

→ Olfactory lobe - in mid brain
(evolutionarily old because olfaction is imp. for animals too).

Amygdala - centre of emotion.

- ↳ exp. - lesioned a monkey's amygdala
 - became docile & fearful.
 - others showed rage ..
- ↳ Both rage & fear control.

Hippocampus - explicit memory.

Hind brain

- Brainstem (central core)

Medulla oblongata - heartbeat / breathing

Pons - coordinate movements (balance)

crossover point.

Corpus callosum - joins the 2 lobes of the brain
(right & left half).

→ Thalamus (top of brainstem)

- sensory switchboard (relay centre)

→ Cerebellum

- coordinate voluntary mov.

- memory, discriminate sound & texture,
judge time

↳ rel. to movement.

neurotransmitters

- connecting 2 neurons chemically.

~~GABA~~ - inhibiting other neurons

lack of Dopamine - Parkinson's disease.

- hand tremors

- stiffness

- shuffling walk.

excess Dopamine - hyperkinesia, tics, etc.

Excess dopamine - schizophrenia, mania

- tardive dyskinesia.

Brain Plasticity - can get new synapses by practice

can get modified.

diff. patterns of firing of

newons. different results - synapses

into different neurons control movements

Hemispherectomies - opp. limb movements compromised on side removed

other side can compensate

blind people's occipital lobe may get fired while reading braille.

Deaf people - good peripheral vision.

Epilepsy → seizures / faints.

excess of electricity in brain

- treated earlier by destroying corpus callosum.

left hemisphere - broca's area in left

- lang. processing

Right hemisphere perception.

language of right hemisphere

(ambidextrous)

Consciousness

awareness of ourselves & environment.

for Anaesthesia - responsiveness / alertness
as consciousness.

Color phi phenomena - Dennet

Result - awareness comprise the small fragments which influence trace of mental events which happened. after their beliefs of what just happened.

→ Hippocampal complx. → short term.
(Recent memory)

→ stores them into long term.

damage - affects recall of recent past.

long term memory events stay.

→ damage in life → loss of continuity in life.

→ no continuity in life.
ex - 'Oneg' Oliver Sacks.

→ Peter Brattka's case with visual field bypassed by optic nerve.

Visual perception.

Crick & Koch → mammalian visual system - infinite pattern recog.

→ whole integrating brain see it as a whole.

→ very short term memory

→ trace - reverberatory

sim. for visual info. from Thalamus & cortex.
auditory.

→ complex processing of visual info. in visual system.

→ Case study - DF Goodale & Milner.

'Sight Unseen'

→ diff. pathway of conscious perception of visually guided behaviour.

& behaviour:

Dorsal stream

Ventral

↓
Visual pathway stream

High consciousness

(Low consciousness)

- Wegener & Soon: your first ...
 - sometimes response is unconscious!

Motor decisions are preceding consciousness.

wegener - responding to tap before being conscious to tap.

Circadian rhythm - body clock.

brightness control

↳ bright light activates retinal protein

labeled by me. It doesn't superchiasmatic
Rings? ✓

Pineal gland \leftarrow (in hypothalamus)

modulate gland

modulate melatonin

- sleep inducing)

for
- Reason, Jet lag.

→ Dement → microsleep (when sleep deprived).
↓ dose consciousness.

SEM 1880

→ REM sleep goes on during

↳ Rapid Eye Movement.

I spent the day at the Dreamstate, where

looks ~~more~~ similar to awake (x waves) state.

→ staged Relax but awake → α waves

Stage-2 - get sleep spindles

↳ darker regions

in EEG.

Big stage-4 - Deep sleep (δ waves) ~~high frequency~~
- high troughs, peaks

As we go to the end of sleeping
- ~~stage 4~~ stage 4 is not reached.

stage-1 - Hypnagogic sensations
- sensation of falling
- shuddering.

Cycle b/w stages.

REM - appear like awake
- heart rate increases, rapid breathing,
- no body movement.

as nothing (no waves) going
to spinal cord. [brain stem
blocks waves]

Lucid dreaming - when dreams are controllable
(rare)

- experience paralysis

cannot move, become
conscious of not being able
to move.

→ disturbing REM - causes lethargy,
groggy, disoriented.

