Power law of practice

Newell, Allen, and Paul S. Rosenbloom. "Mechanisms of skill acquisition and the law of practice." *Cognitive skills and their acquisition* 1 (1981).

Power law

$$f(x) = a.x^k$$

Invariante de escala:

$$f(cx) = a.(cx)^k = c^k f(x)$$

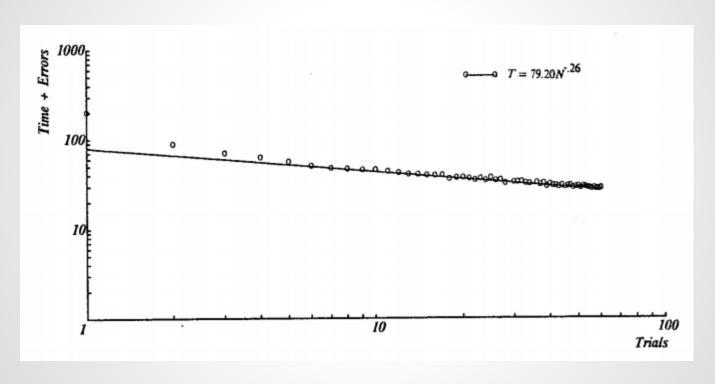
Plot Log-log lineal

$$log(f(x)) = log(a.x^{k}) = log(a) + k. log(x)$$

Muchos ejemplos en: http://arxiv.org/pdf/0706.1062.pdf



Snoddy, George S. "Learning and stability: a psychophysiological analysis of a case of motor learning with clinical applications." *Journal of Applied Psychology* 10.1 (1926): 1.

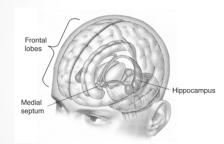


H.M.: Henry Gustav Molaison

(February 26, 1926 – December 2, 2008)

Operación por epilepsia

- August 25, 1953
- Both Hippocampus removed



Se curó de la epilepsia

Conservó memoria de trabajo y memoria de procedimiento

Perdió la capacidad de memoria de largo plazo

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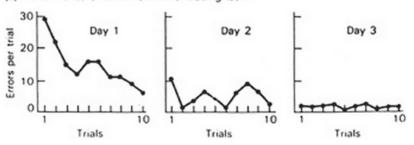
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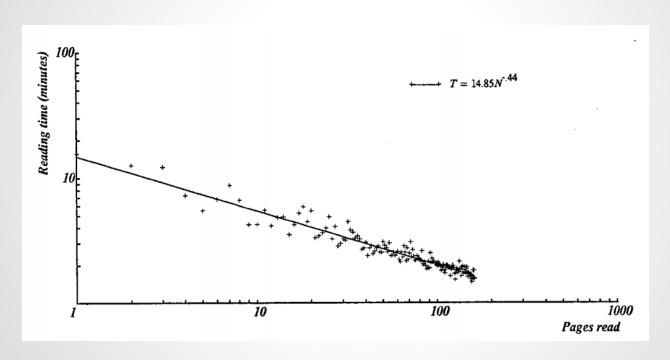




