

**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>

**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."*<sup>4)</sup>

**Gestalt**

- 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”<sup>5)</sup> (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”*<sup>6)</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**

- 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”<sup>7)</sup>*

### 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>8)</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)

[Eliasmith C. Distributed representation](#). Dictionary of Philosophy of Mind. Last updated May 11, 2004.

4)

[Klein, Peter D. Epistemology](#). Routledge Encyclopedia of Philosophy. Updated March 31, 2005.

5)

[Hawthorne Effect. Big Dog and Little Dog's Performance Juxtaposition](#). Last updated September 24, 2010.

6)

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

7)

[Puto, C. P. Memory for scripts in advertisements](#). Advances in Consumer Research XII:404-409. Fifteenth Annual Conference. Association for Consumer Research. 1985.

8)

[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.

From:  
<https://learning-theories.org/> - **Learning Theories**

Permanent link:  
<https://learning-theories.org/doku.php?id=hr:glossary&rev=1425548848>

Last update: **2023/06/19 15:49**



