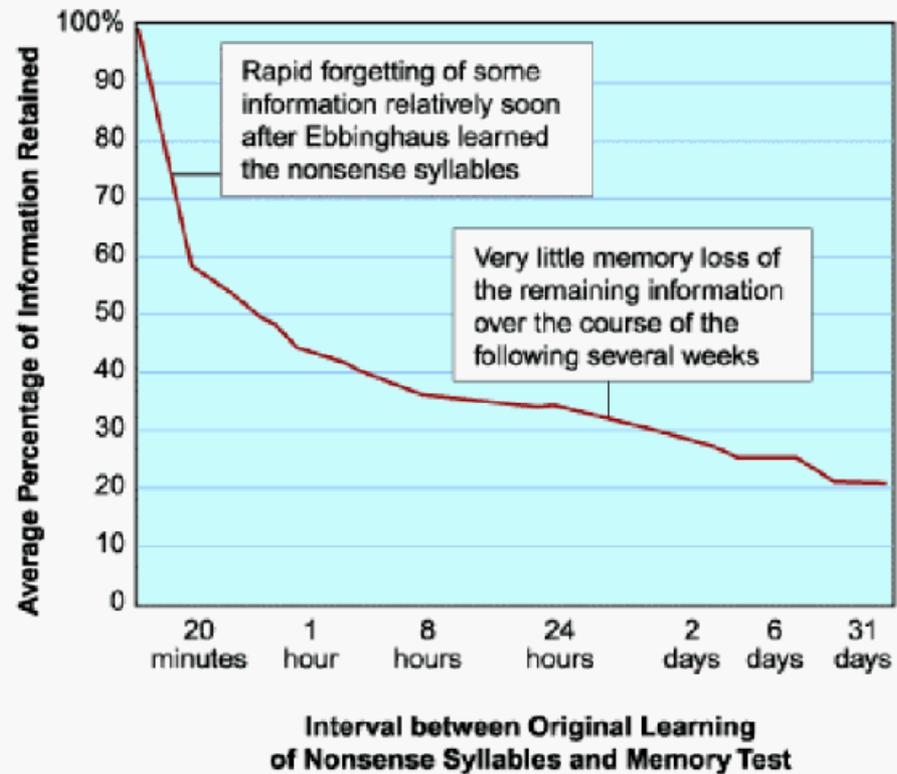
# Lab Rat Experiments



Tolman



# Ebbinghaus's Forgetting Curve



# In Class Exercise

Watch Two Videos and Call me In The Morning

Clever Crows:

<http://www.youtube.com/watch?v=BGPGknpq3e0>

Artistic Elephants:

<http://www.youtube.com/watch?v=He7Ge7SogrK>

Break out into groups of 3-4, and discuss:

Use each of these perspectives (bio, evolutionary, associationism, structuralist) to discuss the behavior of the animals.

How many different skills, and what are the steps involved in one skill?

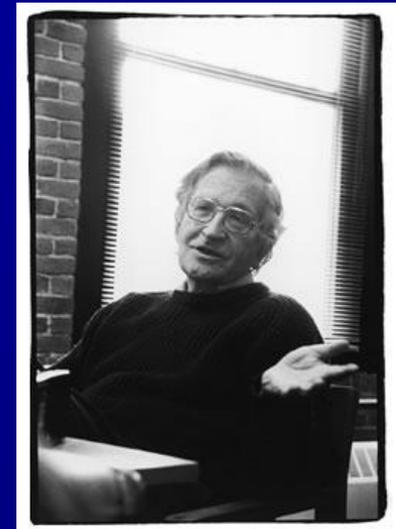
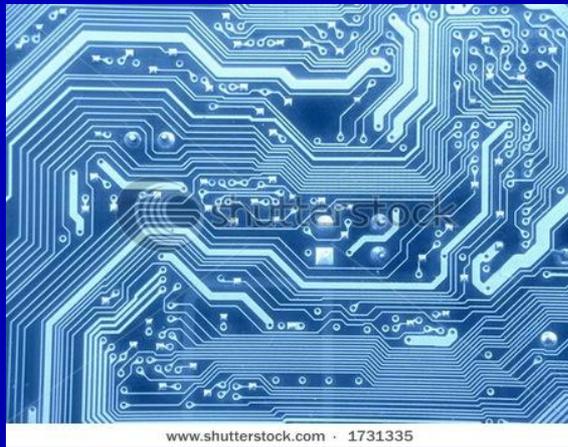
What abilities can they learn and what are their innate skills?

