

Conditioning Fun

Unit Project for Learning

You are to condition yourself, a pet, or a willing participant. Every aspect of this project must comply with the APA ethical guidelines. Failure to do so will result in no credit.

Your project should include a 'lab report' with all of the following:

- Intro (typed)
 - What is learning?
 - What is Operant Conditioning?
 - What is Classical Conditioning?
 - Which did you use?
 - Summary of your conditioning project
- Research Journal (typed or handwritten)
 - You are to keep a log of your attempts at conditioning your subject.
- If you used Operant Conditioning include answers to the following:
 - What was the baseline behavior?
 - What was the target behavior? (be very specific)
 - What types of Reinforcers were used and why?
 - What type of reinforcement schedule did you use and why?
 - Why didn't you use punishment?
 - How did you shape through successive approximations?
 - How did you prevent against response generalization?
- If you used Classical Conditioning include answers to the following
 - What were the UCS, UCR, CS, and CR?
 - How did contingency play into the conditioning of your subject?
 - Why was time important in pairing the UCS with the CS?
 - How did extinction, stimulus generalization, and spontaneous recovery play a role in your conditioning?
- Extra credit – video of the successful conditioning (must be playable in class to receive 20pt credit)

You will be graded using the following score guide

Introduction	<u> </u> /40
Research Journal	<u> </u> /50
Answers to questions	<u> </u> /50
Mechanics and organization (in typed questions)	<u> </u> /10
	<u> </u> /150