(b) Performance of H. M. on mirror-tracing task

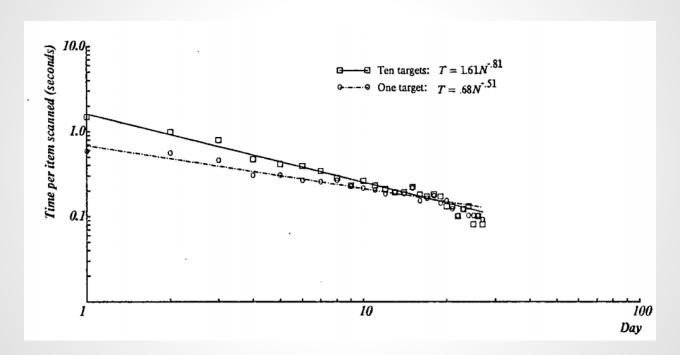


Inverted text reading

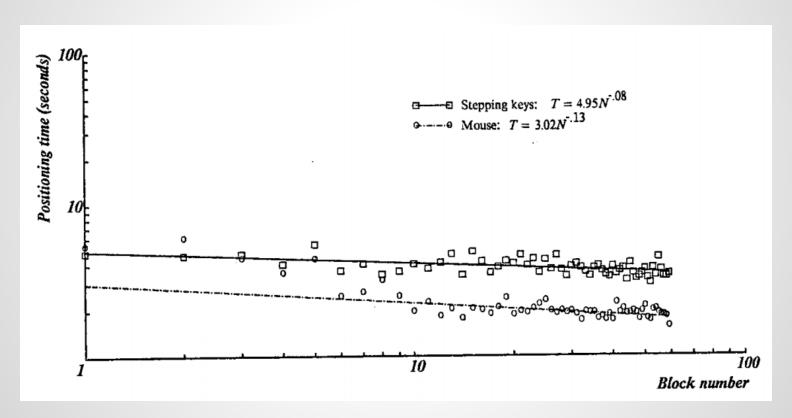


Kolers, Paul A. "Memorial consequences of automatized encoding." *Journal of Experimental Psychology: Human Learning and Memory* 1.6 (1975): 689.

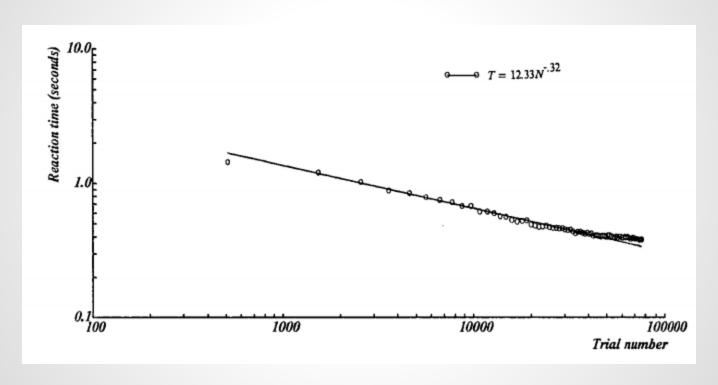
Buscando a Wally



Apuntando con el mouse

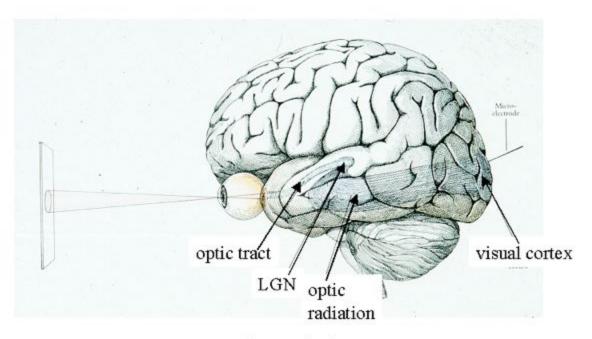


10 lámparas



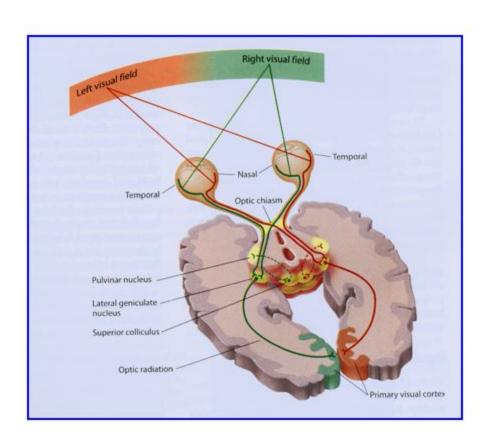
Adaptación

Retinogeniculate visual pathway

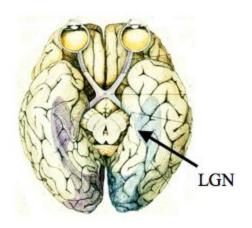


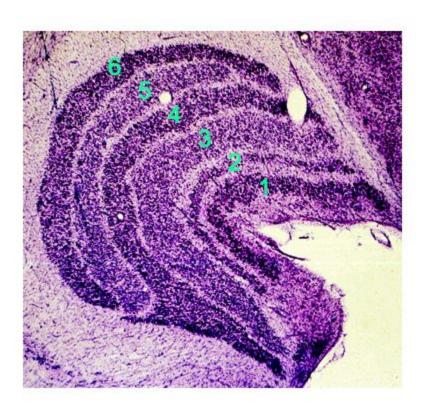
Lateral view

Lateralization

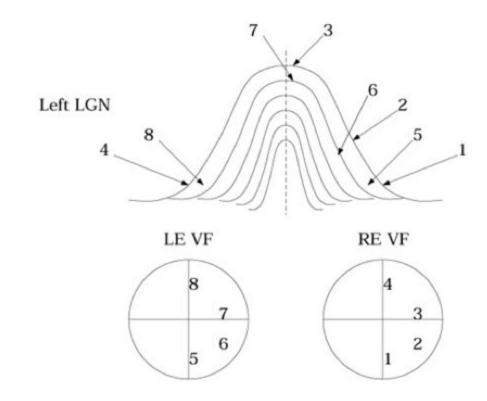


Lateral Geniculate Nucleus (LGN)