These animals have evolved the skills you saw. How are these skills adaptive?

# Psychology & Cognition: Mental Life Exists

## Behaviorism fails to explain...

- How language is acquired with such “poverty of stimulus”
- The creative use of language
- The comprehension of novel sentences
- The speed with which language is acquired
- How the stages of language acquisition are so consistent



Chomsky

# Cognitive Psychology To Behaviorism: “This Should Not Be Possible”

*'Twas brillig, and the slithy toves  
Did gyre and gimble in the wabe:  
All mimsy were the borogoves,  
And the mome raths outgrabe.*

*"Beware the Jabberwock, my son!  
The jaws that bite, the claws that catch!  
Beware the Jubjub bird, and shun  
The frumious Bandersnatch!"*

**Lewis Carrol**

# Cognition & Computers: Homo Informaticus



Chomsky

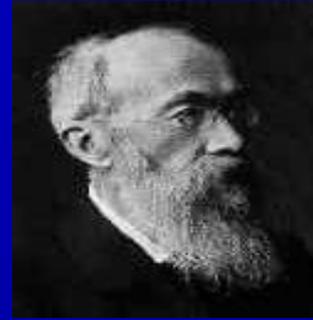


## Behaviorism fails to explain...

- How language is acquired with such “poverty of stimulus”
- The creative use of language
- The comprehension of novel sentences
- The speed with which language is acquired
- How the stages of language acquisition are so consistent

# Cognition & Chemistry

– Wundt (1832–1920) —structuralism



• Titchener (1867–1927)

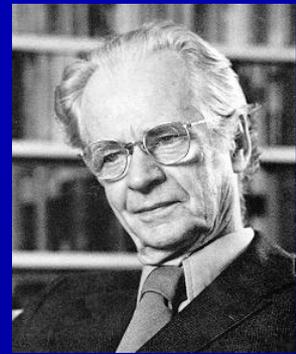
– hard introspective labor

– Elemental qualities of consciousness





# Psychology & Behaviorism



**B.F. Skinner**

## Consequences of behavior Reinforcement & Punishment

	<b>Reinforce:</b> Increases Behavior	<b>Punish:</b> Decreases Behavior
<b>Present Stimulus:</b> (+)	Positive Reinforcement (give money)	<b>Positive Punishment</b> (give chores)
<b>Remove Stimulus</b> (-)	Negative Reinforcement (take away chores)	<b>Negative Punishment</b> (take away car, take away money)

