

HS 303 : Psychology

16.7.18

Instructor : Mrinmayi Kulkarni

Text : —

Grading : M.S 40m  
E.S 40m

20m H.W : 2 x H.W

H.W - 2 is a Book Report

Psychology : Unit = Individual

→ Sociologist : Divides at Comm. level

Psychologist : → Collect Data from  
people, why ?

→ Sampling needed

→ Ebbinghaus : Recent Memory ...

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## Lecture 2

- Structuralism : Lab exp.
  - ↓ Scientific
  - Trying to quantify the unquantifiable
- ~
- ~
- Behaviourism
  - Measure units of behaviour
  - Kind of from Pablo
- Psychoanalysis : Freud.
- ↳ Crossroads b/w Philosophy & Medicine  
Psychology.
- APA: American psychological Association
  - 1st Psy. body
  -

## Fields of Psychology

- Biopsychology : Measure what happens in the Brain
  - like Neuroscience.

- Clinical Psychology
- Pathology : problems in behaviour
  - Person is dysfunctional
  - Diagnosis
  - Mental Problems
- Social Psychology
- Behaviour of Individual in a Social Group
- ex. Lynching Behaviour
- Industrial / Organizational
- Hiring & Firing
  - Disputes at Workplace
  - Game Wars?
- Cognitive Psychology
- Unconscious
- Health Psychology
- Narrow view : Hospital Setting
  - Broad : Health Behaviour
  - Entire body,  
Diabetes, Asthma
- ↳ Psychologist can help

## Practitioner

- Clinical Psychologist
  - Counselling
  - Psychiatry on the other hand:  
Hormones & Chemicals
- Counselling
  - Degree = Counselling Psychologists
  - Not Education counselling  
(Agent for sending students abroad)
- Education Psychologist
  - Behaviours in schools and uni
- Social Work
  - NGOs, Human Intervention at Police Stations
  - In hospitals, courts.
  - Places where Law is being enforced

→ Sports

- How to play better
- PhD in football Psychology

→ Industrial Organization

-

## Future

~~New~~ Environmental Psychology:  
ex How Architecture can be made  
people friendly

## Methods in Psychology

• Formulating Hyp. (A priori.: Before work)

- Inspired from prev. research
- Based on personal observation



Testing hyp. How?

→ The observational Method

ex Aggression in pre-school children

→ Video Record, use Multiple Raters  
⇒ Inter Rater Rel. ↑

Archival Analysis: Use Newspapers

ex How Women were portrayed  
in Advertisements over last  
100 years.

Correlational Method



- Not causalional.
- Just Measure env.

ex CPI & Personality traits

## Surveys

Sample & (Sampling error) → can't ask whole population

- Is the sub-set representative
- 1936 US presidential poll

## Literary Digest

- Sent out 80m Questionnaire
- Got back 2.5m
- oversampled Elite predicted Franklin Roosevelt loss

Gallup → Small sample but Right prediction

## Experimental Method

Test the effect of this.

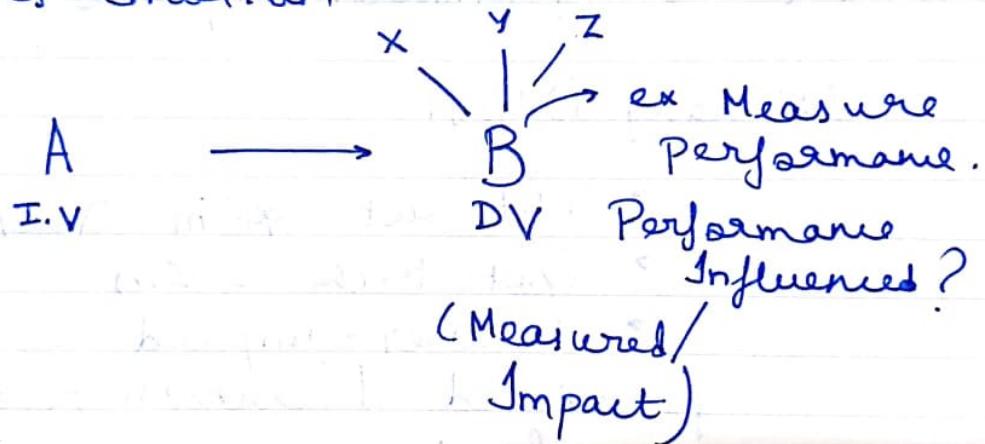
- IV → Independent Variable.  
Sometimes Intervention not possible
- DV → Measure this

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## Lec 3

→ More on experimental method

- Trying to Establish Causality
- Lab: Control over var., Manipulating I.V
- Emotion prime used: Sit./Card that evokes emotion



- IV: Something that can be Naturally or Artificially changed
- Internal validity: Control for extraneous factors that can also affect DV
- External Validity
  - Lab setting introduces Artifacts
  - How Applicable are these exp. to

the real world.

- Before phen. added to books, must be verified numerous times.
- Cognitive Psychology more universal than Social Psych.
  - Cultural Aspect Important at Many places

### Ethics in Exp. Method

- Consent : Consent form
- Debriefing : Post Study : Tell them what study was really about
  - ex Study on Aggression : Don't tell them.
- Submit ~~Submit~~ Methodology to Review Board : They Appraise for Ethics etc.

# The Brain

→ Neuroimaging

1) PET

- ↑ Blood to a part ⇒ ↑ Activity
- Blood using radio-active Glucose

2) MRI

- proton Mag. field Alignment
- Subsequent Radio Wave emission

3) f-MRI, (4) C-T

## Imaging

→ MRI is good at localizing Activity in the Brain

• Issue : There is time lag, phenomenon gone by the time we observe.

• E.g: Electro Encephalograph is better for this.

- Brains enclosed Spinal Cord upward,

1<sup>st</sup> there was the hind brain, then the mid brain and the Cortex was the last to develop.

→ primates only

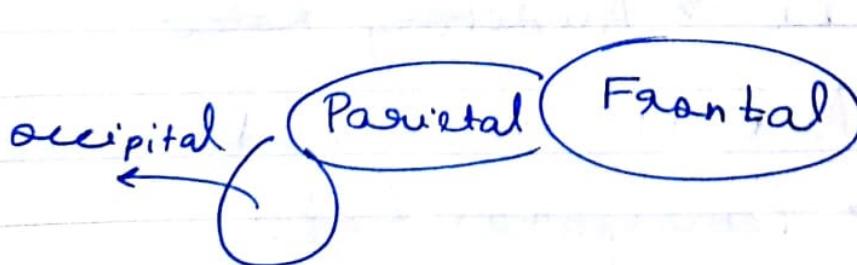
~~Hint~~

→ Cerebral Cortex: Forebrain

→ Gliaal cells form association Cortex, earlier thought to be unimportant now imp.

→ Inside the Cortex → M.B & H.B

Lobes in Cortex (Replicated in Left & Right Hemispheres)



In Motor area.

Broca's Area: Speech & language production

ex Understand language but can't speak it (Half Sided)  
→ Not symm.

- Prefrontal Cortex: Thinking, planning, executive dec., rational thinking conc. in 1 hemisphere (In Motor)
- Parietal lobe: Somato Sensory area: Sensory Area

Wernicke's Area: Language Comprehension (In sensory Area)

- Occipital lobe: Visual Cortex
- Cochlea → Auditory lobe  
→ Aud. Nerve → Aud. Cortex  
in Temporal lobe.



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- Frontal Lobe (Motor functions)
  - ↑ Representation to fingers and Mouth ( $\uparrow$  space)
  - Thumles  $\uparrow$
- Neural prosthetics: Exist as of today
- Grosser phen. in Brain, Left organs  $\rightarrow$  Right Hemisphere.
- In Schizophrenia: There is Activity in temporal lobe  $\rightarrow$  Voices heard are real to them.

→ M.B

Limbic System, Emotion

Pituitary, Hypothalamus, Hippocampus, Amyg.

b/w Cortex & hind brain

→ Cerebellum, etc pons, etc...  
.... hind brain

→ Hypothalamus: Hunger, ....  
• Rats keep coming back  
• New exp. SPY Mouse: controlled using stim.

