

Reinforcement - Terms

Primary reinforcer

- **Natural, unlearned, unconditioned, of biological value**
- **State of deprivation is present**

Deprivation

- **No access to reinforcer**
- **Increases effectiveness of a reinforcer**

Satiation

- **Opposite of deprivation**
- **Establishes potentially decreased effectiveness of a reinforcer**

Establishing operations

- **Conditions that change the effectiveness of a given reinforcer for an individual at a particular time**

Secondary or conditioned reinforcer

- **Initially neutral, no biological significance**
- **Value is learned or conditioned by pairing with a primary reinforcer**

Generalized conditioned reinforcers

- **Examples: token and social reinforcers**
- **Have been associated with a variety of other primary or secondary reinforcers**
- **Advantages: 1. reinforcement at any time, no interruption in responses 2. Less subject to satiation; deprivation state not required 3. Provide same reinforcement for persons with different preferences**

Token reinforcers

- **Symbolic representation exchangeable for reinforcer of value**
- **Need to know: what behaviors are required, the exchange value of the tokens, schedule for exchange**

Social reinforcers

- **Examples: praise, smiles, teacher attention, expressions, proximity, contact, privileges**

Contracting

- **Negotiated advantages to a reinforcement system**

Dependent group contingency system

- **Reinforcement for the entire class is contingent on the performance of the target student**
- **Other class members are dependent on the target student**

Independent group contingency system

- **Response requirements are the same for all students but are earned individually**

Interdependent group contingency system

- **Reinforcement for each student is contingent on the class as a whole meeting a standard of performance**