

# A Review of Best Practices In the Field of Human Learning with Respect to Behavioral Interventions to Enhance Cognition

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**Learning • and • Transfer • Lab**

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# Learning

- the acquisition of new knowledge, skills, or responses that arise via experience or practice, and which result in a relatively permanent change in the state of the learner

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# relatively permanent change...



Increases in  
aggression?

# relatively permanent change...



Increases in  
aggression?

				4 mins after play
Variable	Content	Baseline		
Aggressive feelings**	Violent	61.65 (10.21)		71.80 (15.62)
	Nonviolent	63.69 (10.98)		65.46 (13.45)
Aggressive thoughts**	Violent	4.93 (1.81)		6.41 (2.22)
	Nonviolent	5.76 (2.10)		4.63 (2.16)
Heart rate**	Violent	76.76 (14.84)		86.80 (20.16)
	Nonviolent	78.15 (13.18)		77.93 (9.45)



# relatively permanent change...



Increases in  
aggression?

		Baseline	4 mins after play	9 mins after play
Variable	Content			
Aggressive feelings**	Violent	61.65 (10.21)	71.80 (15.62)	62.77 (9.41)
	Nonviolent	63.69 (10.98)	65.46 (13.45)	62.06 (12.93)
Aggressive thoughts**	Violent	4.93 (1.81)	6.41 (2.22)	5.09 (2.02)
	Nonviolent	5.76 (2.10)	4.63 (2.16)	5.83 (2.03)
Heart rate**	Violent	76.76 (14.84)	86.80 (20.16)	82.31 (16.85)
	Nonviolent	78.15 (13.18)	77.93 (9.45)	74.39 (9.51)

# Best Practices...

- In producing learning
- In producing generalization of learning
- In doing experiments to show generalization of learning

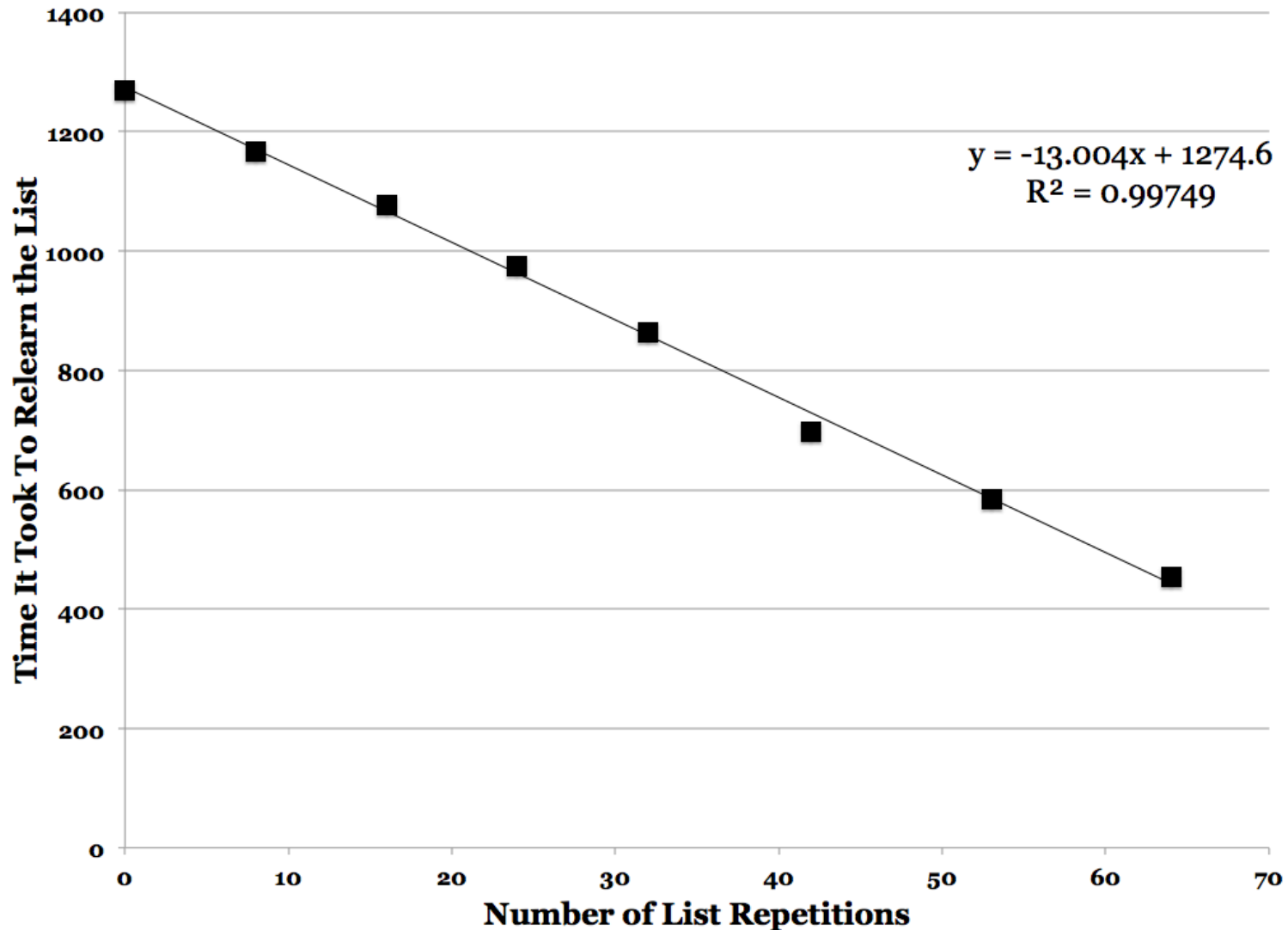
# Best Practices...