→ Sense of smell (olfactory lobe) is located in the mid-brain.  
• logical since the sense developed early on (animals: crucial)

Midbrain = Limbic System

Amygdala: Emotional Center.

→ exp: Monkey Amygdala damaged

(case 1) Damage in this area: fearful, doubtful

(case 2) Damage here: Angry

Hippocampus: Explicit Memory

→ Memories that are being taken into storage

Pituitary Gland: Controls whole endocrine system

Hind Brain

→ Brain stem: Begins where spinal chord ends: Central core

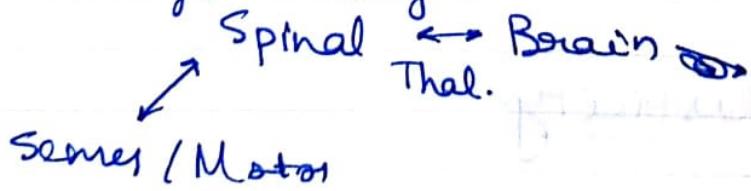
- Cerebellum : ??
- Medulla : Damaged in whiplash  
(e.g. Sudden car breaking) injuries, fatal strike on neck
- Pons : Controls movement, processes many variables, Gait, friction etc.  
Large in Rats. (Balance while walking)

- Crossover Point

- Nerves from left & Right hemispheres cross over.

Thalamus (part of hind brain, but also M. B.)

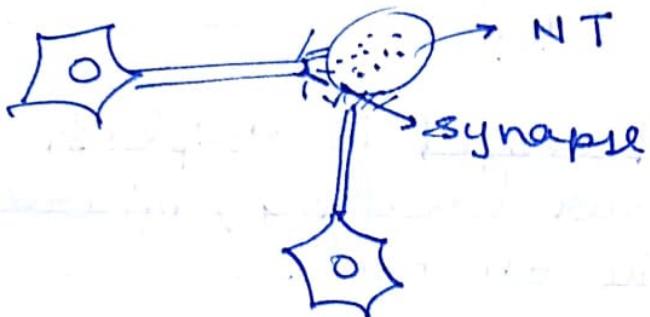
- Relays messages



### Cerebellum

ex Animals Maze Running, keeping track of movements

## Neurotransmitters



Dopamine: Lack of it causes Parkinson's Disease. Symptoms: Hand tremors, shuffling walk, face stiff

↓  
shuffling gate

Excess Dopamine: Schizophrenia ⇒ Hallucinations, psychoses  
Psychosis Patients given Dopamine suppressant: Show Parkinson's symptoms

## Brain Plasticity

→ Brain Neuron pathways / patterns / arrangements get modified every time we learn something.



Corpus Callosum : Hemisphere connecting tissue.

→ Hemispherotomies : One side Damaged

Left hemisphere damage → Right hand

Treatment : Tie up good hand,  
stimulate affected hand → Learn  
→ Other half (Undamaged parts) of  
brain may take over.

Deaf & Blind

→ For Blind people occipital lobe  
takes over touch (partly)

→ Bats : Use SONAR, have to conc.



→ Deaf people : Great ~~background~~  
peripheral vision (Auditory taking  
into on occipital).

Corpus Callosum Severing

→ Olden days (Ineffective) was used

→ Children ( $\uparrow$  Plasticity), grow normally

→ Adults Affected Permanently : hemisph can't talk.

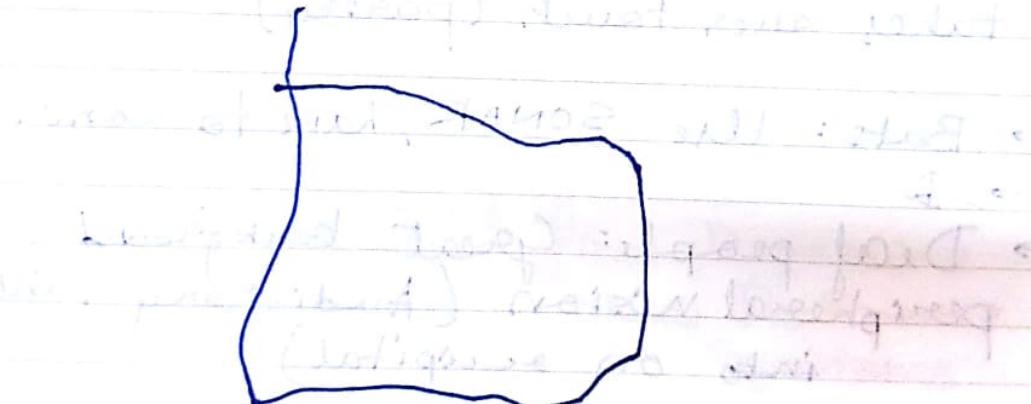
III. Hand coordination & muscular control

→ Exercise: Draw Circle with Right hand & Square with left hand simultaneously

for 1 min & repeat again after 10 sec.

→ If it is difficult to draw circle & square simultaneously then draw circle first & then square.

→ If it is difficult to draw circle & square simultaneously then draw circle first & then square.



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2nd year

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Linguistics

→ Standard research  
→ English dialects  
→ Standard English  
→ Received English  
→ French accent  
→ German accent



→ Doesn't work out; Theory: Right  
and Left hemispheres interact

→ good at grammar but bad at reading  
→ good at grammar but poor at reading

→ Shows "no adaptability"  
→ bilingualism is

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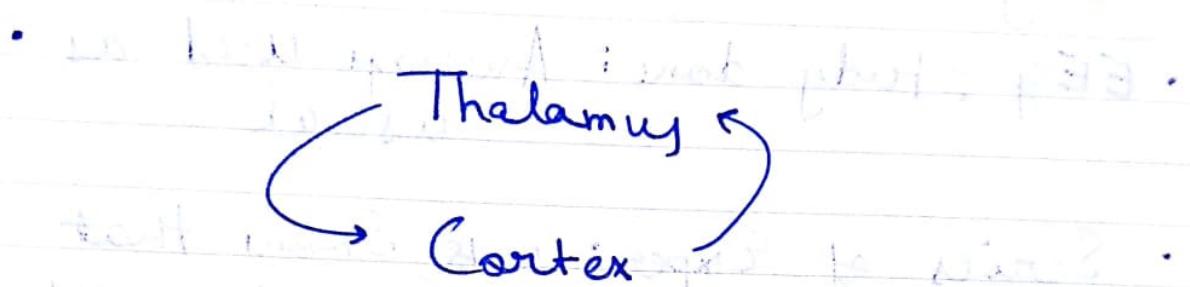
## Lecture 5

### Consciousness

- May mean Awareness
- Anæsthesia definition
- Dennet's Color phi: Awareness is like trace memory
- Hippocampus Damage
  - Hipp. Take Memories and Integrate into Storage
- Take Present → Put this Recent past in Memory
- Hippo. Damage
  - Can't add events to long term memory → No Consciousness
  - Integration of Events ~~is~~ <sup>life</sup> is consciousness

## Visual Perception

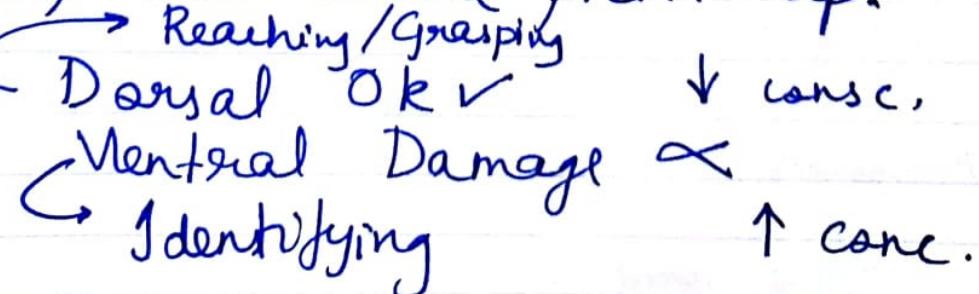
- We are capable of recognising new patterns w/o a prior template



- We need a time based short term memory trace to make sense of objects & patterns.