# Examples of shaping: animal trainers use the method of Successive Approximations

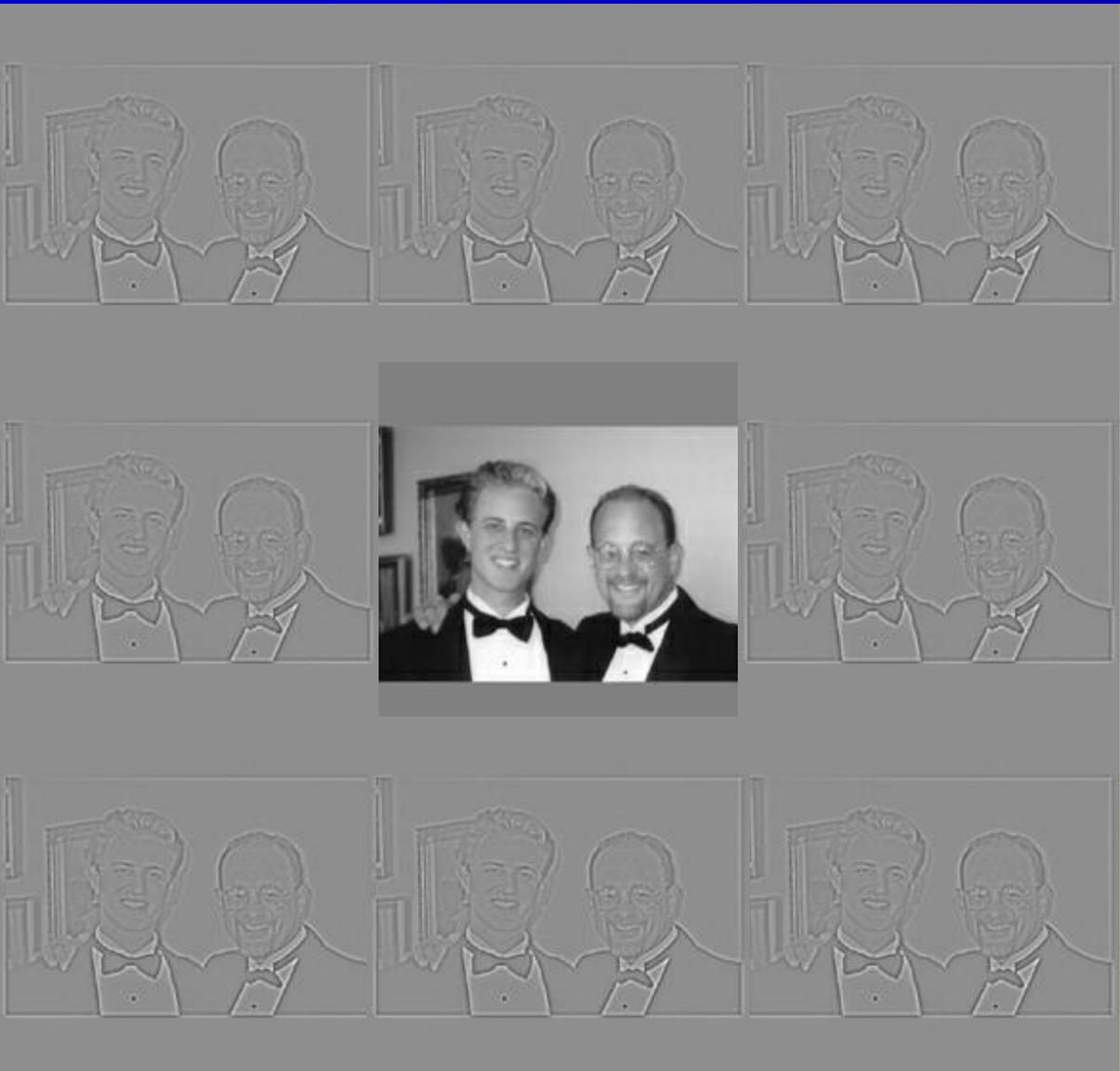


i.e., reward behaviors that increasingly resemble desired behavior.



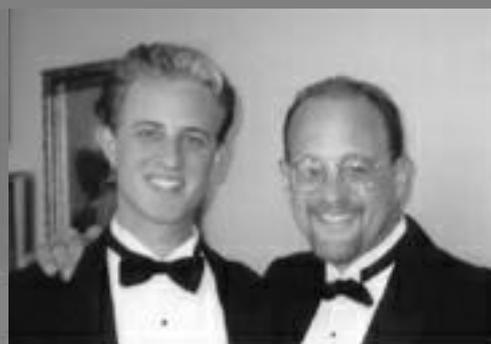
- HAM first primate in space, 1961.
- Red Light: Ham has to press the right lever every 15 sec (faster than  $1 / 3$ sec) or gets shocked.
- Blue Light: press left lever within 5 sec to avoid shock

