



Attentional Processes and Cognition

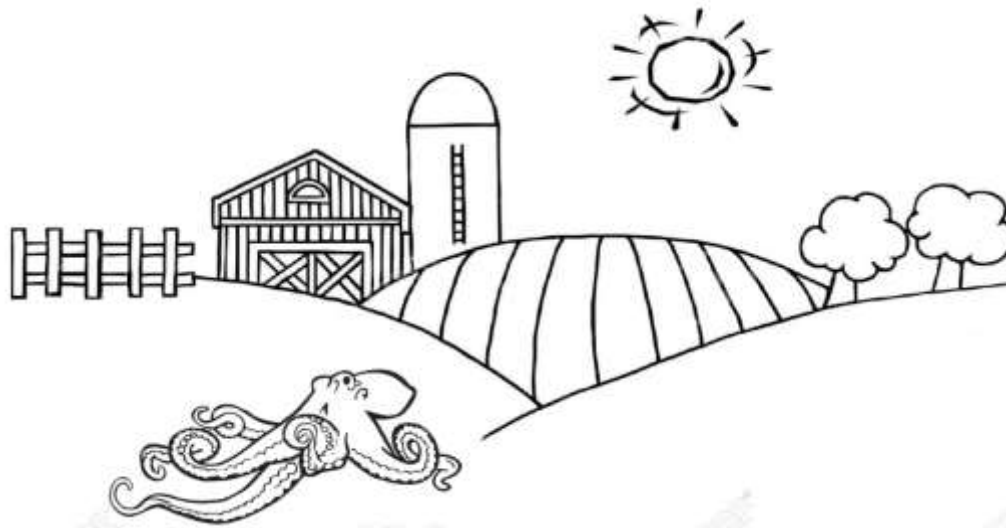


Attention

- How does attention work?
- What conditions predict attentional focus?
- What is the role of perception and attention?
- How long can we pay attention?

Attention

- Concentrating on specific features, thoughts, activities, or other stimuli
 - **Conceptual dysfluency (Loftus, 1978)**





Attention

- **Overactive top-down processing** and recognition errors
 - Cognition is remarkably efficient and accurate but NOT immune to errors and mistakes
 - Attentional and perceptual filters turn “off” when we need them, or turn “on” when we don’t!



Automatic (Unconscious) Processing

- Perception without attention is possible
 - **Automatic processing** is unintentional, unconscious, and effortless
 - Stimuli may not be consciously focused upon, but many features do register
 - Studies show familiarity and emotional preference help this process



Automatic (Unconscious) Processing

■ **Advantages**

- Allows us to do many things at once, especially when cognitive load is high
- Helps build complex skill sets

■ **Disadvantages**

- Can lead to careless mistakes
- Important details might be overlooked



Strategic (Controlled) Processing

- Perception requires attention, and performance suffers if attention declines
 - **Strategic processing** is intentional, conscious, and effortful
 - Skills that begin with strategic processing can become automatic
 - . Playing a video game, driving a car, etc.



Strategic (Controlled) Processing

- **Advantages**

- High cognitive elaboration
- Detail-oriented

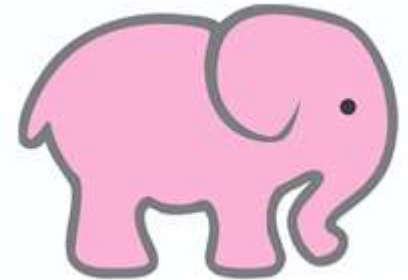
- **Disadvantages**

- Perceptual bias and filtering
- Information distortion



Attention

DON'T THINK OF



THE PINK ELEPHANT

■ Consciousness

(1) Rebound effects of thought suppression



(2) Mind wandering

- Thoughts shift from external stimuli (“mindless reading”)
- May not be conscious of this for many paragraphs!