- Case of DF: Can See → Yes  
Can't make sense of objects using sight

ex Couldn't estimate size of Guitar pick, but could pick it up.



## Habit

- Consciousness associated with running units
- EEG study done: Average used as usual
- Series of Experiments Show that Actions may precede Consciousness  
(Or Atleast the Measure of Consciousness)
  - (Instinctive) way of Acting : Motor Cortex / Unconsc./spont.
  - Conscious way : Another pathway.

III  
notes on sleep and circadian rhythms

## Sleep: An alternate Conscience

→ U.S Navy Sleep experiment

14 hrs in bed  
Day 1: Slept 12 hrs (deficit)  
Day 2 onwards  
7.5 - 9 hrs

→ Working women: ↑ Sleep ⇒ better mood

↳ [Kahneman] mood

- Circadian Rhythms: Related to light  
→ 24 hr cycle of Sun

Wakeup in the Morning: light.

Suprachiasmatic Nucleus: Mid Brain

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Lecture 6

- Melatonin: Sleep hormone: ↑ around 9 pm
- Jet Lag: Circadian Rhythms Disrupted  
Sleepy, Hungry at odd times  
Exposure to Sunlight: Resets Clock

## Sleep Deprivation

- Dement. in Microsleep, losing conc. with eyes open
- REM sleep: Dream Stage with Brain waves similar to awake stage

### Stages of Sleep

Stage 4: Deep Sleep

Cycle through stages every 90min

Stage 1: hypnagogic → Jerky movements/ falling

2: Spikes

3: transition

4: Delta waves Deep sleep

Lucid dreaming: Brain waves don't

leave brain stem, we experience

Sleep paralysis

→ Begin

Q.

- Deep Sleep.
- Night Terrors: Waking up in deep sleep
- Dreams: Stimuli around us become part of the dream (Inception)

Function of Dreamy → Slides

Freed

→ Cultural dep.

- Sleep Dream (Symbols)
- Allows pressure to escape in a controlled manner; Pressure Cooker Safety Valve.

Manifest content & latent content

- Dreams express are an expression of Anxiety (exams)
- Sleep talking: common

- Sleep walking
- Electrical lighting : Reason to Stay Up.
  - Villages : Nothing to do sleep.
  - With devices & ~~light~~ their emitted light : Sleep ↓ and getting disrupted
  - Tribes in Tahiti tribe, sleep only 6 hrs
  - Hot places : Cultural Afternoon napping
  - Insomnia : fixed schedule is key
  - Use Yellow light to Relax
  - Narcolepsy : Neurological Disorders
    - Not Related to Depression

Sleep Apnea: frequent in premature born babies.

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## Lecture 7

### Reap: Sleep

→ Monozygotic twins have correlation in sleep patterns but not siblings/dizygotic

### Drugs

#### Depressant

→ Suppress

Symp. Nervous

#### Stimulants

#### Hallucinogen

Alcohol: Reduces self awareness/consciousness

→ Cerebellum: Drunken Gait  
: Can't coordinate to touch Nose

• Affects Hippocampus: No Recollection

## Barbituates

- Not with Alcohol, killed Presley?

## Opiates

- Overdose along with bodies natural
- Body stops producing Endorphins  
(Endorphins on Exercise)

## Stimulants

↳ Caffeine : Strong Coffee Vs Milky Coffee  
↳ Alertness ↑ then later ↓

- Nicotine : → Highly Addictive
- fast high → More so than many drugs  
⇒ Reinforcement
- Party Drugs → Meth Based

## Hallucinogens

- ⑥ → Slides
- Habituation / Drug tolerance
  - Must increase dosage for same effect → Addiction

## Addiction

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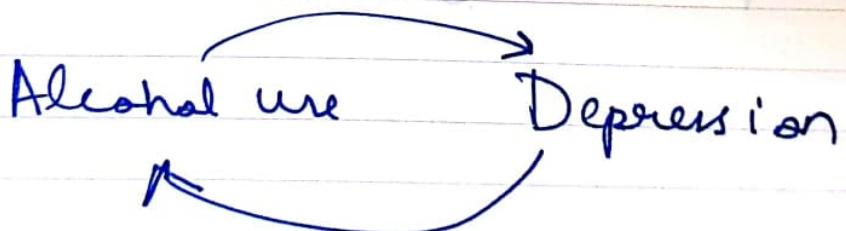
- Biological pre disposition present
  - Genes affect

DZ : Like siblings 2 sperm & 2 eggs

MZ : Identical Genome

- Genes identified that affect addiction
- Psych. Influence : Stress
  - Baby monkeys separated from Mothers. More likely to become Addicted to Alcohol

→



- Teens vulnerable to do what is considered Normal

ex Teens overestimate % of people taking Marijuana or other drugs.

- Lower Self Esteem → More likely to be influenced by peers

## Near Death Experience

(NDE)

- Common: Tunnel & Bright light at in center of visual field
- Out of body experience

• Brain Alive, HB stopped ⇒  
Oxygen deprivation → May explain light in Visual Cortex

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## Lecture 8

- Purpose of learning : Organisms need survival / sustenance.
- Shakespear : Woman started to submission
- Study learning → Measure outcomes

How?

By Association (Classical Conditioning)

→ Pavlov's work at St. Petersburg  
• 1904 Nobel for Medicine  
for Gastric systems

- Measured amount of Saliva in Dogs
- Dogs have learnt to expect food when they hear the Tuning fork  
↳ Salivates (expect food)  
on hearing

(US → can Unconditioned  
stimulus)

UR: Unconditional Response

Neutral S (Tone) →

↳ Stim. not associated with

C → Conditioned stimulus

→ light + Tone (2<sup>nd</sup> order conditioning)  
weaker, fades away as level ↑

→ Cartoon Characters with Ice-Cream and Brussels Sprouts

→ Pokemon Cards associated with  
the / -ne words

→ prefer Pokemon char.

that were associated with  
the words

(based on all right)

- Similar ~~def~~ Stim. works but difference can be taught
- Universal Learning? All Animals

Kimbal Kabel : "I can teach any Animal using any Stimulus"  
False

- Imp: There are Biological Const. to learning & Animals preferentially learn what helps them Adapt/survive

### Garcia

- Mice Radiated
- Noticed that they avoided water. Rats Associated sickness with water in water bowl.
- Radiation sickness introduced after Delay
  - Taste {
    - Will avoid Food
  - Aversion }
    - But wild did not Associate with Sight/Sound
- Rats

→ Taste Aversion Key to Survival

- Early Man learned to avoid what makes us sick

- May or may not be related

- Conscious Mind may have forgotten reason for connection

## Gustanson

→ ... Applications

- Drug users associate Drugs with certain friends/places & contexts
- Antabuse: Vomit drug with Alcohol
- Immune System : Out of Control but Response still there.

## Sujective Placebo

→ You just feel better,

## Objective Placebo

→ Immune system actually gets triggered you feel better.

Soup + Kichdi → Fell better  
Specific Dr → " "

little Albert (an infant)

(Watson / Rayner)

① Hopkins.

→ Put a white rat into a Pen  
(Enclosure) with little Rat &  
played food noise

→ Maxwell House Coffee Break  
(again by Watson)

• These ads created the idea of  
a Coffee Break

Advertising

→ How Maggi entered Indian  
Conscience

→ Associate with Emotion: Show  
happy families, Good looking people

## Beers

- De beer's Diamond Company from SA
  - Diamond Ring advertising camp.
  - (+) Made people believe → Diamond Engagement rings in the US
  - Behaviour controlled by Conglomerates
- Mayii associated with Smart Moms, Young people.....