# 'High' Frequencies



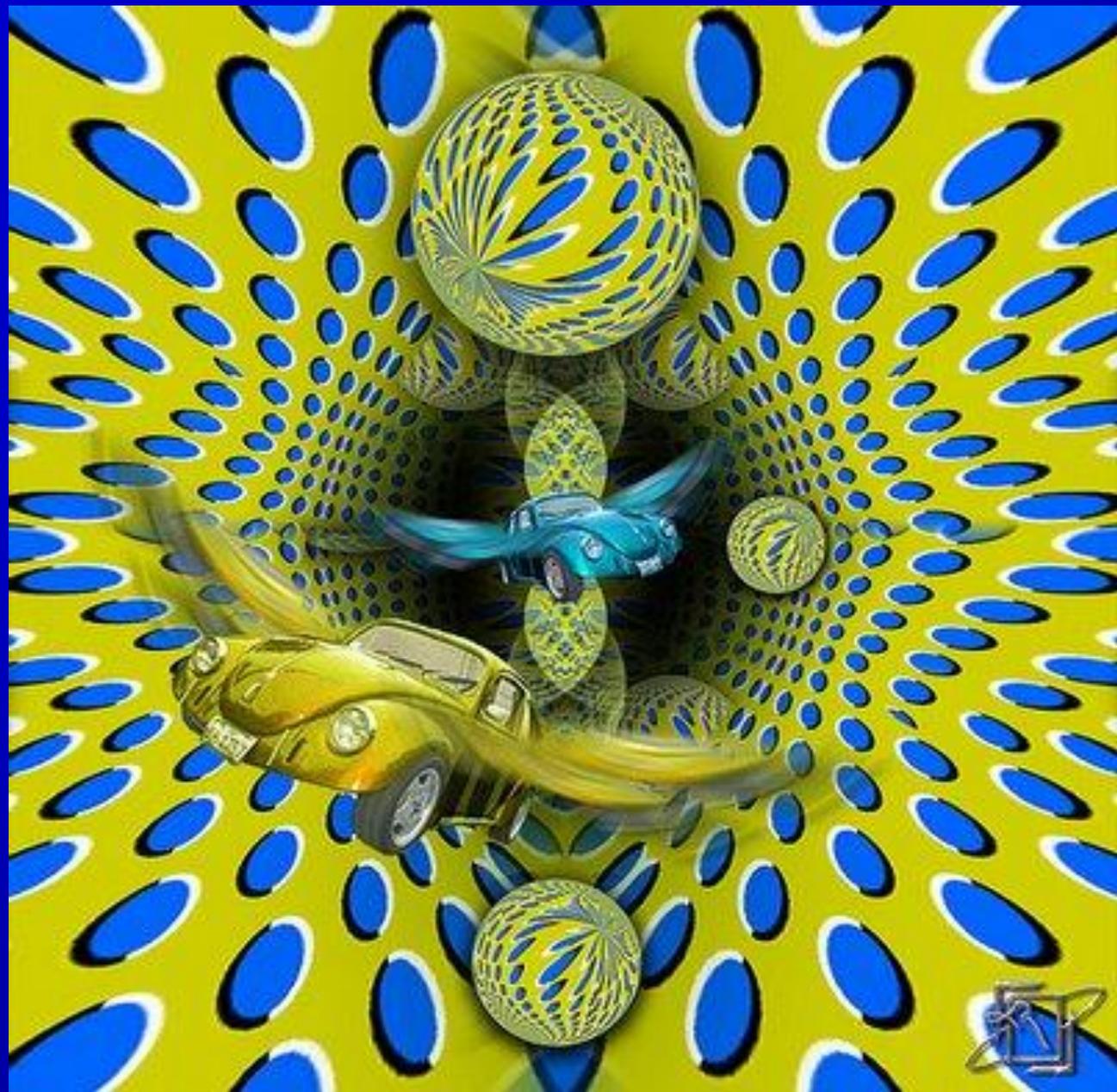






# Online Demo

- Change Blindness <http://www.youtube.com/watch?v=mAnKvo-fPs0>
- Gestalt Common Fate <http://dragon.uml.edu/psych/commfate.html>