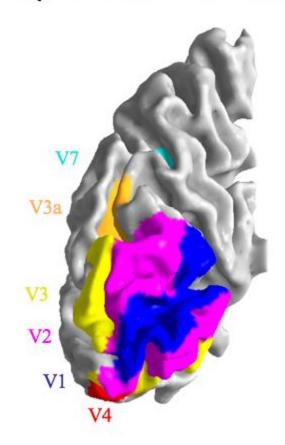


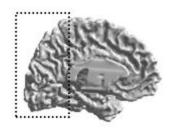


LGN retinotopic map

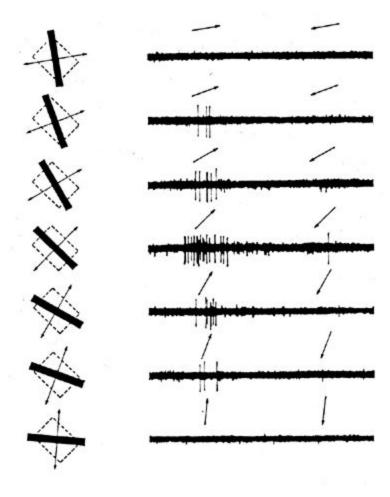


Primary visual cortex (V1)

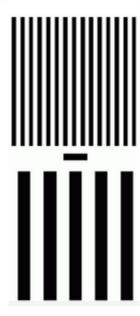


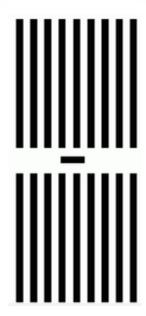


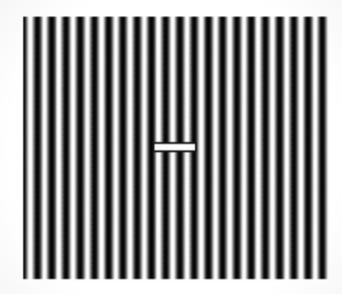
V1 physiology: direction selectivity

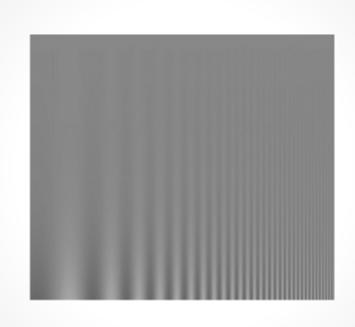


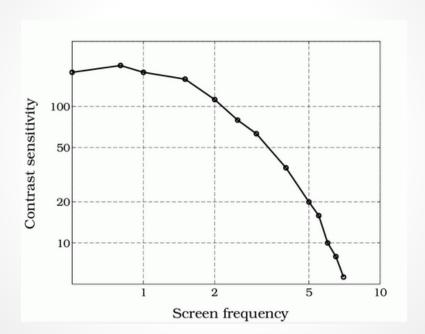




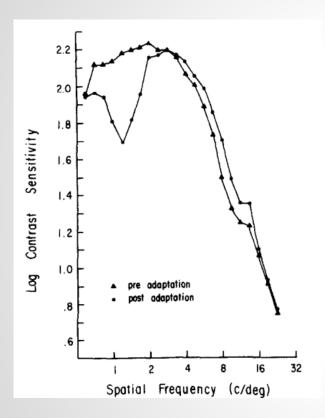


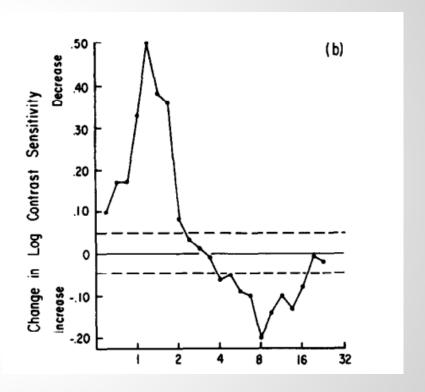