- **In producing learning**
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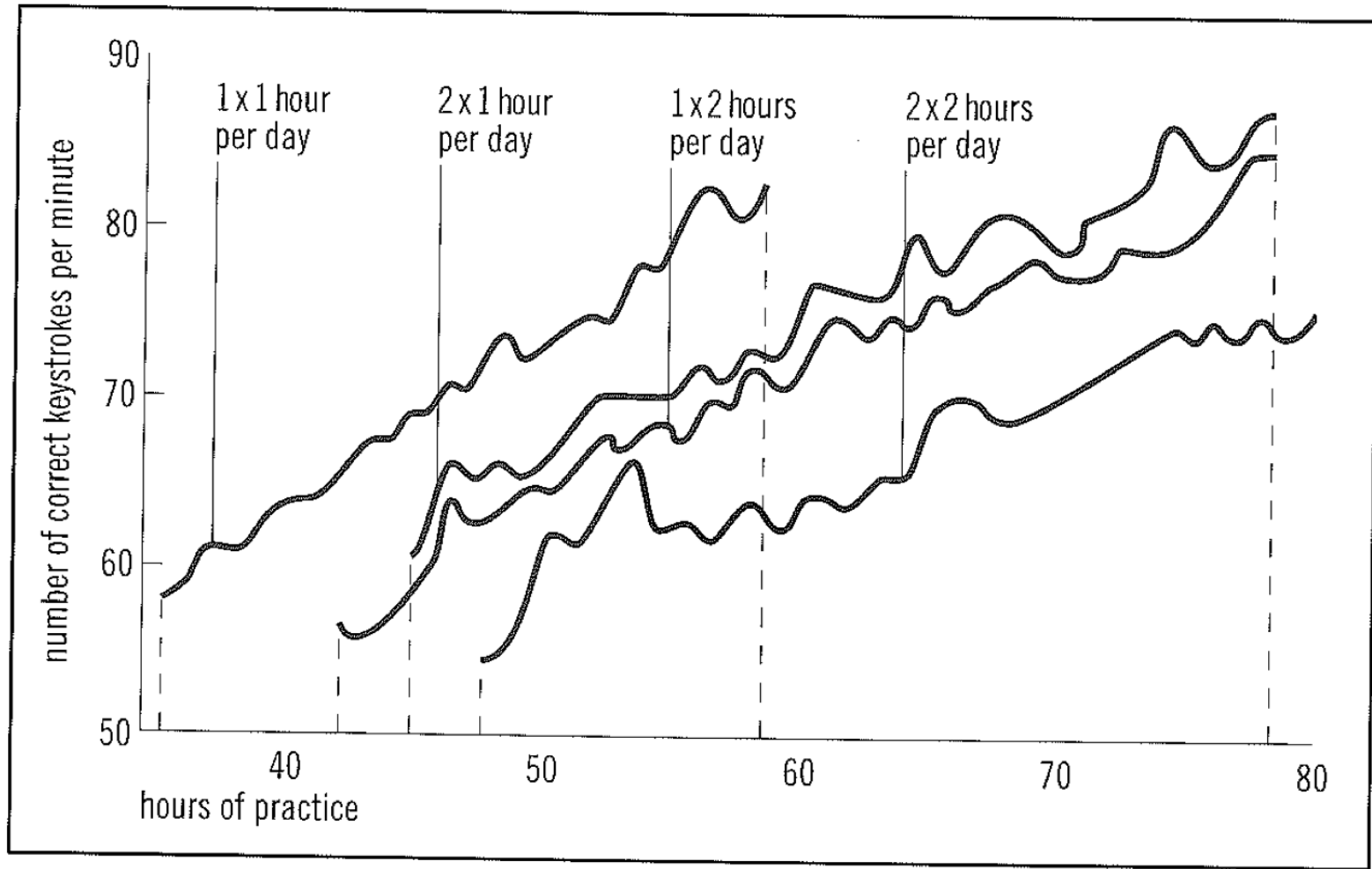