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## Lecture 9

### Operant Conditioning

- Organisms performing Action.
  - Consequence is either wanting or -ive reinforcement

$$\delta(-f) = -f_2 + f_1$$

$$S(at) = \frac{1}{|a|} S(t)$$

→ -ve Reinforcement:

ex Study well before exam to reduce Anxiety

→ Reduced Anxiety is -ve reinforcement

• Different from punishment

ex Snooze on Alarm

• Reducing

→ Doing an action to end something unpleasant

• Punishment

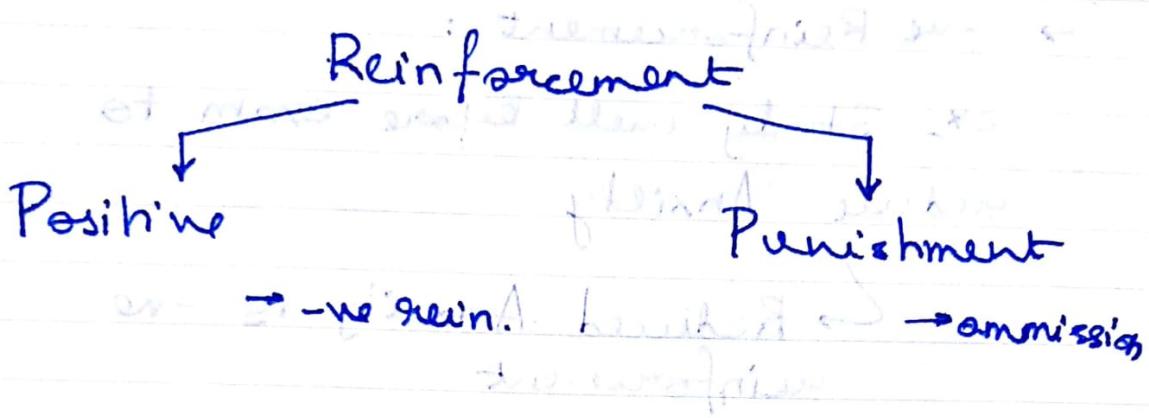
• Omission of Reinforcement

→ ex No iPad (Not punishment)

{ But no iPad → No Real harm  
 Real unpleasant consequence → Getting wacked  
 → Difference Related to Perception

Feb 27 2023

## Positive Reinforcement



## Cats in a Puzzle box (Law of effect)

- Cat got better and better
- Satisfying Consequences  $\Rightarrow \theta$ . increases likelihood of repeating
- Came before Skinner's operant conditioning.

## Skinner Box: Rats, Wall proximity

- Successive Approximations:
  - Baby steps towards more complex behavior

not dependent on behavior reward IC

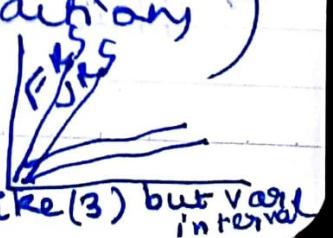
- Skinner's box

{ Initially coming near lever  
→ Food  
Later only if we press lever  
→ Food  
2 step process in learning to press a bar

ex Dogs shaking hands, Pigeons playing,  
Guide dogs for the Blind TT

### Schedules of Reinforcement

- (1) FRS : ex Servants coming on time near pay day  
→ Rapid (have to perform actions)
- (2) VRS : ex Gambling  
(have to perform actions)
- (3) Fixed Internal → perform actions after certain time only then Rew.  
Fixed Interval
- (4) Variable Internal hke(3) but vary interval



## Latent Learning

ex learning in college but not marks  
but great work because of

Expectancy: Skinner's Baby Box

{ • All behaviour is contingent  
on reinforcement

→ No Cognition? → { Not true, there is  
cognition

We expect Rewards: Allens Learning

{ Conclusion: we learn in the absence  
of Reward but behaviour becomes  
apparent in presence of reward.

→ This cannot happen according  
to Skinner

Questions → ② vs ③

→ Instinct

Applications "More effectively  
contingent"

- Animals taught through Reward & Punishment
  - Killer whale show / Dolphins
- School
  - Khan Academy → Immediate Reward (feedback)
- Work
  - Weekly / Daily tests better than 1 End exam.

~~Goal~~

Sports → Baby steps towards Complex Movement.

- Use in Real life → Schedule.

III

Q 1 Q 2 Q 3 Q 4 Q 5 Q 6

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## Observational Learning

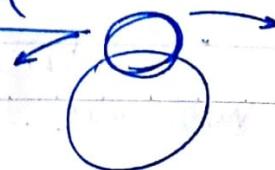
- Follow Someone: Model them.
- Mirror Neurons fire both when we perform an Action or see Someone doing that action.
- ex: People watching Tennis Match
- Inferior frontal,  $\Rightarrow$  Motor, Inferior parietal  $\Rightarrow$  Sensory
- Corner of the eye afferentation: Prediction of others actions  
(Lifting up/down cup)
- Learning through imitation
- Non-Verbal cues (70% of Message is Non-Verbal)

- Body language
  - Gestures
  - Tone (Brain damage where we can't gauge tone)
  - Tell us a lot
- Early Man? → live in Small Bands/Grps  
→ Be a part of a group.  
→ Read Social Cues
- ~~Guest~~ in HSS Dept talk, person with Brain Damage can't gauge Sarcasm
- Biological foundation for Culture  
By School: Learn what your parents/Father do  
(Weaver → Weaver)

### Baba Doll Exp

→ Bandura

- Cylinder / Blow up



*younger girls*

Child observing, Adult play aggressively (kick, throw etc.)

→ Child becomes aggressive

→ Frustrate the child by taking away other toys. Child Behaves Aggressively with doll

(Same Actions repeated by experimental grp but not the Control grp)

→ Kids would repeat phrases  
"Sock him in the nose"  
"Kirkle him"

### Viewing Violence / Games

- Viewing violence determines child's behaviour
  - Yes?
- What other factors
- Continuum in School children violence.

### • Situations

- ↑ Violent → Parents are violent
  - Whack Children

### Studies on T.V. → Violence

- Studies : Yes correlation but others NO.
- Learning taking place → Not being measured  
But expression may be.
- US School Shootings
  - Access to Guns real reason
- Games → Participation
- Most movies → Violence
- Desensitization : played video games 9/11 is a joke (kids)
- Encouragement = Normalisation / Acceptance.

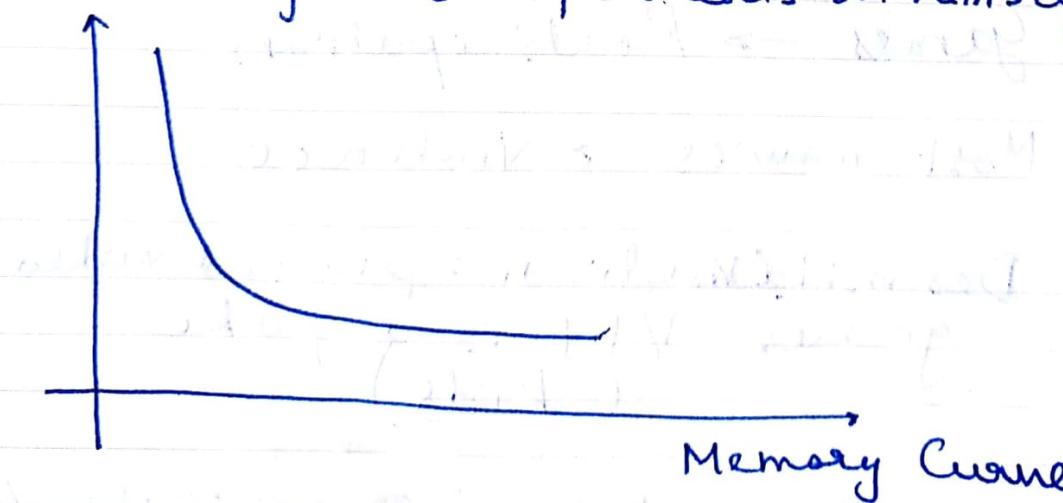
- Children have ritual games where they imitate adults/parents

## Forgetting Curve: Memory

- Experiment with 3 letter memory less words
- Measured Recall over time of these words

### Memory perspectives

- Ebbinghaus took experimental approach to memory  
→ Performed experiments on himself



- Foreign language Recall: flat to Recall curve after certain point

of time.