~~a time of~~
~~if after a sleep of~~
In REM deprived patients - REM increases
when again allowed

growing popularity of REM deprivation

- function of dreams
 - filing memories
 - make sense of neural static
 - provide periodic stimuli.
- Freud's theory.
 - ~~latent~~ psychic safety value → retreat for emotions.
 - manifest content
 - not real
- latent content
 - childhood experiences
 - sleepwalking - stage 4.
- when body temp falls → sleep is induced.
- sleep protects immunity.
- depression, old age → disturb circadian rhythm.
- afternoon nap → does not disturb circadian rhythm.
- can have cultural influences
- Narcolepsy → sleep attack (of 5 min.)
 - not rel. to sleep deprivation.
 - Orexin not ~~regulated~~ regulated properly
 - ~~neurological disorder~~ (neurological disorder)
- Sleep apnea → stop breathing during sleep
 - risky, dangerous

- Only monozygotic twins may have correlated sleep patterns. (Identical) [Fraternal - dizygotic]
- Psychoactive drugs - change perception:
 - alcohol - affects the brain's ability to learn and store information
 - Depressants - lower neural activity
 - alcohol - disinhibition → lower consciousness (self-awareness)
 - hippocampus / cerebellum → drunken gait
 - low REM sleep. (poor coordination)
 - Barbituates - tranquilizers combined with alcohol - fatal
 - Opiates - morphine / heroin
 - slows down brain - stops producing endorphins (Opiate)
 - pain killers (but not - produced when you run your own runner's high)
- Stimulants - ↑ HR, ↑ breathing, dilated pupils, ↑ energy
 - Caffeine
 - Nicotine - affects acetylcholine, dopamine & epinephrine. (addictive)
 - Methamphetamine - dopamine release, euphoria. (reduce baseline dopamine)
 - Cocaine - affects dopamine / serotonin / norepinephrine - rush then crash.

Hallucinogens

- LSD - vivid hallucinations
- Marijuana - mild "
- Habituation (in all drugs)
 - same dose causes less effect.
 - cause of addiction.

Cause of addiction in some people

- some biological influence. (predisposed to alcoholism)
 - "genetic"
- adopted individual
 - correlation with problem in one of the biological parent
- Social / Psychological influences.
 - cultural influence
 - overestimation of usage
 - Peer pressure
 - stress
 - depression.

Near Death Experience

- 12 to 40% people.
- oxygen deprivation
(due to heart stop)
- Hallucinatory action of brain.

Learning

- purpose - to survive / adapt
- should be observable.

Classical conditioning (Pavlov)

- maintained kennel of dogs, measured amount of saliva
- learning by association.

US - unconditioned stimulus.

UR - ~~unconditioned~~ response

US - food \Rightarrow UR - saliva

Neutral S - tone \Rightarrow NO response.

Neutral S + US \Rightarrow UR \rightarrow repeat

then,

CS (conditioned stimulus) \Rightarrow C. Response
tone (saliva)

→ Acquisition - linking neutral S to US.

→ Higher order cond.

- ~~more order~~, \therefore Higher order ~~to~~ - weaker cond.

→ Field \rightarrow children cartoon

+ (ice-cream / brussel sprout)
~~caused~~
~~preferred cartoon~~

→ Olson / Fazio \rightarrow adults

\rightarrow Pokemon char. + some word
(the / me)

\rightarrow the word pokemon char. - preferred

→ Extinction - CS repeatedly without US
- diminished response (CR)

→ Spontaneous recovery - if we pause the trials, then start again, a weak CR is seen.

- Generalization - similar stimuli to Cs also worked.
ex- diff. tone
- Discrimination - learned ability to distinguish b/w. Cs & similar stimuli not linked to U.S.
- Biological const. to learning
 - animals ~~adapt to~~ learn only things that help them survive / adapt
 - ↓
only natural stimuli works.

- Garcia & Koelling
 - gave diff. stimuli → sight, sound, food
 - at radiation at diff. periods after first stimuli (delayed) then they were irradiated which makes them sick. Time was varied too.
 - Sight / sound - no cond. learning.
 - taste aversion developed to food due to food causing it to sickness.

