## 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)

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