### → Serial Position Effect

Primary effect

ex. Topics studied first

Recency effect

ex. Just before exam study

Exact Recall depends on Extent of Rehearsal

3 Views on Memory followed by Biological pers.

- Structuralist

Encoding → Storage → Retrieval

↓  
may be displaced out  
by some other task

- Studied Sperling's exp: flashed slides for  $\frac{1}{20}$  sec.

# George Sperling

- Slide flashed and cue tone to write down items one item at a time: Could write corr.  
→ Were Remembering
- Working Memory similar to S.T. memory but more aspects to it.
- Semantic: Has to do with meaning, vocabulary
  - (Different from Rhyming words)
  - Acoustic
- Episodic Memory: Memory for events (chunked events)
- Flash-Bulb Memory: An event that stands out makes us remember everything around it.
- Perceptual Rep: Structure of information / objects / words
  - ex Wrong spellings 'look' wrong

## Procedural memory (Muscle Memory)

- People with Alzheimers can ride a Bicycle

## Proceduralist Perspective

- About levels of encoding: shallow / deep.
- Phenomenic: "If the glove doesn't fit, you must acquit"

- Atti → Atttention
- Levels of Processing

## Dynamic Perspective

→ Active / Dynamic

→ Recalling is also active

→ Memories modified over time

LOFTUS

- Loftus / Palmer

• How fast were the cars going?

When they,

{ Smashed, collided, Bumped,  
Hit, Contacted } each other.

- People saw the same film, but  
~~the~~ diff. verbes were used
  - Any speed ↓ with emphasis ↓

## Broken Glass? (1 week)

Smashed → Hit  
(There was no glass)

Hit ≈ No biased verb  
Control Group.

- Imp. Idea if trying to Influence Eye-witness testimonies
- Interrogation leading / Suggestion
- Later events influence prior memory  
(Perception & what follows  
are tangled)

- Lesson 14
- "Power of Visualization": Same as seeing
  - Eyewitness testimony: Some people more suggestible / inf prone to influence
  - Eyewitness line ups now should contain:
    - duds
    - Unaccused should not know who accused is
  - False Memories / Recovered memory
    - Memory did not exist but created during therapy
    - False Child Abuse

Loftus Kossler: Tell false story 1 m/o later  
they have added to memory

→ Lot of Memories are memories of mem.

• Study

→ 9<sup>th</sup> Grade interview

↓ 35 years later,

Same Questions

Yes

↓ Physical punishment

No

## Retrieval

### Recall

- Pkr recall in as much detail as possible
- Don't Ask leading questions
- ex "Which hand was the weapon in"

### Recognition

- MCQ: Recognition easier than Recall.

- Context Effect: Learn in exam venue before exam → Recall better

- Good mood = Pst good mem.  
Bad mood: Pst bad mem.

## Bio of Memory

### \* Cerebellum

→ Implicit memory

ex Remember where the Bathrooms are

Aging: Hippocampus Shrinky, protect with exercise

Dementia Dementia → Alzheimer  
↓ Vascular

### Amnesia

Ret → New v Old ↗ (Injury / Stroke)

Anter → New & Old? (Injury / pills /  $\text{S}_\text{H}_\text{O}_\text{H}$ )

Psychogenic Amnesia → No injury, Can't Recall anything

- So unpleasant: Better/Convenient to forget.

- People don't like to talk about past.

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→ Psychogenic Amnesia: Forget everything after traumatic event

## Memory & Studying

- Spacing Effect

→ Multiple Study sessions better than 1 shot cramming

- Testing

→ Find out what you forgot

→ Study tips .....

## Intelligence

- Ability to Adapt

- Deal with envir. effectively

- Alfred Binet

→ Children failing school in Pari's

→ What should age ↔ School level  
be

- Idea of Mental Age

### Termer

- Stern : IQ defined

$$\frac{MA}{CA} \times 100$$

→ Was meant only for Children

- Termer : @ Stanford extended test to 18+

- Standardisation Sample: (47,000 people)  
Mean, Mode, median

→ Test use for Job positions

- Termer believed Eugenics (Genes fix Intell)

→ Post WWI Mexicans → U.S

→ Use Intelligence to discriminate

→ Issues with testing method

- Language Barrier prevents understanding questions

- Children don't feel they need to prove themselves on this test

- Culture: Parents & Children not into Western schooling.

## Theories of Intelligence

- Spearman -  $\begin{array}{|c|} \hline g \text{ factor} \\ \hline s \text{ factor} \\ \hline \end{array}$ 
  - People who score high, do well on all types of test
    - underlying General Intelligence
  - Specific : s-factors
- Thurstan : opposite to Spearman
  - $\boxed{7 \text{ clusters}}$  : No correlation
- Satoshi Kanazawa
  - General Intelligence : Novel problems
  - ex Early man : No School / TEEF
  - ↳ Survival problem
  - May be Solving

## Gardner's: Multiple Intelligence

- Bodily - kinesthetic = Dance
- Conclusion: There is some kind of General Aptitude / Intelligence.

## Sternberg (Triarchic)

- Creative vs. extending / deriving
- Practical : Related to Success
- Most parsimonious: Min. Elements Explains Most "Good Model"

→ Info proc. theory

→ Executive function : Meta Comp.

• Measure Intelligence

→ Connection b/w frontal / Parietal lobe and Intelligence.

→ Synaptic Dev.: When we Read / Learn / Pathways → More Pathways → ↑ Intelligence

→ ↑ Education: 15% ↑ Synapses

→ Education is means: Learning things

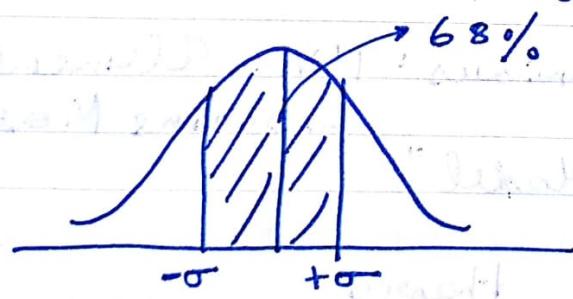
- Perceptual Speed

- Sig. Relationship

- Quick Res → ↑ Intel.

0.5 Good for Social Sciences

→ Very complex ⇒ Good



- Below < 70 just Indications

Actual condition: Can perform everyday tasks

- Down's Syn.: Y chromosome 21

↳ Down's Syndrome

## Dawn's Syndrome

- Reach Peak Mental Ability at 10-11
- Window must be exploited to teach life skills.

## Rubella During Pregnancy : Brain Damage

- Anoxia while coming out. " "
- Blue baby: Ox deoxygenated
- Try Teach them Life Skills instead of Common Conventional Edu.
- Gifted / Talented
  - Terman's Termites
  - Does encouragement / special program make it better for also?

## Deary Scotland

- Find people: Cozy Rural Scotland.
- Compare Intelligence test results at, Men died in war, Women with ↑ Score →  
No dementia, healthy

## Stability of Intelligence

Predictability and Testing methods

- Very young age : Not predictions
- 7, 8, 10 years : Better Predictions
- II : Deary Study
- SAT / GRE scores → Very high correlation

21.8.18  
Recap

- Binet's test to help not discriminatory
  - ↪ Intelligence test checklist
- Verbal (Knowledge based) and Performance (No Pre-req)
- Intelligence
  - ↪ Crystallised (Developed)
  - ↪ Fluid (Learn as you go)
- Intelligence test has value in its predicting Ability (Jobs etc)

- Adopted Children : More (slight.) corr. of Intelligence
- Some contribution from Genes, not sure how much.  
 $(\approx 0.5 \text{ Gen.} + 0.5 \text{ Env.})$

### Group Differences in the US

- A lie repeated often becomes truth
- Genetic  
Biological  
Culture
- Effects of factors Multiplicative rather than Additive
- Study of IQ & Nations:  
 found Dept  $\rightarrow$  IQ  
 Not IQ  $\rightarrow$  Dept

## Culture & Intelligence

- Brazilian Street Children:
    - Similar to System in India
    - Do Quick Math Easily
    - Can't do with Abstraction
  - Berkely Hw
    - Smit Good at price comparing  
not Abstract
- Ways of Measuring Success  
ex Job Matching

Children practical know. ex

2) Eskimos (Inuit Children)

1) Kenyan Children → Crystallised  
• Intelligence tests (Crystallised) Fluwal  
• Indigenous Medicines → -ve correlation

Raven's Progressive Matrices (Fluid)

- Give Instructions (RPM)
- Ask to predict Next

→ Both O correlation, with RPM suggests fixed B/w

Eskimos (Urban better off on Crystall.)