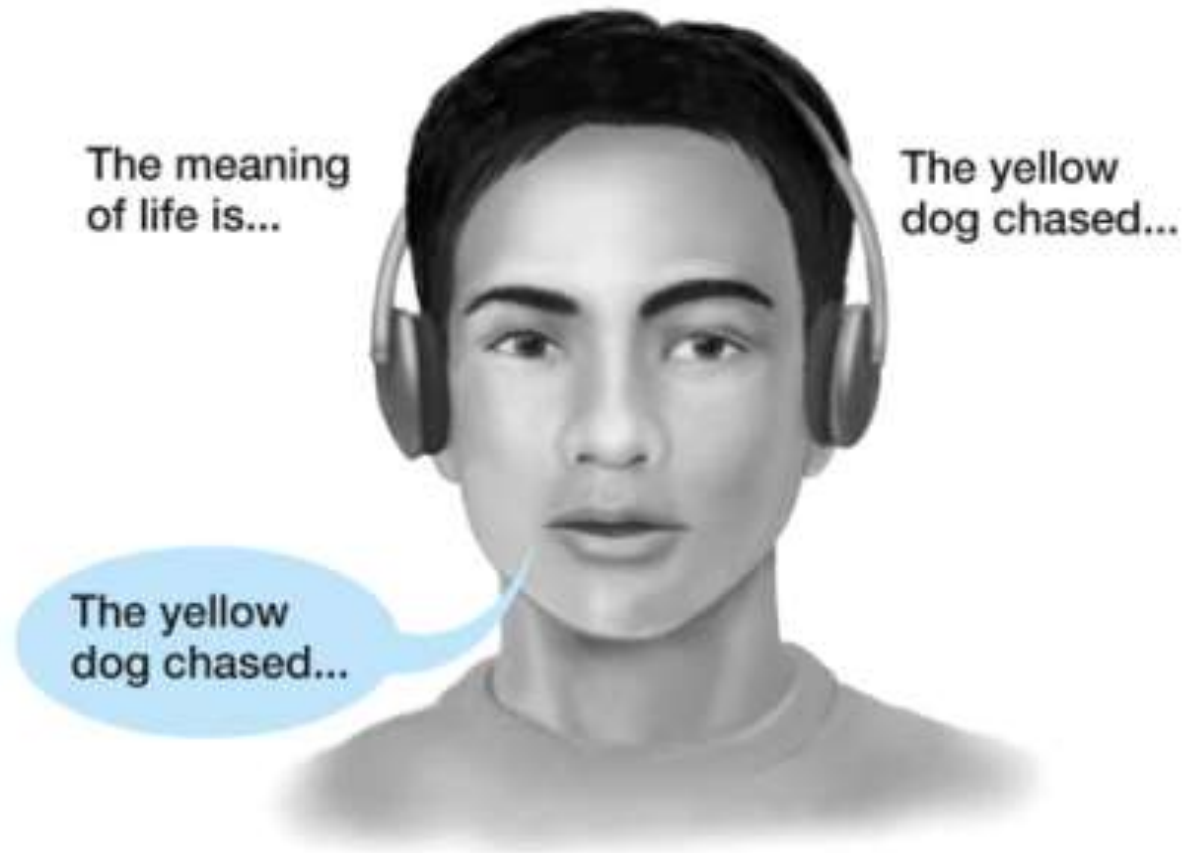


Attention

- **Selective attention**

- Process one stimulus while ignoring all others
- Ex: Dichotic listening tasks

Dichotic listening



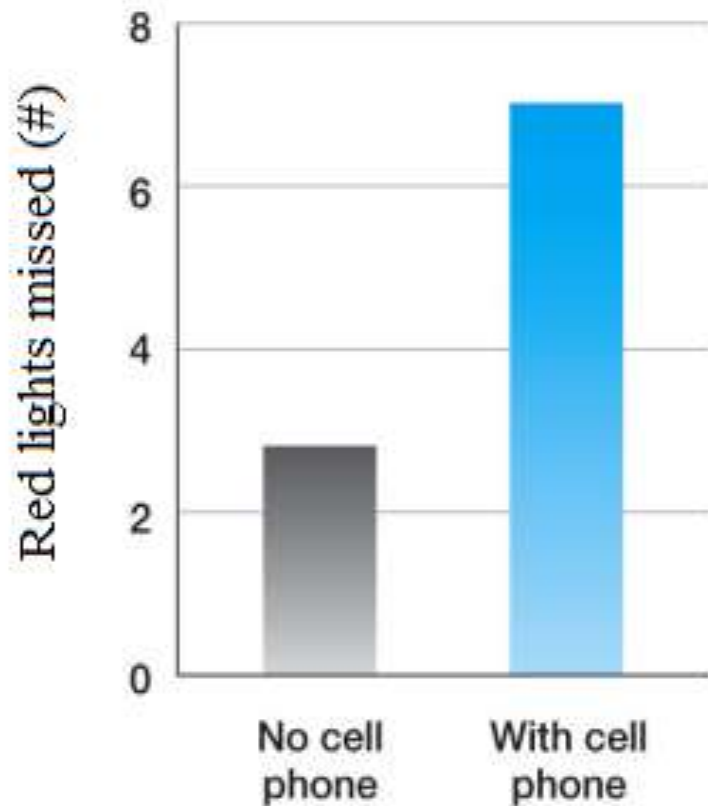
Attention

■ Divided attention

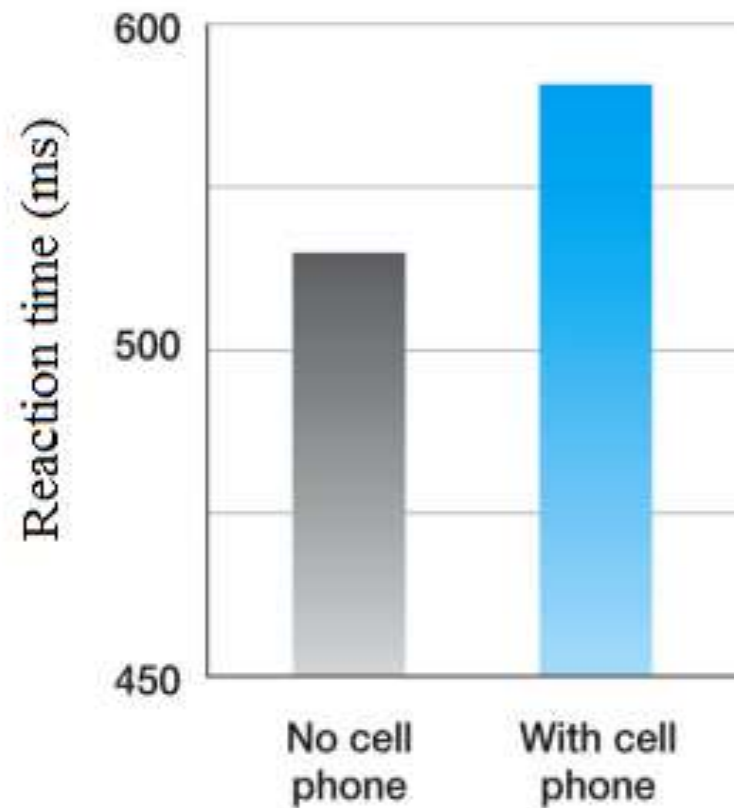
- Many stimuli receiving at least some attention (i.e., “multi-tasking”)
- Processing STM to LTM can become automatic



Naturalistic Driving Study (N=100)



(a)



(b)



Attention

- Factors affecting dual-task attention and performance
 - Task similarity
 - Familiarity
 - Practice/effort
 - Task difficulty

Attention

- **Inattention blindness**

- Something **not** attended to is **not** perceived (even when looking directly at it)
- Failure to detect an unexpected stimulus



Attention

- **Change blindness**

- If shown two versions of a stimulus, the differences are not necessarily apparent



Attention

- **Goal-directed attention**

- Influenced by expectation, knowledge, current motivation (i.e., top-down)



Attention

- **Stimulus-driven attention**
 - Unexpected stimuli or occurrences catch our attention (i.e., bottom-up)