- Gustanson et al
 - gave poisoned sheep carcasses to wolves.
 - sickness caused them to stop attacking sheep
- applications
 - drug users - associated with places / people.
 - prevented from doing this
 - antabuse - caused vomiting to alcohol.
 - Immune response - placebo effect
 - subjective
 - objective immune system reacts better

- watson & rayner = little albert - 11 month old baby
- presented white mouse & paired it with hammer on steel noise.
 - it started crying when white mouse presented
 - generalized to any white furry object.

- Maxwell house coffee break - by Watson.
 - ↓
advertised Maxwell house to taking a coffee break.
- applying classical cond. to advertising.
 neutrals paired with affective stimulus (V_e)
 (product) (emotions)

ex. paint → happiness.

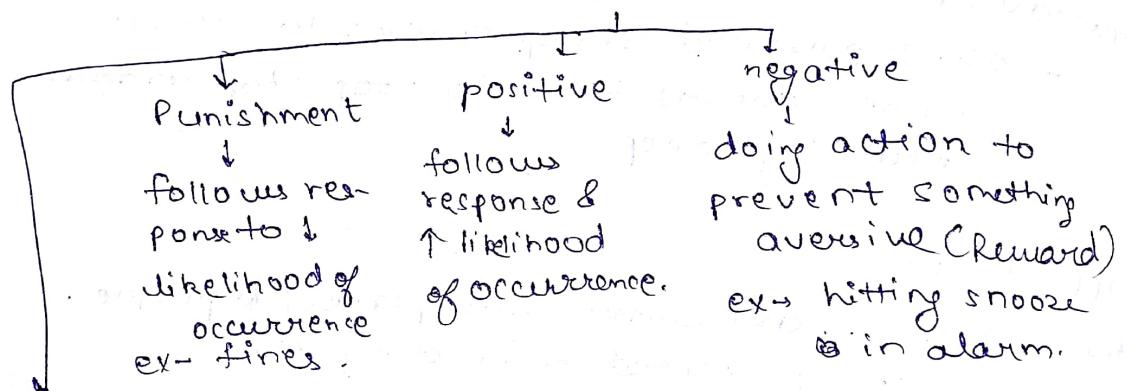
capturing attention to create attitude to get purchase prob.

ex. De Beers diamond
 caused engagement to be
 made diamond ring normative
 in US society.

Maggi advertisement

Operant conditioning

Action performed \Rightarrow consequence
 by organism
 (Reinforcement)



Omission of reinforcement

- stop the reinforcement to cement its ↓ likelihood.

of occurrence

ex → withholding TV, pulling plug

→ Thorndike \Rightarrow Cat in a puzzle box

Theory of effect

- immediate satisfactory conseq. ↑

likelihood of repeating the same response.

- Skinner \Rightarrow Skinner box
 - behaviour shaping
reinforce gradually to guide to desired behaviour.
 - successive approximations - complex behaviours.
- Cont. reinforcement - learning faster & stable
- Fixed ratio
 - Variable ratios - extinguishing behaviour diff. e.g. gambling
 - Fixed interval
 - Variable interval
 - \hookrightarrow learning is easier
 - is slower
 - (more fatigue)
- Latent learning - learning is expressed only.
when there is incentive to demonstrate it.
- Skinner - no cognition involved.
NOT true
cognition + learning expectancy.

Observational learning

- Modeling - learning by imitating.
- Mirror neurons - responds when you do something.
also when you see someone doing it. ("sense of prediction")
 - Rizzolatti, Macaque monkey
- Human mirror neurons
 - specialize in carrying out and understanding ~~not just~~ actions, intentions, social meaning & emotions.
- Non-verbal cues - ex. while speaking tone, body lang., expression etc.

- Bandura - Bobo doll exp.
- ~~adult~~ adult behaved aggressively to a Bobo doll. Adult Model) identical
 - children imitated - behaved ~~in~~ ^{acts} ~~in~~ adults with the Bobo doll
 - children ~~acted~~ ^{repeated} their words
 - Had a control group
 - did not act aggressively to Bobo doll.