- Cuet: Tracking / Hunting
- (Rural Much better for hunting)

Static testing: One point in time

Test → Result (FB) → Test Again  
↳ Learning / Grasping

Taiwan Study

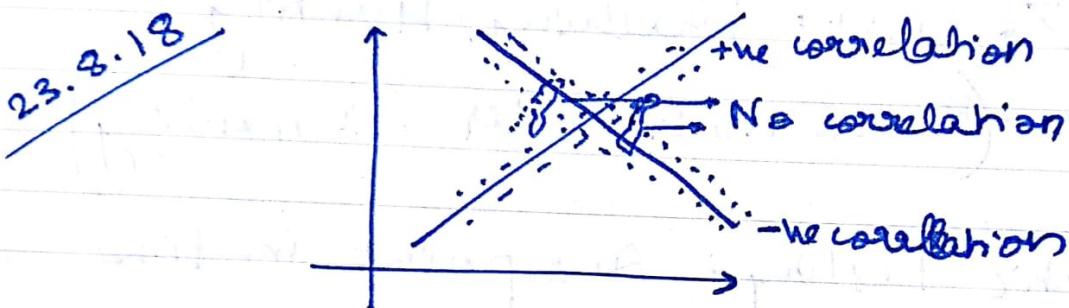
Self Assertion (Put oneself up)

" Effacement (Not Showing oneself)

## Creativity Vs. Intelligence

- Must have Body of Knowledge  
→ Kekulé's Dream
- "Chance favors the Prepared mind"

Q: Intrinsic Motivation



- Eugenics : No Advantage  
Disadvantage
  - Inbreeding
  - ↓ Gene Diversity
- Intelligence is Random, only averages can be different.

## Cognitive Devpt

- Piaget's Children Study
  - ⇒ Children Think Differently

0-2 years

- Mastering / Experiencing envt through sense of touch / taste
- Learning to be Mobile

Object Permanence : devpt at 8 months

- Piaget

→ Before 8 months : (or earlier) Surprised by Sudden Appearance / Disappearance of Objects

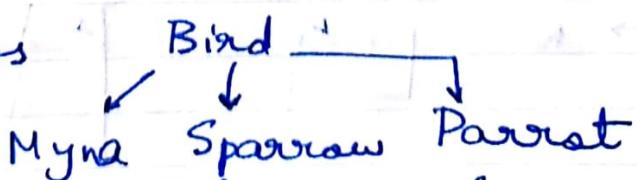
- Idea that Objects can't disappear suddenly
  - Temp. out of sight (screen)  $\rightarrow$  Disapp.

2-6/7 • But small Infant → Once disappeared ex Screen  
 $\Rightarrow$  Disappeared forever (Not surprised)

- 6 months : Stranger Anxiety

2 years - 6 years

→ Mental Maps

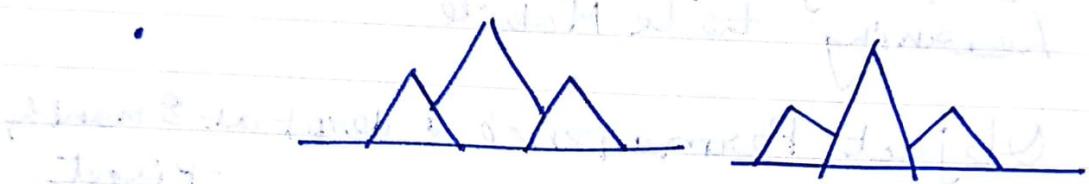


- Children who learn 2 languages from young age : Slower  $\rightarrow$  but Deeper devpt.

Animistic thinking: Animal Human ppt  
to Non living

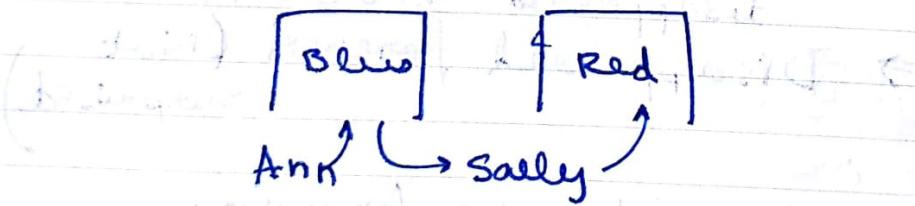
Associate words ↔ Concepts

Egocentrism: Can't think from  
someone else's perspective



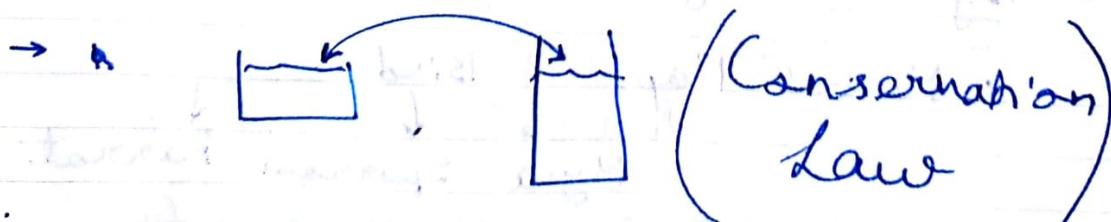
3 Mountain Game: Can't understand  
another Pov.

→ Ann, Sally, Blue/Red Cupboard.  
and Child observes.  
• Child Asks



Children: Doll in Red

Adult: Doll in Blue



## Criticism of Piaget's Model

- Too stage wise
- Reality: Continuous, Some benchmark before others
- Main Takeaway: ~~Even~~ Sequential Devpt of Cognition.

27.8.18

## Lecture

- Recap: Commonality in errors of Children
- Montessori: Objects, trace letters in Rice (Tactile sensation)
- Namadys: Maximize Child Devpt In India Mothers ↑ Involved in Child devpt.
- Piaget Criticism: Underestimated Children's Ability

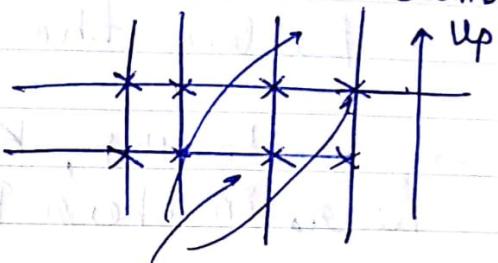
## Luria M Vygotsky

1917: focus was on Experiments  
not Developmental Psychology

→ Took up: Example Agricultural Supplements.

- Talked About psychological tools
  - Manipulating our own behaviour using psych. tools.
- Quote
  - Function of language : free working Memory
- Abstract Sign System: ex Algebra
  - Soviet Adult Education
  - Check if Abstract thinking
  - Abstract thinking Absent in Uneducated adults

- Zone of Proximal devpt (ZPD)
  - Capacity of Capable w/ w/o Adult Guidance
  - Scaffold Objects



- Thought & Language - Vygotsky
- Speech = language
- Play Games

"Tools of the Mind"

- program for Nursery teachers by Vygotsky
- Similar to Montessori
- Let kids plan their day (exec. function)
- Gives ↑ soc. and Executive function
- tools change ⇒ Mind Changes
- ex Role play with Superheroes  
Vs. Doctor - Doctor

## Language devpt

- All babies (irres. of language) Babble the same way.
- 10 Months, Keep what language they hear in their Babbling
- Telegraphic Speech: ex Mum-Mum = Food + Water.

