

## 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.

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