# More Practice Time = More Learning

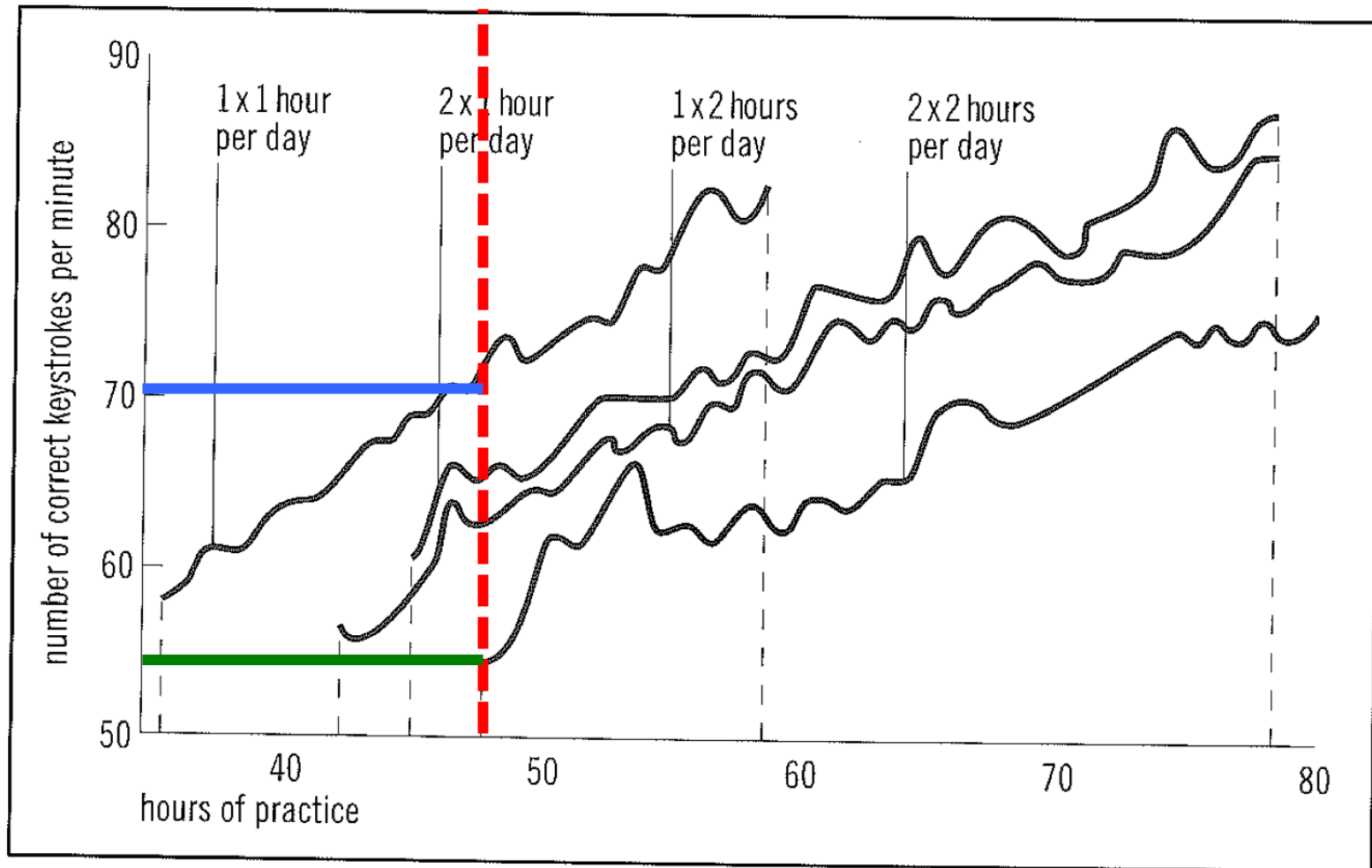
## The Total