- Meta analysis - quantitative review.
- TV violence - can cause learning. enabling factors for aggression - values, parental observation / behaviour, situation etc.
 - Violent video games - has a participative element.
 - can cause desensitization to violence (prolonged exposure)

Memory

- Ebbinghaus memory curve. - more you rehearse, next time can learn it faster.
 - imm. recall $\approx 100\%$ - plateauing effect.
- * Tabula rasa - children born with blank slate (John Locke)
- Serial position effect
 - primacy effect
 - high prob. to learn first & last words
 - Recency effect
 - recently learnt things are easily retrievable
 - fades away due to interference

Only primacy remains

Structuralist perspective

- Atkinson & Shiffrin (1968).
- information processing model
 - encoding - paid attention & encoded it in mind.
 - storage
 - short term
 - long term
 - retrieval

come from long term.

sensory stores → very short, flashes → may decay.

information if attention paid → goes to short term.

with rehearsal - long term.

With rehearsal information stored in memory.

7+2

nos.

Biological fact - can remember 7±2 at a time.

→ Sperling (George) found more information in memory.

→ 1200 names of 1/20th of a second.

KZR

flashed this for

QBT people would recall some of them.

SCRN

then he again flashed and imm. played a

tone ~~for~~ specific for a row (preknown), then recall was better.

then memory is fading very fast (all is there in memory)

⇒ by the time you recall everything, the memory fades.

everything, the memory fades.

bad recalling.

Working memory

Working memory is similar to short term memory

- similar to short term memory right?

- whatever is in attention right now (before & after) → working memory

- ex - what is going on in class

- elaborate version of STM.

- Semantic memory
 - related to meaning, facts.
 - ex- vocabulary
 - remembering meaning of something.
(not just the word)
 - Episodic memory
 - memory of events.
 - Perceptual rep. - info about form & structure of objects ex- while spelling, sometimes write repeatedly to get it right
 - Flash ~~back~~ memory
 - memory related to a ~~will~~ dramatic / vivid event.
 - Procedural mem - memory of how to do something
 - ex. even people with amnesia can ride a bike
 - kind of muscle memory.

Proceduralist perspective

 - memory as process.
 - Structural / physical - we remember bold, italic, processing uppercase, etc. (short time)
 - Phonemic - rhyming, repetitive use of letters.
ex - OS Simpson (intermedia)
"If glove doesn't fit, you must acquit"

Semantic - meaning. (deeper level)

Deeper processing - better retention

Rehearsal Maintenance (mugging)

↳ Elaborative

Dynamic Perspective

- memory forever changing (upon retrieval based)
- constructed, reconstructed (on old mem. & etc)
- Loftus & Palmer - Misinformation effect
film of traffic accident

How fast the cars were going when they ?

	speed (x)
smashed	40.8
collided	39.3
Bumped	38.1
hit	34.0
Contacted	30.8

After 1 week

Do you remember if any broken glass?

smashed	hit with big brick	there was no broken glass.
hit		
No.		

(bridge friends) German control group (not asked about speed)
score no. 16
in English (yes - 6
no - 44)

Usage of leading questions → memory bias
↳ causes problems in eye-witness testimony.

- causes problems in eye-witness testimony
- Interrogation can be suggestive

↳ semantic effect on speed.

⇒ Memory → perception + what happened next
↳ events of stories → difficulties
↳ taken as memory.
↳ memory + information → memory + difficulties
↳ assignments
↳ (from me)

- Visualizing something & actually perceiving something activates same brain areas.
- Suggestibility difference: eye witness testimony problem
Acquisition bias
- Asking neutral questions → improve eye witness testimony.
person doing lineup - should not know them.
- Source Amnesia
 - incorporated to your memory but its source is lost.

- "Recovered memory" not natural. mostly suggestive
- Hindsight bias - John McCain on Iraq War.
- Place congruent memory (Context effect)
 - depending on where you learnt it.

- Mood congruent memory - more likely to recall the incident happened when mood was specified
- Memory & Hippocampus - new memories formed. transfer to long term memory transfer to LTM.

conditioning - creates pathways prominent in brain.

Cerebellum - procedural memory / Implicit memory (unspoken memory)
classic conditioning including reflexes

forgetting

- encoding failure - information goes in but not stored
- storage decay - information is lost over time
- Retrieval failure - tip of the tongue phenomena
- Interference -
 - ↳ proactive - earlier info disrupts later info
 - ↳ retroactive - later info disrupts earlier info
- Ageing - episodic mem affected, semantic not affected
 - hippocampus may shrink
 - stress hormone (cortisol) damages hippocampus
- Alzheimer's - β-amyloid plaques
 - every memory goes
- Dementia - vascular dementia
 - not enough blood flow to brain
- Amnesia
 - retrograde - events before incident is gone
 - anterograde - stroke (blood leak or swelling), new memories fade.
 - psychogenic - traumatic event causes memory loss
 - no brain injury
 - repression (conscious)
 - for the duration of trauma
 - may be partially retrograde

forgetting?