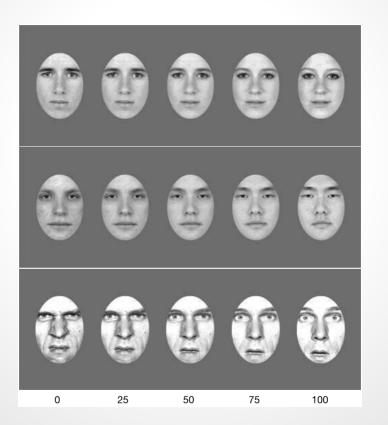
SCHADE, SR. "Optical and photoelectric analog of the eye." *JOsA* 46.9 (1956): 721-738.

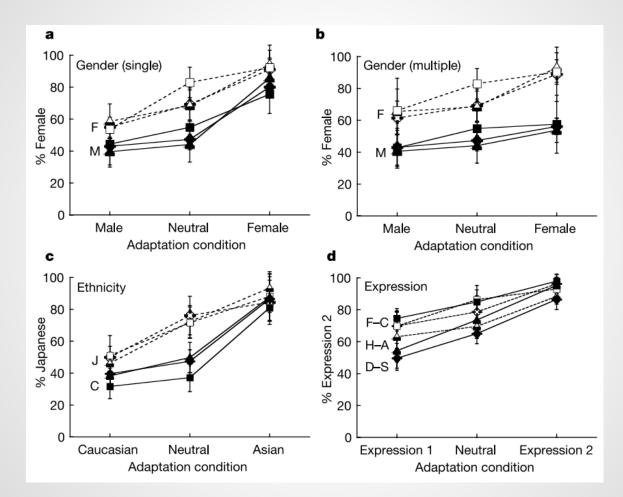


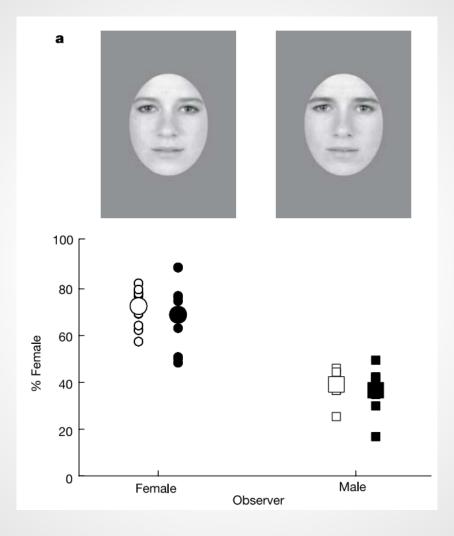


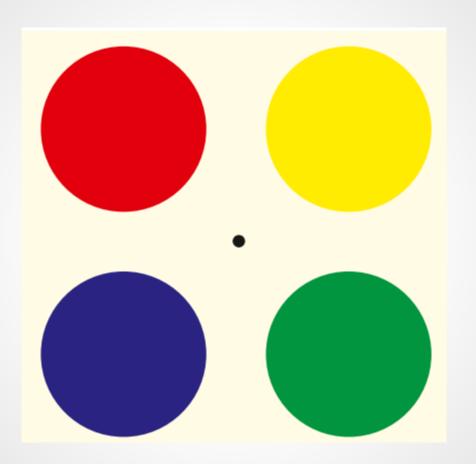
De Valois, Karen K. "Spatial frequency adaptation can enhance contrast sensitivity." Vision research 17.9 (1977): 1057-1065.

Adaptando a caras









Thompson, Peter, and David Burr. "Visual aftereffects." *Current Biology* 19.1 (2009): R11-R14.

