

**Affect theory**

- *"a branch of psychoanalysis that attempts to organize affects into discrete categories and connect each one with its typical response"*<sup>1)</sup>

**Bartlett effect****Cognition**

- in psychology, the process by which one recognizes and understands things

**Comprehension**

- an ability to understand the meaning or importance of something<sup>2)</sup>

**Declarative knowledge**

- knowledge is often by instructional designers and philosophers divided into two categories: declarative (knowledge about things, *knowledge that*, for example knowledge about computers) and procedural (skills, *knowledge how*, for example knowledge how to use a computer)

**Discrimination learning theory**

- a theory of the process by which animals or people learn to respond differently to different stimuli

**Distributed representation**

- connectionist principle in which meaning is not contained within a single symbolic unit, but is formed by an interaction of a set of units
- find out more: [Dictionary of Philosophy of Mind](#)

**Gestalt**

- a configuration or pattern of elements so unified as a whole that it cannot be described just as a sum of its parts

**Human cognitive architecture**

- *"the manner in which structures and functions required for human cognitive processing are organized"*<sup>3)</sup>

**Insightful learning**

- learning that results in perceiving the solution to a problem after a period of cognitive trial and error
- learner is required to have all elements of the problem available in order to be able to learn by insight

**Journal**

- a scholarly periodical containing original research articles aimed at researchers or specialists

**Magazine**

- a periodical aimed at the general public, which contains news, opinion and personal narratives

**Paradigm**

- a set of ideas that are used for understanding or explaining something, especially in a particular subject
- a typical example or model of something

**Procedural knowledge**

- see: [declarative knowledge](#)

**Schema**

- a mental framework humans use to represent and organize remembered information
- they enable us to recall, modify our behavior, or try to predict most likely outcomes of events

**Structuralism**

- a theory founded by Edward Titchener in the end of 19th/beginning of 20th century
- focused on breaking down mental processes into simple elements

**Theory**

- one or more ideas that explain how or why something happens
- the set of general principles that a particular subject is based on

**Transfer of practice**

- (*or transfer of learning*) a term coined by Thorndike and Woodworth<sup>4)</sup>, referring to the

generalization of knowledge and transfer of it from one context to another

1)

Wikipedia: Affect theory. Retrieved 15. March 2011.

2)

Source: <http://wordnetweb.princeton.edu/perl/webwn?s=comprehension>

3)

Sweller, J. Human Cognitive Architecture. In Handbook of research on educational communications and technology, 369-381. Taylor & Francis, 2008.

4)

Thorndike, E. L. and Woodworth, R. S. The influence of improvement in one mental function upon the efficiency of other functions. Psychological Review, 8, 247-261. 1901.

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