

AZA Terms

1. One small step in a series of progressive steps that leads to the behavioral goal. A. Molding,
2. The process of placing a reinforcer in a particular location and then reinforcing an animal's movement to that location. B. Positive-Reinforcement,
3. An informative stimulus, sometimes called a marker signal, that pinpoints the exact moment that the behavioral criterion (for that approximation) is met. C. Shaping,
4. The procedure of pairing an unconditioned stimulus with a neutral stimulus through repeated pairing, the neutral stimulus becomes a conditioned stimulus and elicits the same response as the unconditioned stimulus. D. Fixed-Time-Schedule,
5. A formerly neutral stimulus that elicits respondent behavior only after it has been paired with an unconditioned stimulus or another CS. E. Positive-Punishment.
6. A reinforcement schedule in which a correct response is reinforced each time it occurs. F. Fixed-Interval-Schedule,
7. The use of Pavlovian conditioning to reverse the unwanted effects of prior conditioning An animal can be conditioned to accept a needle (aversive stimulus) for routine vaccinations by associating it with positive reinforcer (food). G. Classical-Conditioning,
8. The process of reducing the effects of an aversive event through repeated exposure, or habituation. H. Generalization,
9. An intermittent schedule of reinforcement in which reinforcement is delivered for the first correct response emitted following the passage of a fixed duration of time since the last response. I. Bridging-Stimulus,
10. An intermittent schedule of reinforcement requiring a fixed number of correct responses for reinforcement. J. Fixed-Ratio-Schedule,
11. A schedule for the non-contingent delivery of stimuli, in which a time interval remains the same from one delivery to the next. K. Negative-Punishment,
12. The tendency for a learned response to occur in the presence of stimuli that were not present during training. L. Baiting,
13. A decrease in the intensity or probability of a reflex response as the result of repeated exposure to a stimulus that elicits that response. M. Counterconditioning,
14. A behavior that is impossible to perform at the same time as another specific behavior. N. Habituation,

15. Delivery of a larger or more valued than usual reinforcer. O. Stimulus,
16. The process of physically moving an animal's body into a desired position and then pairing that movement with reinforcement. P. Jackpot,
17. A behavior is followed immediately by the removal of a stimulus that decreases the future frequency of similar behaviors under similar conditions. Q. Negative-Reinforcement,
18. Occurs when a behavior is followed by the removal of, or a decrease in the intensity of, an aversive stimulus, resulting in a decrease in the future frequency of similar behaviors under similar conditions. R. Approximation,
19. The basic process by which consequences result in an increased or decreased frequency of the same type of behavior under similar motivational and environmental conditions in the future. Can take place in unintended/accidental situations as well as those that are purposely arranged. S. Operant-Conditioning,
20. A behavior is followed immediately by the presentation of a stimulus that decreases the future frequency of similar behaviors under similar conditions. T. Continuous-Reinforcement,
21. Occurs when a behavior is followed immediately by the presentation of a stimulus that increases the future frequency of similar behaviors under similar conditions. U. Desensitization,
22. A stimulus change that increases the future frequency of a behavior that immediately precedes it. V. Incompatible-Behavior,
23. modifying some property of responding by differentially reinforcing successive approximations to a goal behavior. W. Reinforcer,
24. Any environmental event that affects, or is capable of affecting behavior X. Conditioned-Stimulus,