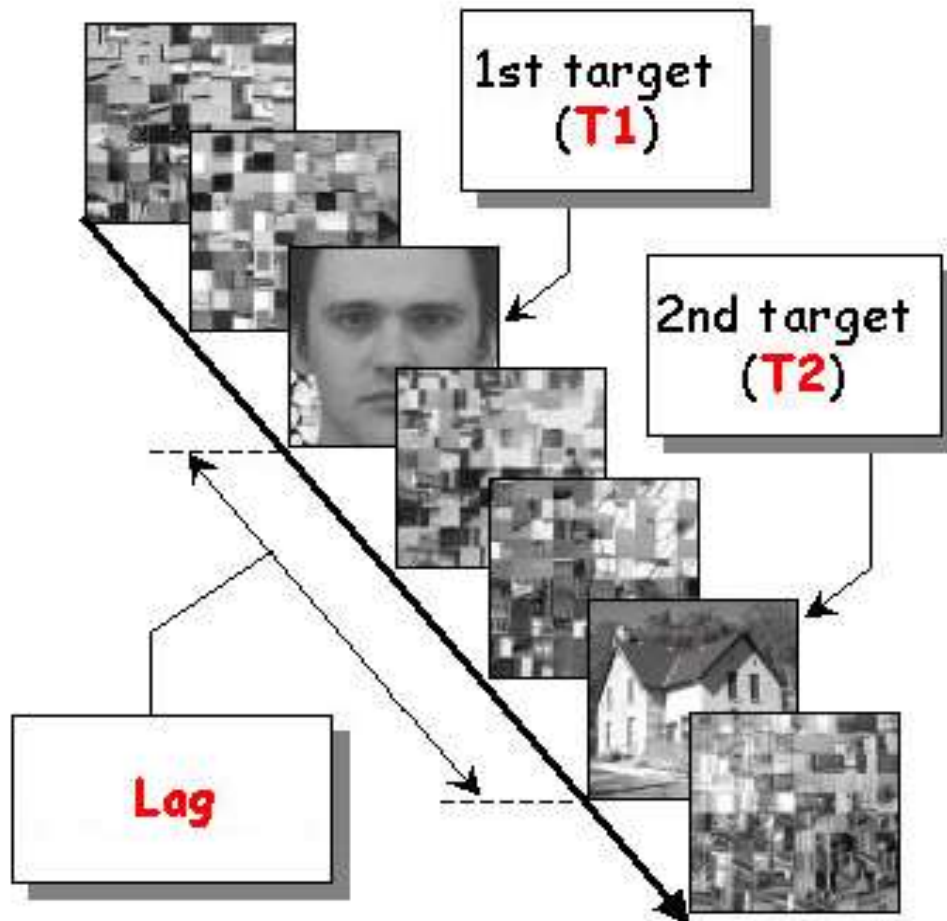


Attention

- **Attentional blink**

- When presented with rapid sequence of stimuli in succession, some features will not register
- Frequent video game use (primarily action games) greatly reduces subjects' attentional blink

Attentional Blink Paradigm





Attention

- **Cognitive load**

- Subjective differences in perception capacity, motivation, and ability to process stimuli
- Generated via:
 - (1) novel (and number of) stimuli
 - (2) interacting elements to process simultaneously



Attention

■ Treisman's Attenuation Model

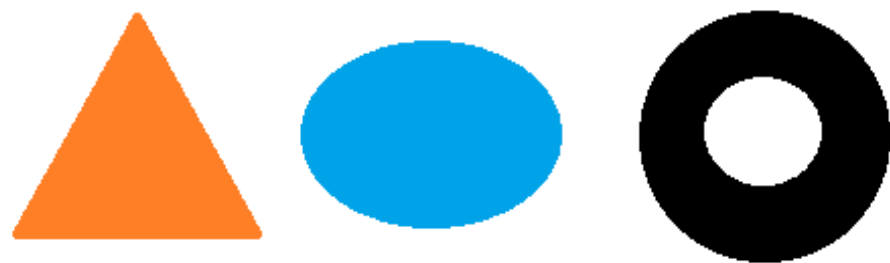
- Messages differ in terms of their “subjective loudness”
- Paying attention to message (or stimuli) means increasing its subjective loudness
- Explains the “cocktail party phenomenon”
 - Unattended stimuli not completely blocked, and can get our attention



