

## **Sensation**

Is the detection of physical energy emitted or reflected by physical objects (light, sound). Is received through the process of external environment stimulating receptors in sense organs. Entry level data.

"Bottom up processing"

## **Transduction**

Is a type of sensory processing. Converts physical stimuli into neural impulses

## **Coding**

Is a type of sensory processing. Converts particular sensory stimuli into specific sensations

## **Sensory Reduction**

Is a type of sensory processing. Filters & analyzes incoming sensations before sending a neural impulse to the brain

## **Synesthesia**

Neurological phenomena where sense are blended. Ex: Smelling weekdays, hearing colours

## **Perception**

Process of brain selecting, organizing & interpreting sensory data; "top down" It is one's own personal subjective interpretation of objective sense data.

## **Bottom up processing**

Going from the small pieces and gathering information to recognize the whole thing. Detecting specific stimulus, combine specific features into more complex forms, then recognize stimulus.

## **Top down processing**

Looking at the whole picture then breaking it down to understand.

Formulate perceptual hypothesis about the nature of the stimulus as a while, select and examine features to check hypothesis, recognize stimulus.

## **Psychophysics**

Study of how physical stimuli are translated into psychological experience

**Absolute Threshold**

Smallest quantity of physical energy that can be reliably detected by observer; not "all or nothing" - sensitivity varies, physical stimulus detected ½ of the time

**Absolute Threshold of Vision**

candle flame from 50km on a dark, clear night

**Absolute Threshold of Hearing**

tick of a watch from 20ft in absolute silence

**Absolute Threshold of Smell**

1 drop of perfume in a 6-room apartment

**Absolute Threshold of Touch**

wing of a bee dropped on your cheek from 1cm

**Absolute Threshold of Taste**

1tsp of sugar in 2 gallons of water

**Difference Threshold**

Smallest difference in stimulation reliably detected when two stimuli are compared

**Just Noticeable Difference (JND)**

smallest difference in amount of stimulation that can be detected

**Weber's Law**

This theory states: JND is a constant proportion of the size of the initial stimulus. As stimulus increases, JND becomes greater

**Fechner's Law**

This theory states: psychophysical scaling; increase the stimulus for it to make more of a difference Ex. three light bulb analogy; giving \$10 to someone with 0\$ or \$1 million?

**Signal Detection Theory**

Theory that divides detection of sensory signal into a sensory process & decision process: 4 possible outcomes to detect weak signals

**Sensory Adaptation**

reduction/disappearance of sensory responsiveness when stimulation is unchanging/repetitive; prevents response to unimportant

information. Ex. beeping of broken smoke detector - stop noticing because its not a threat

## **Vision**

Senses the stimulus of light

### **Amplitude of light waves**

perception of brightness/intensity

### **Wavelength of light waves**

perception of colour/hue (longer = red, shorter = violet)

### **Purity or Range of light waves**

mixed wavelengths (perception of saturation; richness of colour)

## **Eye**

This converts light into neural impulses

### **Cornea**

Component of the eye: where the light enters the eye

### **Lens**

Component of the eye: focuses the light rays on the retina

### **Iris**

Component of the eye: coloured ring of muscle; constricts or dilates via amount of light

### **Pupil**

Component of the eye: regulates amount of light

### **Saccades**

jerking movements of the eye when changing focus

## **Vision Process**

The eye captures light & focuses it on receptors on retina, where it is converted to neural signals. Small abnormalities in the eyeball's shape can cause problems with vision (nearsightedness & farsightedness)

### **Retina**

Neural tissue lining inside back surface of the eye

### **Rods**

Located in the retina: used for night vision; greatly outnumber cones

### **Cones**

Located in the retina: used for colour vision; greater acuity

## **Fovea**

Located in the retina: pit filled with cones, responsible for our sharpest vision

## **Optic Disc**

Located in the retina: Also known as the blind spot, it is near fovea; no visual receptors, rods or cones

## **Trichromatic Theory**

Theory made by Young and Helmholtz. States that receptors in retina for red, green, blue - colour mixing, various combinations of these colours (doesn't account for colour yellow).

## **Opponent Process Theory**

Theory made by Hering.

3 pairs of antagonistic colours: Red/green, blue/yellow, black/white colour pairs. Explains the afterimage - closing your eye after staring at a colour and seeing the opposite colour on the spectrum

## **Feature detection theory**

Uses bottom-up processing. Detecting features - see objects = detecting features pick up & put together senses & finally see object; picks up individual features & brain puts it together

## **Form Perception**

Uses top-down processing. Perceive whole object but unsure of its make up; breaks down into its individual elements. Testing hypotheses: a person walking is my sister or stranger?