Spacing effect

- OPP. of cramming effect
 - in a sitting after a particular time,
forgetting starts.
~~long memory test~~

Testing effect

- testing effect

 - when you test, you realize you forgot something
 - sleep - helps in memory consolidation

Intelligence

- Learning of experience involves using knowledge to adapt.
 - Alfred Binet (Paris)
 - mental age - level of performance associated with chronological age
 - IQ - given by Stern → (for children)

$$= \frac{\text{M.A.}}{\text{C.A.}} \times 100$$
 - M.A. = mental age
 - C.A. = Chronological age
 - Terman - increased the ceiling of Binet test.
Stanford-Binet test (widespread use in WWI)
 - Standardisation sample
 - test given to a large no. of people.
 - obtained norms (percentile / mean etc.)
 - Terman believed in

Eugenics

- ↳ believing that genes are responsible for intelligence.
→ genetic (racial or a group) differentiation (discrimination)

Problems:- language effects

- Sample size
 - culture. (western style & schooling)

- apartheid governance
- was justified using eugenic intelligence test).

Theory of intelligence

Spearman

- factor analysis
 - correlations among s-factors.
 - g-factor is underlying general factor.
 - inherent underlying general intelligence.
 - those who scored high on one type of test also performed high in others. (Called g-factor)
 - High correlations b/w. test scoring by ~~diff~~ a person.
- (specific intelligence
to a test)

Thurstone (contradicted Spearman)

- 7 independent clusters (factors)
- if scoring would be independent. (used 56 diff. tests).

* perceptual capacity - related to encoding.

Kanazawa

- way of solving novel problems called evolution of intelligence (general int.)
- novel vs. everyday problems.

Gardner

- 8 ~~int~~ intelligences.

Pointilism - impressionist.
using points to paint

Intrapersonal - understanding a person's psyche.

Interpersonal - " "

other people.

- Sternberg's 3 intelligence
 - triarchic
 - analytic
 - creative
 - practical
- } Parsimonious theory.
- abstraction with few elements, ~~most~~ explaining lot.

- Info Proc. Theories

- skills of taking info, processing, using to solve problems
- sim. to Sternberg's component / metacomponent.
 - thinking
 - thinking about thinking
 - thinking

⇒ Neurological

- brain size - 0.23 correlation
- synapses - dev. of neural connections, (plasticity)
- Frontal & Parietal lobe.
- Perceptual speed
 - 0.3 to 0.5 correlation. to perceiving quickly.

- Neurological speed

- intelligent people register a simple stimulus quickly & with greater complexity

Brain waves

- ⇒ ~~normal~~ distribution of people with intelligence.
- ⇒ normal dist. of people on both continuum.

→ Mental retardation - below 70 on IQ test.

→ ~~Clinical~~ ~~Retardation~~ on different scales

mild, moderate, ... (not hereditary)

Causes:-

- Down's syndrome - ~~triplet~~ trisomic 21
 - Mongoloid features
 - related to maternal age (chance thing)
 - not curable.
 - intellectual ability of about 10-11 should be exploited. teach life skills.

- Maternal rubella
 - ~~mother~~ pregnant women get rubella (MMR-vaccine)
 - can cause blindness, mental retardation etc.
- Anoxia
 - oxygen deprivation during birth.
 - extended periods can cause brain damage.
- Training required. 📚
 - sheltered workshop
 - can train in low intellectual activities.
- Law in India - "Children can go to same school."
 - no segregation. ☠ on this basis.
- Gifted

 - Deary et al
 - consistency over time.
 - correlated test results of 76-80 yr. old
 - scotts with result at 11 yr. old.
 - correlation - 0.66

Predictability of intelligence

- intelligence at very young age (3-4) not predictive of later.
- tests at middle (5-9) - more predictive
- SAT scores with OIG scores - very high correlation.
- at ≈ 11 - 0.66 correlation.