Attention

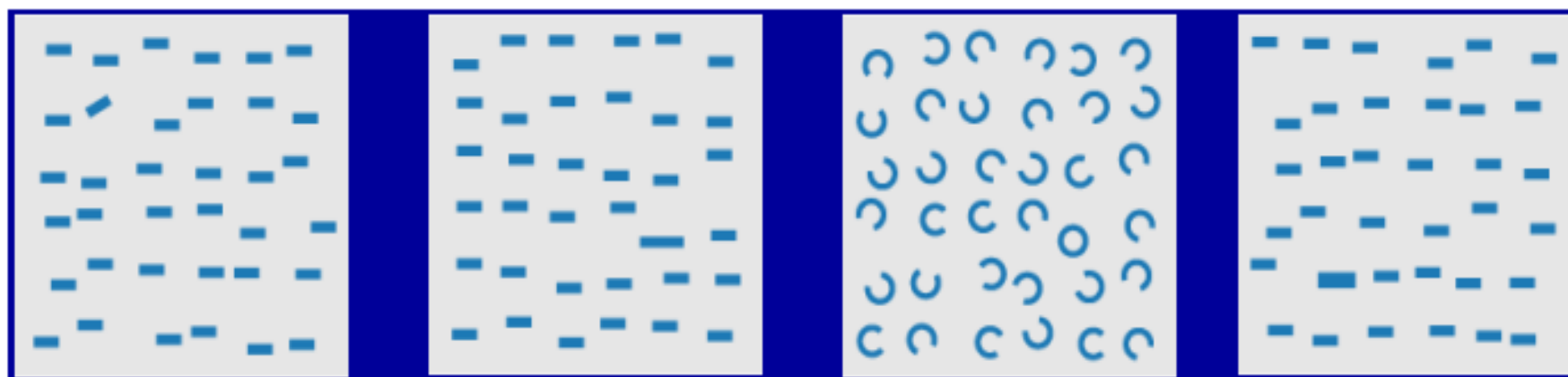
- **Treisman's Feature Integration Theory**

- Perception involves analyzing stimulus properties (shape, color, size, movement) to combine features
- This **feature search** generates a “pop out” effect
 - High levels of attention required or complex stimuli requires a **conjunctive search**



X	T	X	T
X	T	S	X
T	X	X	X
T	T	X	T

X	T	X	T	T	T	X	T
X	T	X	X	T	X	T	T
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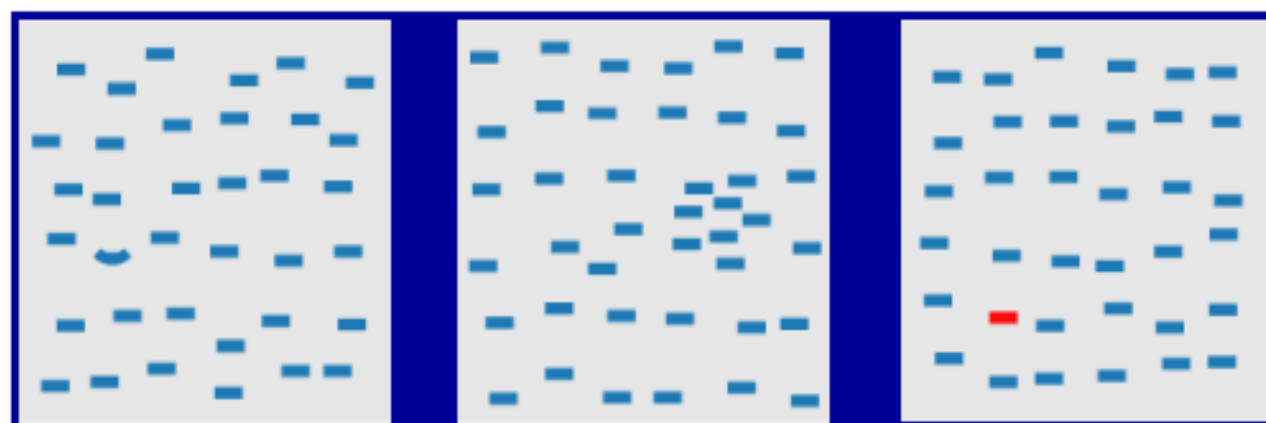


