

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 something²⁾

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 units³⁾

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."*⁴⁾

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”⁵⁾ (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"*⁷⁾

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 Woodworth⁸⁾, 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)

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4)

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5)

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6)

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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)

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