## **Subjective Contours**

perception of an edge; we "finish the picture"

## **Gestalt Psychology**

Principle of this: (a) large picture perceived before component parts; (b) nervous system automatically selects simplest interpretation. Figure-ground, proximity, similarity, continuity, closure & simplicity

## **Phi Phenomenon**

illusion of movement created by presenting visual stimuli in rapid succession (red dots blinking at different times)

## **Distal Stimuli**

stimuli outside the body

### **Proximal Stimuli**

stimulus energies impinging on sensory receptors

### **Binocular cues**

Component of depth and distance perception: from both eyes together  
(retinal disparity & convergence)

### **Monocular cues**

Component of depth and distance perception: from single eye  
(motional parallax, accommodation, pictorial depth cues)

### **Illusions**

discrepancy between visual appearance & physical reality. Muller-Lyer  
Illusion: cultural differences - perceptual hypotheses at work

### **Hearing**

Senses the stimulus of sound waves (vibrations of molecules travelling  
in air)

### **Amplitude of sound waves**

Is the loudness of sound. Measured in decibels. (db)

### **Wavelength of sound waves**

Is the pitch: low or high notes

### **Purity or complexity of sound waves**

Is the timbre.

### **Frequency**

Wavelength described in terms of \_\_\_\_\_: measured in cycles per  
second (Hz)

o \_\_\_\_\_ Increase = pitch increase

### **Pinna**

Is a component of the ear also known as the external ear. Is  
responsible for collecting sound.

### **Ossicles**

Composed of the hammer, anvil and stirrup. Tiny bones that vibrate in  
response to sound waves. Also known as the middle ear.

### **Cochlea**

Component of the ear that is a fluid-filled, coiled tunnel, contains the hair cells, the auditory receptors, lined up on the basilar membrane.  
Also known as the inner ear

### **Place Theory**

Theory of hearing created by Hermon von Helmholtz - if you hear a pitch, the hair cells might be activated; certain cells only respond to a certain pitch

### **Frequency Theory**

Theory of hearing created by Rutherford - perception of pitch depends on basilar membrane's rate of vibration

### **Auditory Localization**

The process of locating the source of sounds in space. Two cues critical: Intensity (loudness) & timing of sounds arriving at each ear.  
Sound from left speaker hits left ear then travels to right ear

### **Taste**

Senses soluble chemical substances (receptor cells found in taste buds)

### **Sweet, Sour, Bitter, and Salty**

Four primary tastes

### **Pathway of taste sensing**

Taste buds then neural impulse then thalamus then cortex.

### **Smell**

Senses substances carried in the air, dissolved in the fluid in mucus.  
(Olfaction)

### **Pathway of smell sensing**

Olfactory cilia, then neural impulse, then olfactory nerve, then olfactory bulb in the brain. (Does not go through thalamus)

### **Touch**

Senses mechanical, thermal, and chemical energy impinging on the skin

### **Pathway of touch sensing**

Sensory receptors, then the spinal column, then brainstem, then cross to opposite side of brain, then thalamus, then somatosensory (parietal lobe)

### **Pain Pathways**

Fast (cut/burn; immediate response) vs Slow (less localized pain sensations)

### **Gate control theory of pain**

Theory that states: Incoming pain signals can be blocked by the spinal cord

### **Kinesthesia**

Sense that knows the position of various parts of the body. Receptors in joints/muscles.

### **Vestibular**

Sense responsible for equilibrium/balance. Semicircular canals

### **Consciousness**

awareness of self & surroundings; participant as the inquirer; flowing stream with various depths

### **Top**

Level of awareness: controlled processes require attention (and interfere with other functions)

### **Middle**

Level of awareness: automatic processes require minimal attention (ex. riding a bike)

### **Lowest**

Level of awareness: minimal/no awareness of the environment

### **Sleep**

a behavior AND an altered state of consciousness. (we spend 1/3 of our life doing this)

### **Circadian Rhythms**

One of these lasts about 24h (ex. Sleep-waking cycles). Light is an external cue that can set the \_\_\_\_\_. Some \_\_\_\_\_ are endogenous suggesting the existence of an internal (biological) clock.

### **Disruptions of Circadian Rhythms**

This is caused by jet lag & shift work; adapt = stay up late

### **Sleep Deprivation**

This limits to exploring impact, impacts as for disrupts of circadian rhythms, physiological functions not necessarily significantly impacted

### **3 or 4 days**

How long does it take for one to experience Complete Sleep Deprivation?

### **EEG**

Electrophysiological instruments can be used in the sleep laboratory to assess the physiological changes that occur during an episode of sleep, such as what?

### **Beta**

The EEG Pattern that is experienced in normal waking thought, alert problem solving. 13-24 cps

### **Alpha**

The EEG Pattern that is experienced in deep relaxation, blank mind, meditation. 8-12 cps

### **Theta**

The EEG Pattern that is experienced in light sleep. 4-7 cps

### **Delta**

The EEG Pattern that is experienced in deep sleep. Less than 4 cps

### **Stage 1**

Stage of Non-REM sleep where slowing down occurs.

### **Stage 2**

Stage of Non-REM sleep where one has sleep spindles, and is less responsive.

### **Stage 3**

Stage of Non-REM sleep where it is hard to wake up.