- Inbred pop - more genetically carried disease.
 - ↓ reside on recessive genes (normally)
- (limited gene pool) ex- Thalassemia (royal families)

Piaget

- child mind develop through series of stages
- schema - mental mould.
 - + new assimilated exp.
- Sensorimotor (0-2) - through senses & actions.
 - (touch, taste etc.)
 - learning to be mobile.
- Object permanence - (8 months) acc. to Piaget.
 - ex. peekaboo game.
 - ~~thing should exist~~ - recently can develop before 8 month.
- Stranger anxiety - objects can't just disappear (temp. out of sight)
- Stranger anxiety - (~6 months)
 - diff. b/w. familiar & unfamiliar figures.
- Preoperational (2-6/7) - representation with words / images.
 - concept development - ex. birds
 - exposure to 2 languages at a time.
 - more abstract conceptualization, slow to speak.
 - intuitive thinking
 - conservation - not yet
 - pretend play
 - egocentric - thinking from one's own perspective. (cognitively)

Piaget 3 mountain test

- 3 mountains of diff. lengths, on around base
- children answer from their own perspective. Can't understand others' perspective.
- [Ann puts doll in blue cupboard, Sally transfers it to red] - observed / heard by children.
- Ann will look in which cupboard - @ red.
 - (can't see from Ann's perspective)

- Concrete operational (7-11)
 - more logical, abstraction.
- Conservation - ex. ~~water in long~~ $\boxed{H} = \boxed{H}$
- * some amount
of water.

- formal operational (12, adult)
- more abstraction.

Telegraphic speech

- like telegram - minimal words

Overgeneralization - use same rule everywhere
ex. runned in place of ran.

- language through conditioning
- not very complete.

- Chomsky - innate hardwiring to learn grammar

lang. acquisition device.

- phones / phoneme / syllable
- & words, clauses, sentences

Syntax

Theory of transformation grammar. (Chomsky)

- surface structure (Active / passive)
- deep phrase structure (meaning)

semantics - meaning

- concepts - reflective ex. of a category
- prototype.

then family clusters (resembling)

denotative - meaning of word

connotative - emotional value of word

ex- conservative

denotative - rule bound

connotative - old fashioned, narrow minded.
could be derogatory.

Pragmatic

- context / situation.

→ determines use of language.

→ sarcasm.

↳ diff. lang. have diff. sarcasm.

~~states~~ ~~time~~ ~~introduction~~

conversation rules - of interruption

- critical period

(7-9)

- children can't pickup lang. if they are not exposed to ~~exp~~ it.

- sim. for sign language.

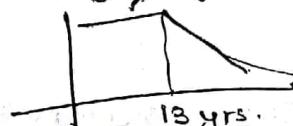
~~exp~~

- ~~exp~~ exp - time in USA same

but immigration at diff. age.

then given five grammar tests

good command.



13 yrs → age of exposure

Broca's / Wernicke's aphasia → damage.

lang. prodn

lang. understanding.

with

Down's syn - no lang. superior ability.

→ language & culture influence each other.

color perception depends on lang. proficiency

ex- aquamarine color.

- Mental practice.
 - practicing in mind.
 - thinking in images.

Gestures

- chimpanzees - natural gestures & tool users.
- sign language readily develops among deaf.
- congenitally blind can also gesture.

Project Washoe

- chimpanzee
taught american sign lang.
(176 signs)
- ↳ Louis - adopted baby of washoe.
- picked up 66 signs
↳ early exposure required.

Nature & Nurture
born with gain from environment.

- ~~genes~~ - 23 pairs
- X-linked recessive characters.
(female carriers)

Heredity - does not determine behaviour.

- range of possibilities affected by environment.

Fetus - genetic abnormality can cause miscarriage.

- mother's nutrition
- stress

Infancy - feed, sucking action, security feeling by holding.

Toddler - exposure to language
- crawling

Rosenzweig

- rat pups raised - impoverished

- enriched



thicker

cortex by 7%

& 20% more synapses

env. affecting brain.

Niche picking

- choose ~~of~~ things that are suited
to predispositions

fraternal twins → ~~con~~

identical twins → ~~con~~ both have
~~con~~ different traits.

reared apart & reared together
~~con~~ twins ~~con~~ have ~~some comparable~~ levels of
psychological similarity.

