#### Affect theory

• "a branch of psychoanalysis that attempts to organize affects into discrete categories and connect each one with its typical response" 1)

# Cognition

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

## **Cognitive load**

• Load imposed on one's cognitive capacities due to performance of cognitive operations

#### 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<sup>3)</sup>

#### **Doctrine of formal discipline**

• the belief that subjects like Latin language and mathematics improve learner's mind in general

## **Epistemology**

• "is concerned with the nature, sources and limits of knowledge. Epistemology has been primarily concerned with propositional knowledge, that is, knowledge that such-and-such is true, rather than other forms of knowledge, for example, knowledge how to such-and-such."

# Gestalt

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

#### **Hawthorne effect**

• "an increase in worker productivity produced by the psychological stimulus of being singled out and made to feel important" (for example for the fact that one is being studied)

## **Human cognitive architecture**

• "the manner in which structures and functions required for human cognitive processing are organized" 6)

## **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**

knowledge on how to do something (see also: 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

#### **Script**

• "a coherent sequence of events expected by an individual in a particular context, involving him either as participant or as an observer" 10

#### **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**

1)

- 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>8)</sup>, referring to the generalization of knowledge and transfer of it from one context to another

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 $Source: \ http://wordnetweb.princeton.edu/perl/webwn?s=comprehension$ 

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