# Lecture 6, Jan 18, 2023

## Learning

- Any process through which practice or exercise at one time can alter an individual's behavior at another time
- We learn actively and constantly
- 3 kinds of learning experience:
  - Classical conditioning
    - \* Pavlov's dog
      - Initially conditioned stimulus is the food, unconditioned response is the drool
      - When the food is removed, the drool becomes a conditioned response
  - Operant learning
    - \* Positive/negative reinforcement
  - Social Cognitive Theory
    - \* Learning on the job

### **Operant Learning**

- Learning in which the subject learns to operate on the environment to achieve certain consequences
  - We are controlled by the consequences of our behaviour
  - Subject learns a connection between certain behaviour and certain consequences that follow
  - We are aiming to increase probability of desirable behaviours and eliminate or reduce probability of undesirable behaviour
- Both positive and negative reinforcement aims to increase positive behaviour:
  - Positive reinforcement is the application or *addition* of a stimulus that increases or maintains the probability of some behaviour
    - \* e.g. "employee of the month" recognition for good behaviour increases good behaviour
    - \* The stimulus is the positive reinforcer
    - \* The reinforcer is dependent or contingent on the occurrence of the desired behaviour
  - $\,$  Negative reinforcement is the removal of a stimulus that increases or maintains the probability of some behaviour
    - \* It is not punishment; negative reinforcement is removing a barrier to increase good behaviour
    - \* e.g. parents stop nagging a child when the child does the desired action
    - \* When a response prevents some event or stimulus from occurring
    - \* The removed or prevented stimulus is a negative reinforcer
- Reinforcement has limitations:
  - Consistency in applying the stimulus is needed
  - Someone needs to enforce the rules
- To reduce undesirable behaviour, two strategies can be used:
  - Extinction: removing the reinforcer
    - $^{*}$  e.g. moving a student when they are talking in class means they can no longer engage in the undesirable behaviour
  - Punishment: applying a negative stimulus
- The difference between positive/negative reinforcement and punishment/extinction is the end goal: whether to increase or decrease the behaviour
- Problems using punishment:
  - Does not demonstrate what should be done, only what shouldn't be done
  - Provokes a strong emotional reaction from the subject
  - Suppression of behaviour is temporary

#### Social Cognitive Theory

- Focuses on giving choice and autonomy, choice and independence (but can't be applied in all scenarios)
- Paying attention to how someone else is doing it (attentional processes), retaining some of that

information (retention processes), carrying it out yourself (production processes), and checking it against a model (reinforcement)

- This method of learning builds self-efficacy: confidence to successfully perform a task
- $\bullet$  Self-regulation involves:
  - Collect self-observation data
  - Observe models
  - Set goals
  - Rehearse
  - Reinforce oneself
  - Compare to goals

## Organizational Behavior Modification

- Organizational learning practices:
  - OB modification
  - Employee recognition programs
    - \* e.g. "employee of the month"
  - Training programs
  - Career development