Temperament / Personality

mode of

responding to env.

difficult, easy, slow

to warm up babies

emotionality, activity, sociability

- influenced mostly by inheritance
but this ↓ with time.

parental differences.

ex - anxiety in first born parents.

first born children are more anxious

but not the second born children

(but not all parents have same)

Parenting

Imprinting - ex- chicken, hardwired to follow ducklings the first ~~adult~~ big moving object they see after hatching.
- instinctive behaviour.

Harlow's monkey - cloth mother & wire mother
doesn't feed. feeds
baby monkey hangs with cloth
mother & goes to wire mother only to feed.
(Skinner was wrong)

Bowlby - attachment in apes
early signalling system from babies (smiling, following etc) - reason for mutual relationship.
= socializing experience of infants.

Ainsworth - studied strange situation. (toddler responses)
Cuganda
severe attachment - slightly disturbed but easily soothed.
most response. distressed but happy

Insecure avoidant - avoid/ignore the mother.
- no response, distress masked, heart rate showed anxiety.

Insecure disorganized - crying at the door, running away, freeze.
mixed behaviour.

Child left for some time by mother in presence of a stranger.
reactions recorded on mother's return.

- While mother is present, a stranger comes and interacts with the baby, then stranger leaves.
- Then mother leaves & stranger enters again. [anxiety level checked]

- pattern may relate to future relations.

Bronfenbrenner's ecological theory

- effect of different systems on a person.

- sociology - about macro level factors influencing ind. behaviour.

Parenting style

* Baumrind - observe children in nursery school.

- talks about 2 dim. of this

↳ Parental responsiveness

↳ Parental demandingness

3 categories of parenting.

Authoritative - balance of both dim.

Authoritarian - more demandingness.

Permissive - more responsiveness.

Authoritative - firm but not overly emotional.

- firm enforcement of standards.

- responsive

- responsive

- Cultural differences arise here.

* Maccoby & Martin - 4th category of parenting.

Uninvolved \Rightarrow parent not interested in child's life.

- can result from parents having child or depression also.

- postpartum depression - after child birth.

- mother is unresponsive due to depression.

- infants neglected.

- ~~children~~, can be permissive at very small age.
- interaction btw. parents' & children's personality/ temperament. culture affects relations ex-
- China - changed top this culture by communism.
 - taught to be faithful to state & not parents
 - child spies on parents for antinational activities.
 - not adopted
 - child may be conflicted
 - not good relationships.
- Foster system
 - consistent presence of a parent figure.
- Orphanages
- Dina Sanichari (feral child)
 - raised by wolves from infancy.
 - could not pick up language (not exposed in early stages)

Culture

- traditional vs. Modern
 - ↳ parenting affected by this. (differences btw. societies)
 - some definition of gender roles
 - traditional - more involved in child life.
 - modern - outsourced this task (childcare). day care etc.
- Individualism vs. Collectivism
 - ↳ independent self. individual rights above group.
 - ↳ interdependent self. group rights/preferences above individual.
- ex. - American (extreme individualism) - China - collectivism toward state
- India - towards family kin.
- Proposed by Triandis.

- ~~Important~~ Purpose of collective society
 - to maintain harmony.
 - (fitting in matters).
- Individualist \Rightarrow
 - people are diff.
 - independence.

Social class

- working class
 - middle class
 - upper class
- } diff. values / culture.
involvement in children's life.

ex - India

- class determines opportunity
- ↳ ~~class~~ determines goals etc

- Country variation are also present.

ex - diff. btw. USA & India's lower caste.

- ↳ - USA - public schooling popular.
but house tax aided.

\therefore can cause ineq.

- ↳ - Europe - public healthcare.

USA - privatised healthcare. - can ~~not~~ cause ineq. btw. classes

some amt. of temperament.

Genes

↳ health - energy levels, productivity,
ability (intelligence)

Parenting

↳ expression of emotions

can affect health.

career choices

Motivation / determination

Resilience

→ freedom & opp. to some extent

(affect of culture on parenting)

Culture

↳ freedom

opportunity

norms

Time - Chronosphere system - affects all.

- Peers & friends
 - may affect more than parenting.
 - School
 - Teachers
 - ex-career
 - TV
 - Internet