

# PSY246 Cognitive Psychology

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## TUTORIAL 2: The Stroop Effect

**Automaticity:** Many behaviours can become automatized e.g. Reading, driving

- **Controlled, fast, low attentional capacity, unavailable to consciousness, unavoidable, inflexible (hard to modify)**
- **It is around 50% faster to read a word than to name an object or colour (retrieve a word – extract a meaning)**

T-TEST

- Used for ONE independent variable (2 levels) : within subject design, paired; between subject design, independent
- T-test to see if significant, T-test assesses whether the means of two groups are *statistically* different from each other. This analysis is appropriate whenever you want to *compare the means of two groups*

ANOVA

- “Analysis of variance” *mean* test to test for **multiple variables** with **multiple levels**
- Within subject design with repeated measures, between subject design one way/two way

### The Stroop interference effect

<b>Study</b>	<b>Stroop, J. R. (1935).</b> Studies of interference in serial verbal reactions. Journal of Experimental Psychology, 18, 643-622. [Experiment in-tutorial, not from paper]
<b>Aim</b>	to measure selective attention and cognitive flexibility
<b>Procedure</b>	Present 1. Black words or 2. Colour patches “XXXXX” or 3. Colour <b>congruent</b> (RED is coloured red) or <b>incongruent</b> (Red is not coloured red) words. Task to classify colour as quickly as possible regardless of word. Dependent variable – Response time (RT) Only correct responses scored, incorrect recycled and repeated later in experiment Independent variable – Whether the colour word and font colour were a match or not. 2 level condition, congruent “Red” coloured red vs incongruent “Blue” coloured red. <i>Within-subject</i> design because all participants were under all conditions. (in class experiment – also key use in response will delay responses)
<b>Results</b>	Semantic interference (naming the ink colour of neutral stimuli) is faster than in incongruent conditions. Reading is automatic, faster than colour naming (less practiced). Incongruent trials produced slower/less accurate responses than congruent trials. <b>Word reading interferes with colour naming.</b>
<b>Discussion</b>	Demonstrates automaticity of word reading: <b>Reading words is unavoidable</b> as you have years of experiencing reading English  There are two theories that may explain the Stroop effect: <b>Speed of Processing Theory:</b> the interference occurs because words are read faster than colours are named. <b>Selective Attention Theory:</b> the interference occurs because naming colours requires more attention than reading words.  Slower/less accurate responses to incongruent trials compared to <i>neutral</i> trials (XXXX) = the interference effect. Word reading interferes with the process of colour naming. <i>The interference effect of reading vs colour naming is not seen in children under age 7 as by this stage reading is often not yet automated.</i> It is ~50% faster to read a word than name and object or colour  Stroop’s task originally had subjects name the colour of the word aloud while we manually entered our responses using a keyboard. This matters because manual key press responses are slower than naming but the interference effect (thought reduced) still occurs.

### Characteristics of interference paradigms

- Stimuli have 2 features – subjects respond to one and ignore the other
- Typically 3 conditions – congruent, incongruent, neutral,
- Research question – does the second feature interfere with processing first

Further support for interference effect

- Rosinski (1977), Lupber (1979, 1982) Picture word interference tasks
  - Related word over image, unrelated word over image, control xxxx over image.
  - Had lower response time to related word - Activates same area and interferes with processing
- “spatial interference” name position of the word (word placed above or below congruent or incongruent with space)
- “number Stroop” name the number of words (one one, one, one one one)

## Lecture 7: Concepts and Categories

Concepts	Often interchangeable with term "Categories". <i>Internal representations</i> . We have <b>(conceptual) hubs</b> to generalize and predict. They make it easier for us to <u>detect semantic similarities</u> across concepts, and provide an efficient way to apply existing knowledge to new concepts.
Category	Class of stimuli that are treated in an equivalent manner. <i>External stimuli</i> . (Cuts down the diversity of objects so we can cognitively organise without being overwhelmed)

People divide the world into categories in every known culture on Earth.

### Natural categories

- Are categories that occur in natural language (e.g. fruit, animal, tool, furniture clothing).
- **Have a correlational structure** (not combined arbitrarily) Eleanor Rosch's work suggests **natural categories** Feature dimensions are *not independent*. E.g. feature "had feathers" is likely to have the feature "has beak"
- A '**Prototype**' is a member of a category with the highest family resemblance scores. (A robin is a prototypical bird, a penguin is not – doesn't nest in trees, doesn't eat insects etc.)
- Have an **internal structure**
  - Typically a gradient with some members of the category a better (more typical) example than others
  - Graded on family resemblance – *better* exemplars share more attributes in common with other exemplars

### Characteristics of natural categories

**Fuzzy Sets** Are ill-defined.

<b>Study</b>	1978 McCloskey & Glucksberg
Procedure	Subjects to decide the category membership for each exemplar-category pair, and repeat categorisation a month later. E.g. exemplar-category: chair-furniture, cucumber-furniture, bookend-furniture
Results	Both between-subject and within-subject there was low agreement for some exemplar-subject pairs – bookend-furniture, are bookends furniture? An unclear boundary

**Family resemblance** No single attribute is shared by all members of a category, but each member has a least one attribute in common with other members. (Wittgenstein 1953)

<b>Study</b>	1978 Rosch & Mervice
Procedure	Subjects listed attributes processed by each exemplar of a category Category: Bird. Exemplar: Robin. Subject response E.g.: flies, sings, lays eggs From this a "family resemblance score" was derived from weighted scores and attributes (more weight to attributes shared with other exemplars)
Results	Typicality rating and family resemblance scores have a high correlation Robin was rated higher than penguin by subjects on typicality. Penguin also had a lower shared-feature (family resemblance) score than robin. <i>Batman was not available for comment.</i>

**Typicality** Natural categories differ in typicality. Typicality and family resemblance correlate.

<b>Study</b>	1975 Rosch & Mervice
Procedure	Subjects rated how typical a member of the category matched the category with 1 highly typical and 7 not uniform
Results	"Fruit" matched well to apple, orange, banana but not to dates or avocados. <i>Even though a banana is herb and avocado is a super fruit...</i>

### Artificial categories

- Artificial categories are not represented by a prototype, they are equally typical.
- Are different from a natural category because the features can be combined arbitrarily. Feature dimensions are independent. E.g. "black" in below experiment can be applied to the three shape types equally.

<b>Study</b>	1956 Bruner, Goodnow & Austin – <b>Category learning study</b>
Procedure	The researchers created a "concept universe" with 4 feature dimensions (81 cards) (3 shape values x 3 numerical values x 3 colour values x 3 border styles) The subject's task was to <i>work out the concept</i> the researcher has in mind. Much like a battleship game, the subjects chose a card and were told whether it did or didn't belong to the category.