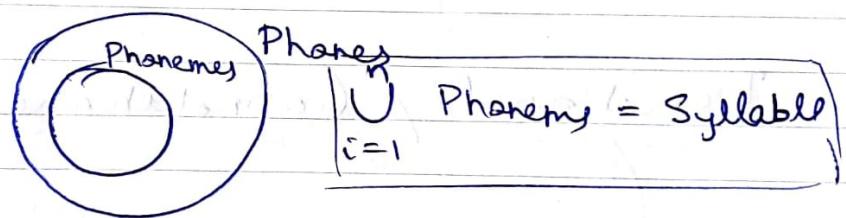
28.8.18

## Language Dev.

- Language comprehension precedes language production
- Telegraphic Speech: Like Telegrams, 1/2 Words represent speech  
Over Generalization
- Babbling is retained in certain language (What we hear)

- Is learnt through operant cond.?
- Not completely
- Chomsky: "We just 'get it' at a certain age / maturity (Inate)"

## Language Elements



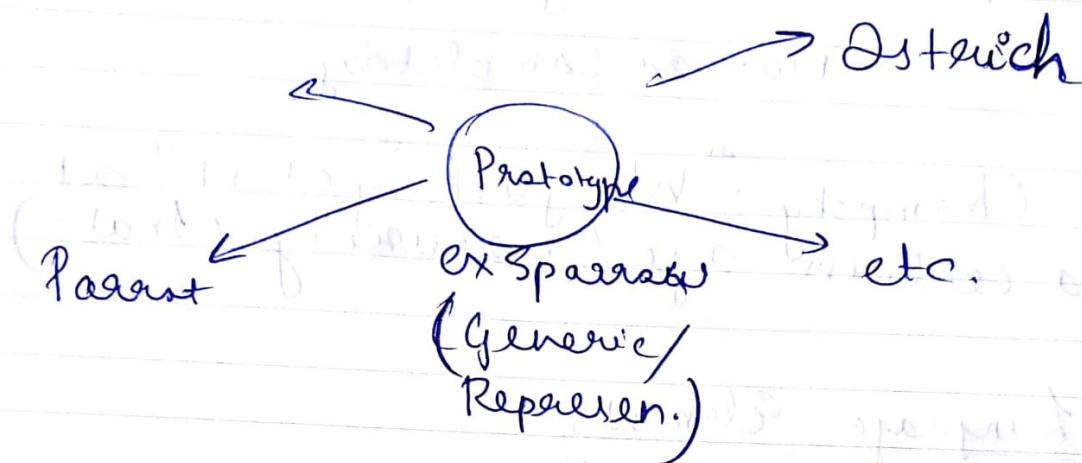
## Syntax / Grammar

{ ex: Goose crossed the Road  
The Road was crossed by the goose

→ Same Deep Structure

Different Surface / Superficial  
structure

## Semantics



## Denotational / Connotational

ex Congernitive: Definition  
→ • sticking to old ideals

ex Association +ve / -ve  
ex → Use in Persogatory may.

## Prag.

### • Context and Situation

- Talk at Hostel Vs. Room
- Sunder Pichai Example

## → Identifying See Sarcasm

- Status

→ नम्रता, स्वीकृति, असहमति

- Rules

While (conversation = True) {

→ Talks - Stop - Listen - Talk

{

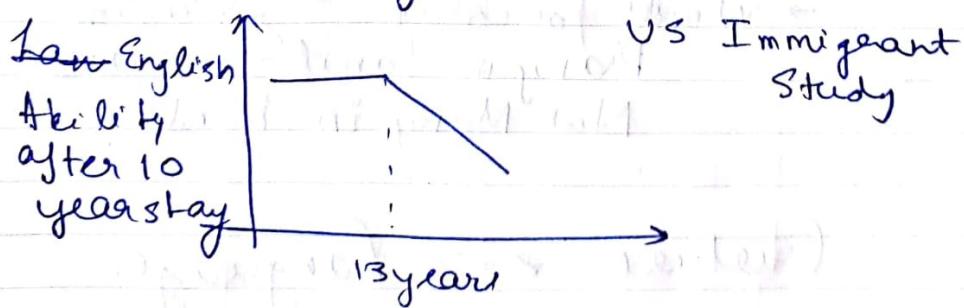
→ Not Interrupting

• After 7, if not exposed

• Till 7, if not exposed to language,  
then we'll never be able to  
Master language.

→ Vocabularies develop in Non Symmetry

→ Sign Language Example:



→ for 3<sup>rd</sup> / 4<sup>th</sup> language, OK but 1<sup>st</sup>  
must be before 7 years.

### III mind and perception

#### Brain

- Broca's & Wernicke's Interest with nerves
- Angular Gyrus: Something...?

#### Culture

- Culture Influences Language  
Tribes near Arctic Circle
  - Non-PC: Eskimos
  - ↳ Many words for snow
- Indian Worldview → Personales unique to Indian languages
  - Words for color & English
  - Many in Tamil → Sari's
  - Not Many in Hindi

Culture ↔ Language.

- Images
  - Memory quite visual at times
  - Seeing & Remembering { etc.
  - Hearing & Rem.
  - Example: Pianist practised in his Mind for 7 years

### Gestures

- Sign Language (Informal) dev. nat.
- Blind, Infants use gestures

### Animal Language learning

- Apes have Cortex → Success
- Early exposure to language: correctly

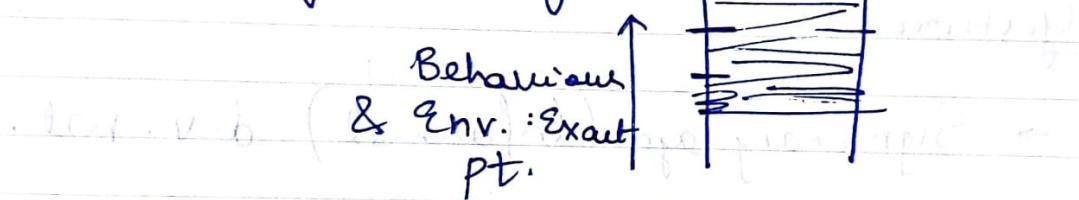
30.8.18

## Some New Topic

### Effect of Genes

- X linked Recessive traits in Men.
- Baldness
  - Color blindness

- Heredity = Range



- Susceptibility to Env.

Fetus	Infant	Toddler	Child
<ul style="list-style-type: none"><li>• Nutrition</li><li>• Stress</li></ul>	<ul style="list-style-type: none"><li>• Born in hospital</li><li>• Warmth</li><li>• Suckling Instinct</li><li>• Feed &amp; Excrete.</li><li>• Care for them</li></ul>	<ul style="list-style-type: none"><li>• Exposure to language</li><li>• Children pay Attention to high pitched voice</li><li>• Quiet Mothers → Later Speech</li><li>• Encourage to explore</li></ul>	<ul style="list-style-type: none"><li>• School experience</li></ul>



slide 16/21

Date: 14/10/2023

## Rat Pups

- Enriched env.: Running Wheels etc.
- Environment Changes Brain

## Niche Picking : Temperament

- Some Babies easy, some difficult

ex Shy : doesn't want to be a teacher / Interaction job.