Motion aftereffect

http://www.michaelbach.de/ot/mot-adaptSpiral/index.html

Algoritmos visuales

Capacidad en presentaciones visuales breves

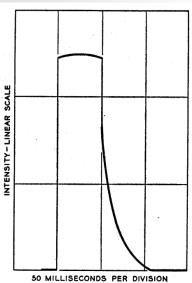
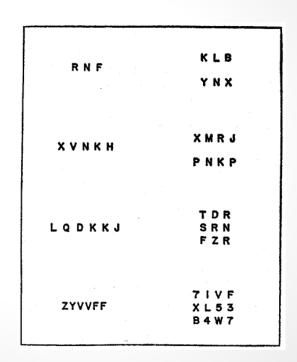
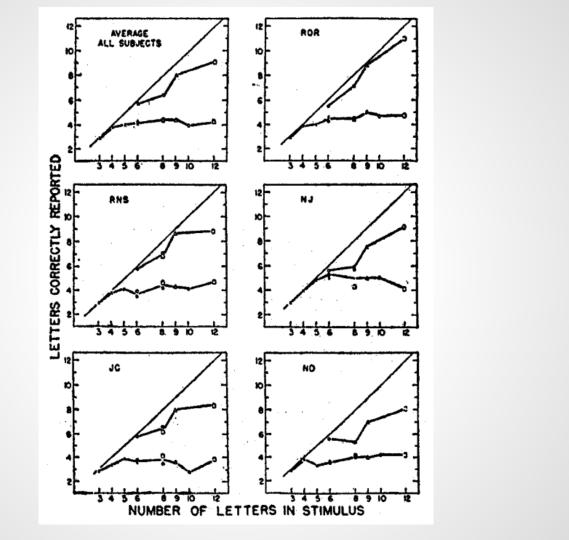
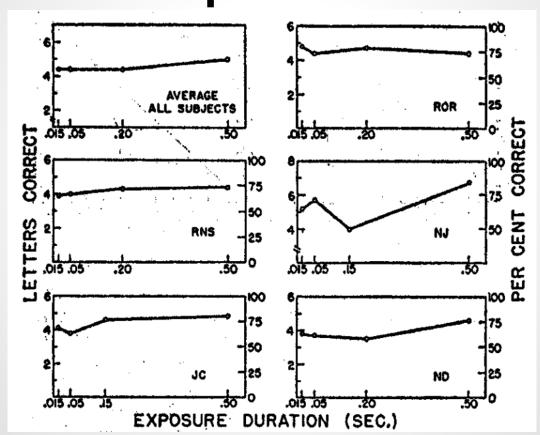


Fig. 1. A 50-millisecond light flash, such as was used in most of the experiments. (Redrawn from a photograph of an oscilloscope trace)

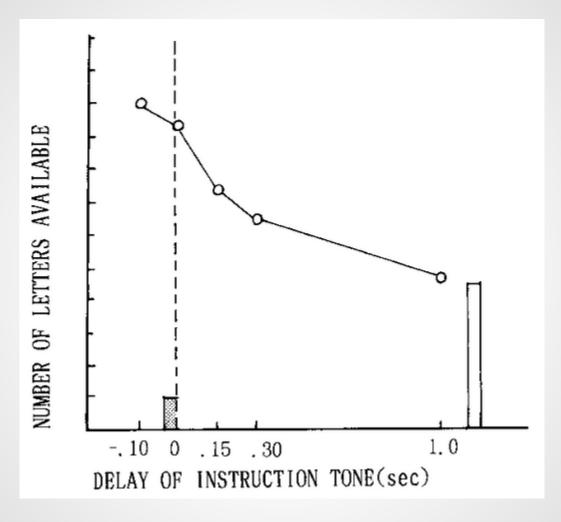




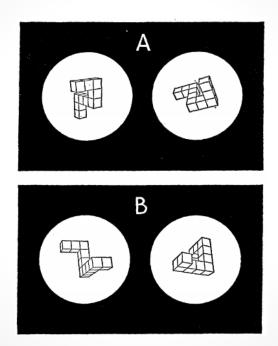
No depende del tiempo de exposición

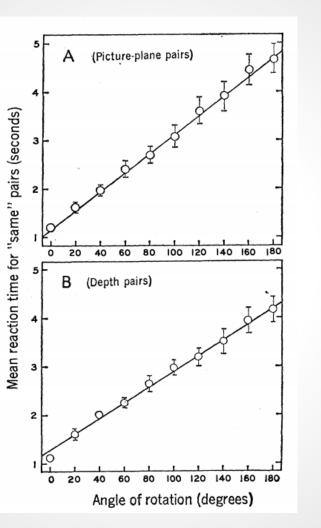


¿Y cuánto dura el recuerdo?