orientation

length/width

closure

size



curvature

density

color

X	T	X	T
X	T	T	X
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T	T	X	T



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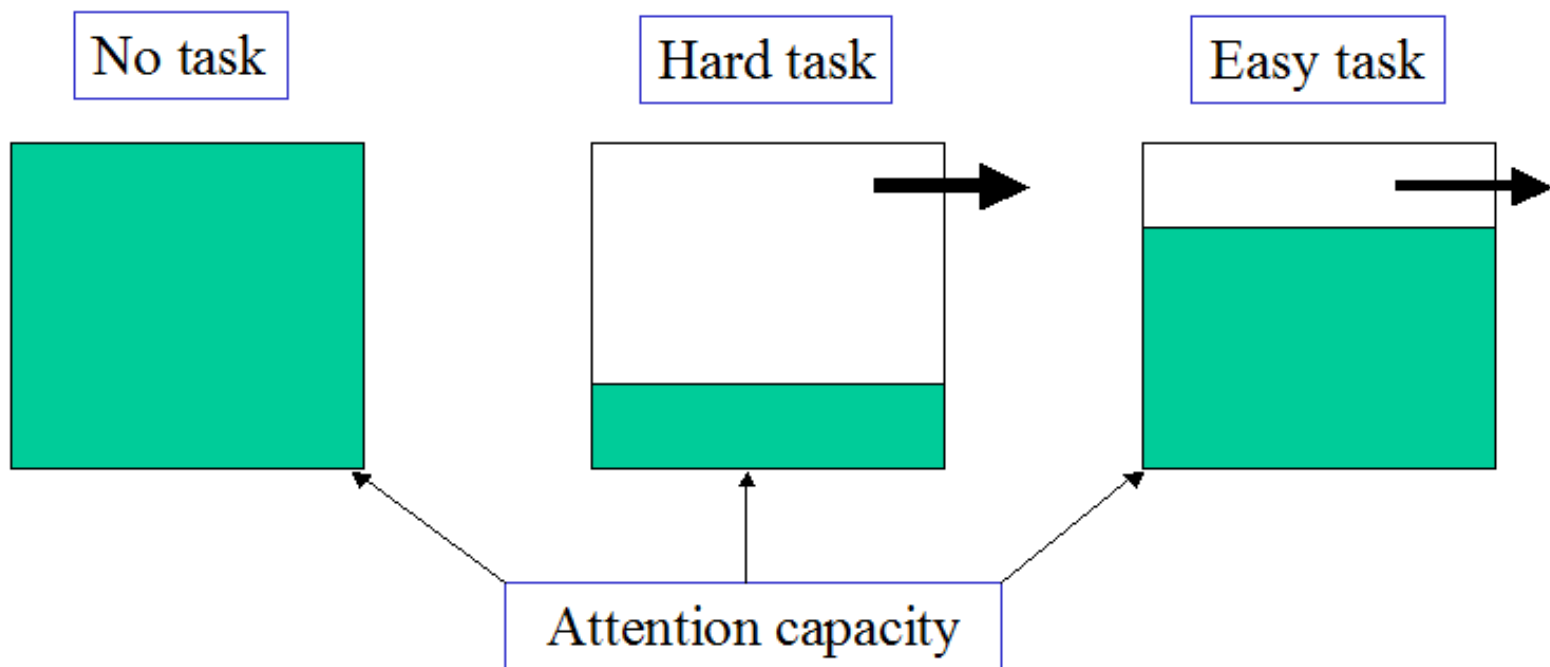
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Attention

- **Kahneman's Capacity Theory**

- When a task demands high cognitive processing, other tasks receive fewer resources
- Cognitive load = attention, memory processing, etc.





Attention

- **Different theoretical perspectives**

- STM is a “small plate” that can only fit a few things at a time
- Attentional processing is what shifts them to LTM
- STM has larger capacity but stimuli not retained very long at all, unless rapidly attended to (“filtered”)



Attention

- **Different theoretical perspectives**

- In other words, when does meaning “stamp” the stimulus?
- Bottleneck vs. filter? Both?

Attention Theories

- All theories propose that somewhere there is a bottleneck which allows some info through and slows down the rest.
- The main difference between these theories is the location of the bottleneck:
 - Bottleneck occurs early in the system
 - Triesman argues that bottleneck occurs mid-way in the system

Limitations of Research So Far

- *Research has so far mainly focused on the external determinants of attention. Internal factors can be play a crucial role in attention also.*
- *In experiments participants are often told what to attend to.*
 - *Is this anything like our real world experience?*
- *Stimuli are often 2-d, computerised and weird*
- *Attentional models tend to ignore the influence of emotional states*
 - *Widely known that anxiety influences attentional processes*