### **Stage 4**

Stage of Non-REM sleep where it is hard to wake up and bed-wetting and sleep walking could occur.

### **REM**

Rapid eye movements, high frequency brain waves, paralysis of large muscles & dreams.

### **Function of REM Sleep**

Consolidation of new memories, role in learning, absent in lower mammals

### **Non-REM sleep**

people deprived of all sleep show greater time spent in \_\_\_\_\_ the next night

### **Biological Clock**

Physiological Pathway of the \_\_\_\_\_: Light levels go to the retina then to suprachiasmatic nucleus of hypothalamus (regulates Circadian Rhythms) then to pineal gland causing secretion of melatonin.

### **Gaba and Serotonin**

What are the two main neurotransmitters?

### **Hypotheses on why we sleep**

Sleep evolved to conserve an organisms' energy. Or immobilization during sleep is adaptive because it reduces danger (predators). Or Sleep helps animals to restore energy and other bodily resources.

### **Insomnia**

Sleep disorder: difficult falling asleep, staying asleep, early wakening

### **Narcolepsy**

Sleep disorder: falling asleep uncontrollably

### **Sleep Apnea**

Sleep disorder: reflexive gasping for air that awakens the sleeper

### **Nightmares**

Sleep disorder: anxiety-arousing dreams - occurs during REM

### **Night Terrors**

Sleep disorder: intense arousal and panic - occurs during NREM

### **Somnambulism**

Sleep disorder: sleepwalking

### **Dreams**

Mental experiences during sleep, occurs during REM sleep. Content usually familiar, common themes, waking life spillover - day residue.

## **Wish Fulfillment**

Freud's theory of dreams. The day shapes dreams that satisfy unconscious needs. People have dreams about the unconscious desires they possess.

## **Hysteria**

have physical symptoms of disease but without underlying physical root cause (definition in Freud's time)

## **Manifest content**

Content of the dream what people report, what you see on the surface (freud)

## **Latent content**

The deeper meaning of the content in one's dream

## **Problem Solving View**

Cartwright's view on dreams from a cognitive perspective. Think through major problems in our lives; dreaming is a continuation of problems you couldn't solve during the day. Criticism: because you're dreaming about something doesn't mean you are actually making progress and working through it.

## **Activation Synthesis Model**

Hobson and McCartney's theory on dreams from a biological approach. • A story is created to make sense of internal signals. REM sleep, certain parts of brain becomes active - that activity is translated into dreams and the brain tries to make sense of activation.

Re-activating parts of brain that were active when perceiving event - this is why memories are sometimes included.

## **Hypnosis**

A systematic procedure that increases suggestibility; creates heightened sense of susceptibility

## **Effects of hypnosis**

anesthesia, sensory distortions and hallucinations, disinhibition, posthypnotic suggestions and amnesia.

## **Meditation**

Practices that train attention to heighten awareness and bring mental processes under greater voluntary control; yoga, zen, TM, etc.

Potential physiological benefits. Similar to other effective relaxation procedures.

### **Narcotics**

Type of drug: (opiates) pain relieving - "who cares"

### **Sedative**

Type of drug: sleep inducing

### **Stimulants**

Type of drug: increase CNS activity "I can conquer the world"

### **Hallucinogens**

Type of drug: distort sensory and perceptual experience

### **Cannabis**

Type of drug: produce mild relaxed euphoria

### **Alcohol**

Type of drug: produces relaxed euphoria, decreases inhibitions

### **MDMA**

Type of drug: produces warm friendly euphoria

### **Subtractive**

Colour mixing that works by removing some wavelengths of light, leaving less light than was originally there. Can be done by stacking colour filters.

### **Additive**

Colour mixing that works by superimposing lights, putting more light in the mixture than exists in any one light itself. Can be done by shining light filters on a white surface. Human processes of colour perception parallel this more.

### **Simple**

Type of visual cell that responds best to a line of the correct width, oriented at the correct angle, and located in the correct position in its receptive field.

### **Complex**

Type of visual cell that also care about width and orientation, but they respond to any position in their receptive fields. Some are more responsive if a line sweeps across their receptive field, but only in the right direction.

### **perceptual constancy**

is a tendency to experience a stable perception in the face of continually changing sensory input

### **optical illusion**

involves an apparently inexplicable discrepancy between the appearance of a visual stimulus and its physical reality

### **Impossible figures**

are objects that can be represented in two-dimensional pictures but cannot exist in three-dimensional space

### **Müller-Lyer illusion**

A famous visual illusion involving the misperception of the identical length of two lines, one with arrows pointed inward, one with arrows pointed outward.

### **Ponzo Illusion**

An illusion of size in which two objects of equal size that are positioned between two converging lines appear to be different in size. Also called the railroad track illusion.

### **ventral stream**

visual signals traveling through this stream process the details of what objects are out there

### **dorsal stream**

visual signals traveling through this stream process the details of where the objects are out there

### **signal perception**

the registration of sensory input without conscious awareness. Ex. flashing a popcorn ad for a millisecond makes people think about popcorn and buy it.