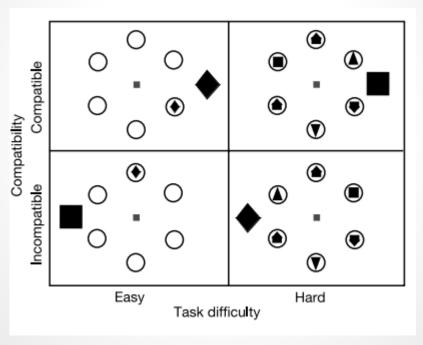


Rotación mental

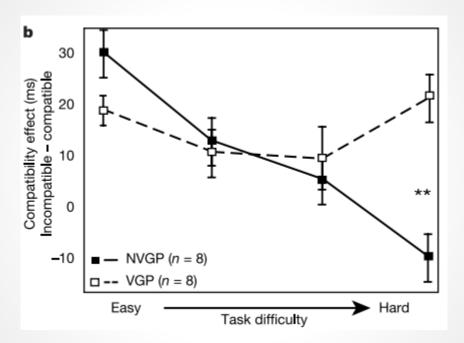




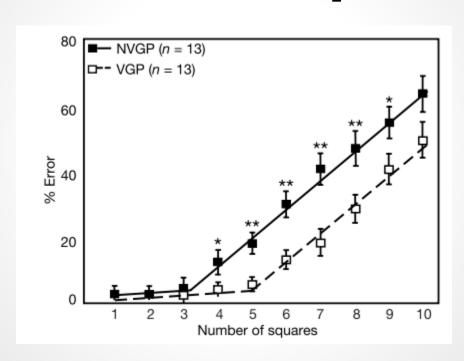
Juguemos al counter...



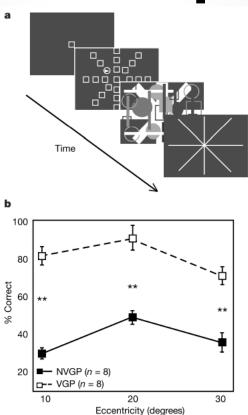
Green, C. Shawn, and Daphne Bavelier. "Action video game modifies visual selective attention." Nature 423.6939 (2003): 534-537.



Contando rápido...



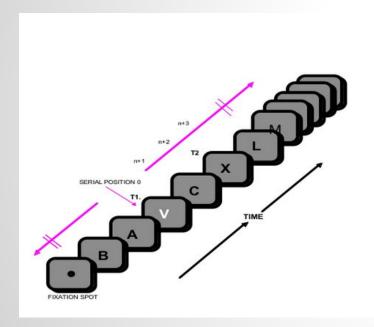
Precisión espacial...

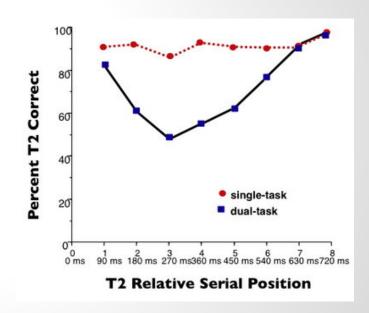


Interferencia



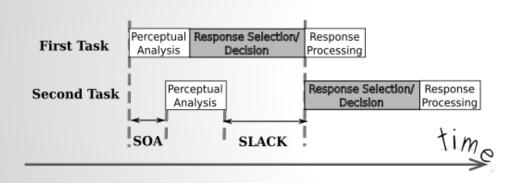
Ceguera atencional

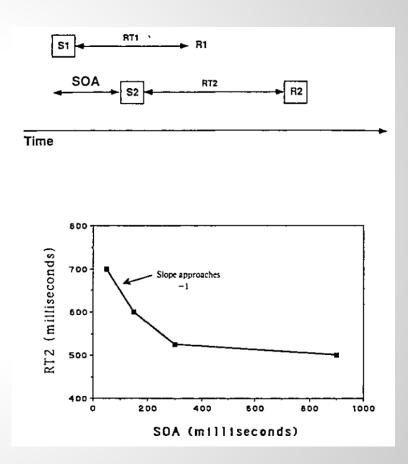




Raymond, Jane E., Kimron L. Shapiro, and Karen M. Arnell. "Temporary suppression of visual processing in an RSVP task: An attentional blink?." *Journal of Experimental Psychology: Human perception and performance* 18.3 (1992): 849.

Psychological refractory period





Pashler, Harold. "Dual-task interference in simple tasks: data and theory." Psychological bulletin 116.2 (1994): 220.