# Cognitive Psychology

- Introspectionists
  - How long does it take for an image to enter your mind?
  - Can you think without pictures?
  - What is the speed of thought?
- Did not establish principles of cognitive function, only observations; did not distinguish between *domains* of cognition (e.g., imagery and memory)
- Established reaction time method, still used today

# Cognitive Psychology & Behaviorism: Round 1



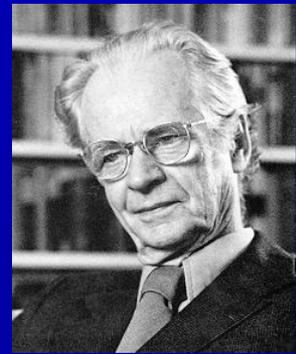
Watson

Psychology is only concerned with observable behaviors. Get rid of mental life

“Give me a dozen healthy infants, well-formed, and my own specified world to bring them up in and I'll guarantee to take any one at random and train him to become any type of specialist I might select – doctor, lawyer, artist, merchant-chief and, yes, even beggar-man and thief, regardless of his talents, penchants, tendencies, abilities, vocations, and race of his ancestors.”



# Operant Conditioning: Schedules of Reinforcement



B.F. Skinner

## Behavior

**RATIO (Work)**

**INTERVAL (Time)**

**Fixed /  
Continuous  
Schedule**

**Fixed Ratio**

**Piecework  
(\$ .10 / tree)**

**Fixed Interval**

**Bi-weekly  
Paycheck**

**Variable /  
Intermittent**

**Variable Ratio**

**Slot Machine,  
Fishing**

**Variable  
Interval**

**Surprise Quizz**

# Behaviorism

- (1) That there is no innate knowledge. All you need is learning.
- (2) That you could explain human psychology without mental notions like desires and goals.
- 
- (3) And that these mechanisms apply across all domains and across all species.

**These assumptions are all wrong**

# Behaviorism

- Trained animals revert to instinctive actions
  - Raccoon trained to put coin in bank, washes coin
- Avoidant responses cannot be trained for approach responses
  - Bird flaps wings to escape, will not flap for food
- Not all stimuli are created equal
  - Will avoid food b/c nausea, but not avoid for shock

# Introduction to Cognition

- Definition
- Demos and Examples
- History
- Methods

# Methods in Cognitive Psychology

Three main methods:

- **Behavioral**
- **Biological**
- **Computational**



**Descartes  
Rationalism**



## *Rationalism in* “Discourse on Methods”

- 1) accept nothing as obvious truth that gives you cause to doubt,
- 2) divide a large intractable problem in smaller manageable parts
- 3) start reasoning about the simplest and easiest to know problems
- 4) enumerate conclusions as specifically and completely as possible.

# Cognitive – Science

## Philosophy of Science

Popper: A claim must be *falsifiable*

1. *Cause*  $\rightarrow$  *Effect*: whenever *x* occurs, outcome *y* should result.
2. *Cause absent*  $\rightarrow$  *Effect absent*
3. *Cause variation*  $\rightarrow$  *Effect variation*

# What can reaction time tell us?

- The speed/timing of internal processes (Donders)
- Allows us to make fine distinctions not available via accuracy measures.
  - Example: Jersild's 1927 Task-switching experiments
- Allows us to break mental tasks up into functionally independent stages
  - Example: Sternberg's 1969 additive factors logic
- Allows us to (sometimes) distinguish between Parallel and Serial processing
  - Example: Slope of visual search function