## Role of Heredity & Environment

- Gene Study : Genes Influence behaviour
- Birth order and Behaviour / Temperament

## Parenting Effects

- Some things hard-wired (Ducklings)

Harlow's Monkeys : Contact Comfort

- Infant Mother Separation: traumatic
- Touch, hold: sense of security

→ Develop Social skills

## Bowlby

- Parental relationship: Beginning of social interactions
- Gay → Something happens  
Releases individuality, Ability to influence environment.
- Ainsworth (Infant - Mother Attachment)
  - Believed Behaviour extends to Adulthood

3.9.18

## Nature & Nurture

- Genes
- Parenting
- Culture

## Ainsworth: Weaning in Uganda

→ Experiment in US: Expose to Stressful situation,

↓  
→ W & W/O Mother

III

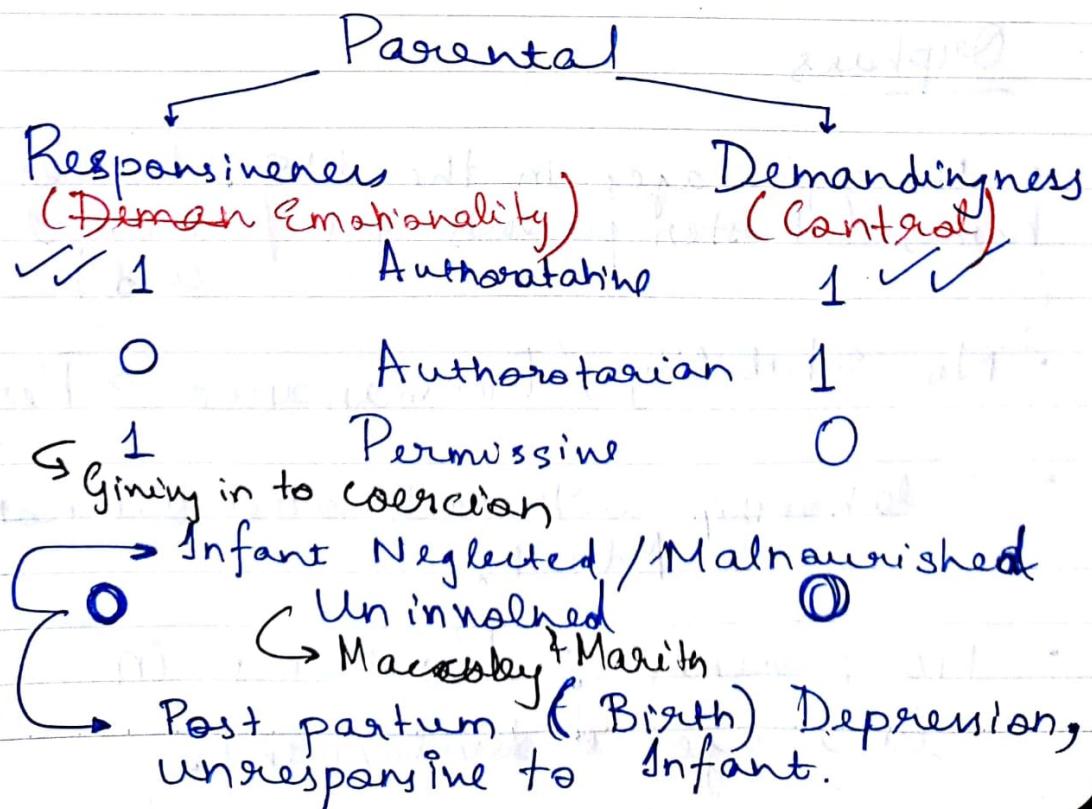
3 personalities recognised

↳ Relation to future Rel.

Branfenberg: Extended psych. to Macro Level factors

Parenting Style : Baumrind

→ Relation b/w Child behaviour & Par. Style.



## Q - Single parenting effects:

### Culture

- Asian culture: Closeness with parents

→ Jap., Chin.; India: Child Centric culture

→ Relationship changed by Gov.  
• Loyal to state  
• Spy on parents!

### Orphans

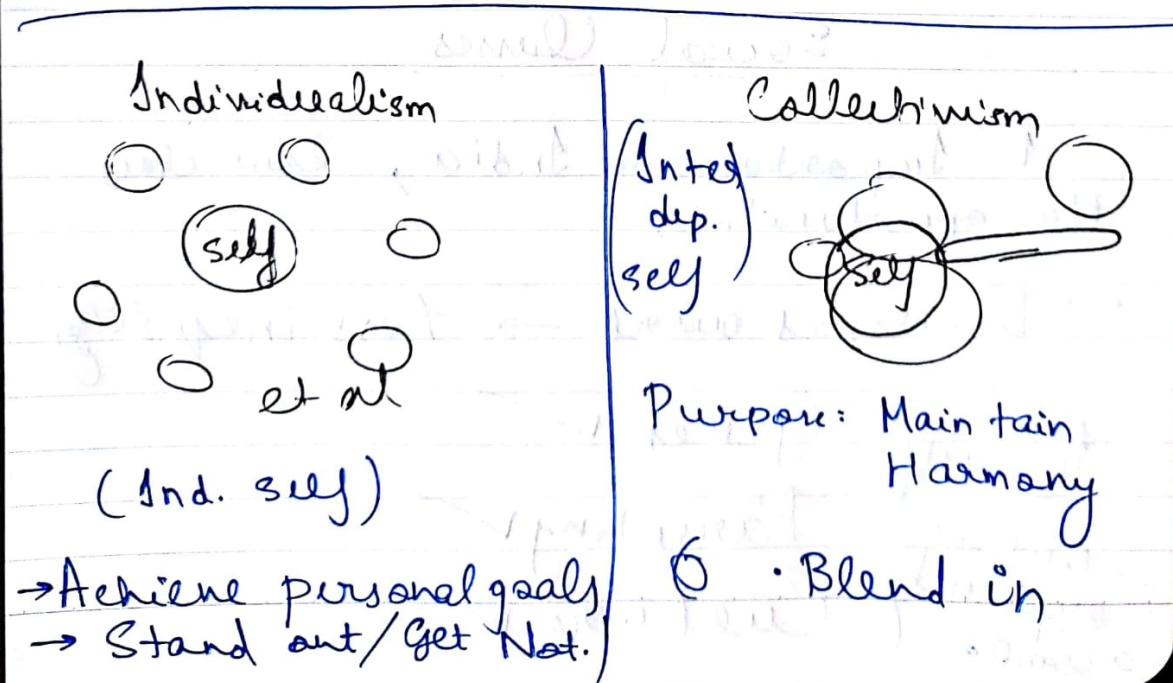
- No orphanages in the US, Foster homes (Foster parents get financial aid)
- No stability / Deterioration → Per.
- Relationship with each other but not Adults
- No parents: Problems in language, development.

Parents = Stable / Consistent  
Adult presence

## Cultures

→ India: Traditional / rural / agricultural  
↳ Asia -> JP, S. Korea

Traditional: Child Centric (Collectivism)  
Modern: Role of Child rearing:  
outsourced  
↑ Individualism / ext.



4.9.18

## Culture & Psych.

- Individualistic / Collectivistic society
  - People are different
  - Uniqueness
- ↑ Norms  
- (Customs/Unwritten rules)
  - ex Engg.
  - In India
    - 'Normative' behaviour
    - More Similar than different

## Social Classes

- ↑ Importance in India, low class  
No opportunities
- Developed world → Less inequality

→ Interact  
→ Outcome  
→ Experient  
a comb.

Genes ✓

Parenting ✓

Culture ✓

Genes: Health, Energy, productivity,  
ability (Intelligence)  
Full of Energy, Do more stuff → Energy  
Emotionality

Parenting: Expression of Emotionality,  
Health, Career Choices, Motivation,  
Determination, Up-bringing,  
Resilience (Mental Strength), ~~etc.~~

Culture: Freedom, opportunities

Time we live in is the most imp. factor  
→ outermost circle Chronosphere/time

### Other factors

- Peers & ↑ affect, close friends
- School: Large Influence
- Teachers: 'One teacher can change the direction our life takes'
- TV: Early days, just 1 channel  
DD National

III → DD me

→ Internet: Knowledge went from  
Exclusive → Democratic →

Information became available  
to everybody, people's society  
and all government.  
It is difficult to control  
knowledge and control

that you want other information  
and it is hard to control

knowledge

classically, knowledge is said to

be controlled by the government

and controlled by the state.

But with the internet, it is not

controlled by the state or the govt.

It is controlled by the