Descartes

# Biological Approach

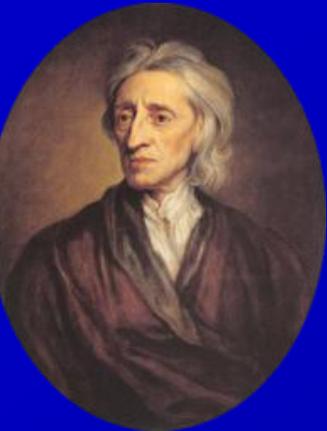


How we measure brain activity

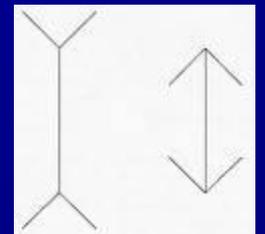
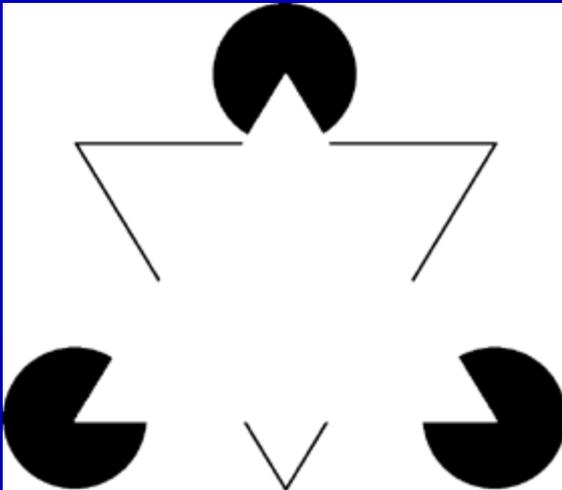
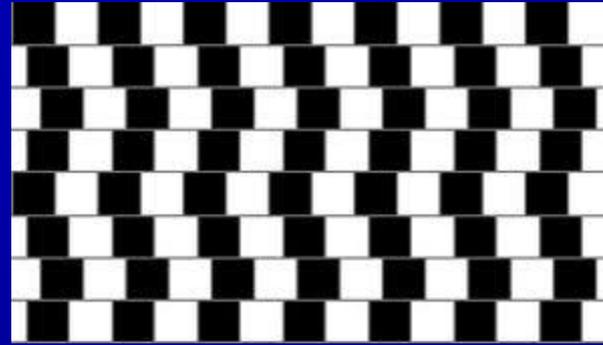
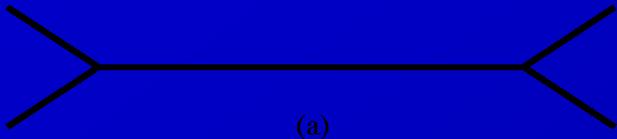
Each method has strengths and weaknesses

There is always activity in every cell – you are measuring differences of activity

The brain is complex, you often do not know if the activity is inhibitory or excitatory, or disinhibiting (e.g., ‘stop stopping’)



Locke



# Introduction to Cognition

- Definition
- Demos and Examples
- History
- Methods (*Experiments, Methods and Stats! Oh my!*)

A pair of Z-shaped characters, one red and one blue, on a black background.A pair of Z-shaped characters, one red and one blue, on a black background.A pair of Z-shaped characters, one red and one blue, on a black background.A pair of Z-shaped characters, one red and one blue, on a black background.

Since these letters are all presented on your video monitor, they obviously are all located in the same plane. But do all the Z's appear to be in the same plane or do some appear closer than others?

[more information on this demonstration](#)

# History of Cognitive Psychology

- Structuralism – elementary units of thought / consciousness ("IS") ; seeks to understand the configuration of the elements of the mind and its perceptions by analyzing the perceptions into their constituent components (mode, form, quality, duration, etc.)
- Functionalism – Organism in Environment ("IS FOR")... a very pragmatic approach... knowledge is useful in that it can be applied to things (e.g., William James)
- Associationism – The study of the linking together of two events, objects or ideas because they tend to co-occur (Paul Broca: 1861). Behavior occurs because of trial and error. Knowledge come from experience (e.g., British Associationists: John Locke, David Hume, John Stuart Mills; the related Empiricism is the doctrine of the superiority of experience over innate factors [this also influenced the development of Darwinian Evolution]) ... “the law of effect” (Thorndike)
- Behaviorism: (extreme version of associationism: only can examine “observables”)
- Nativists – Biology/Genetics largely determines abilities and tendencies. This is the classic "Nature" side of the Nature/Nurture Debate