Time Hypothesis



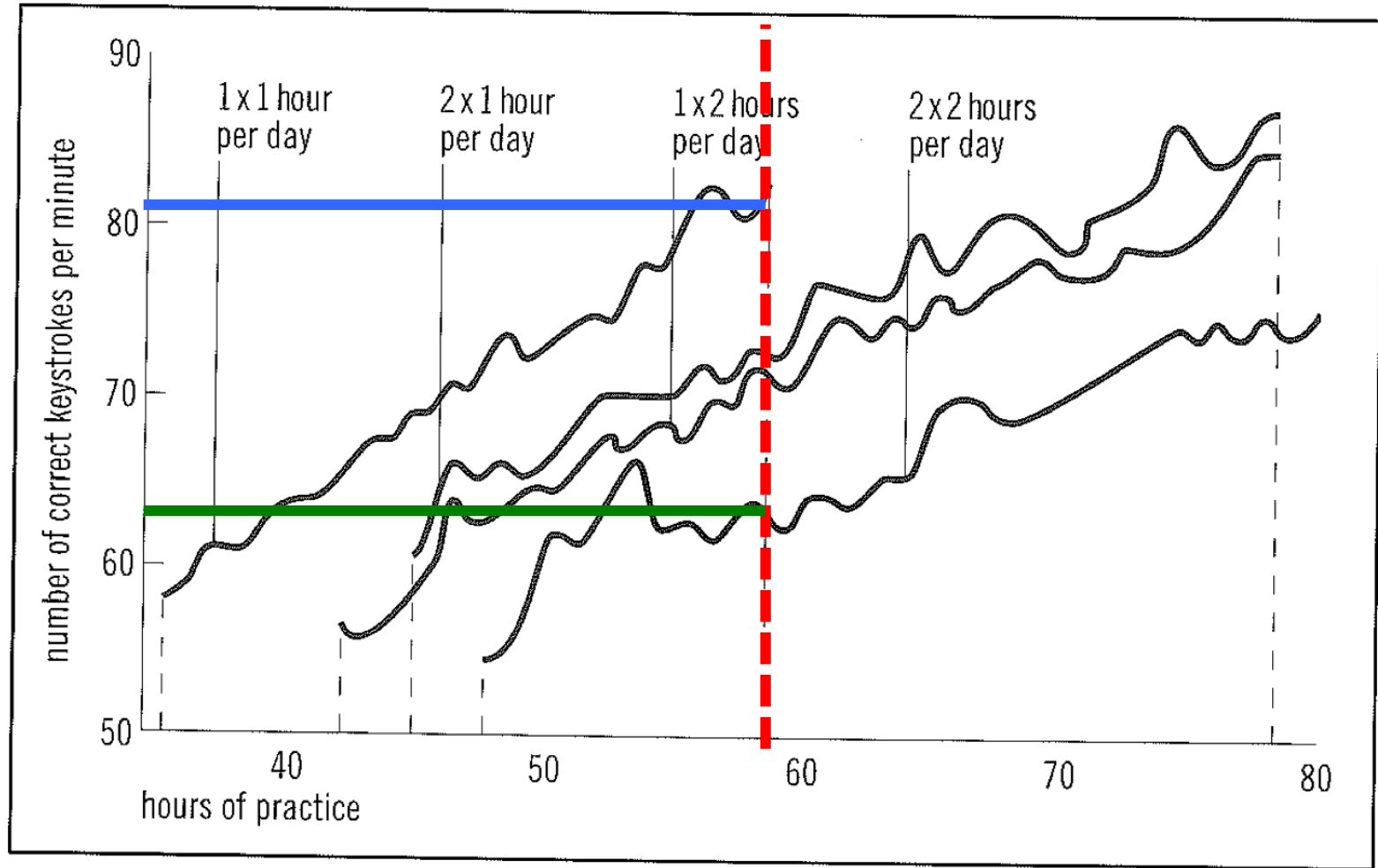
# Distributed > Massed Practice



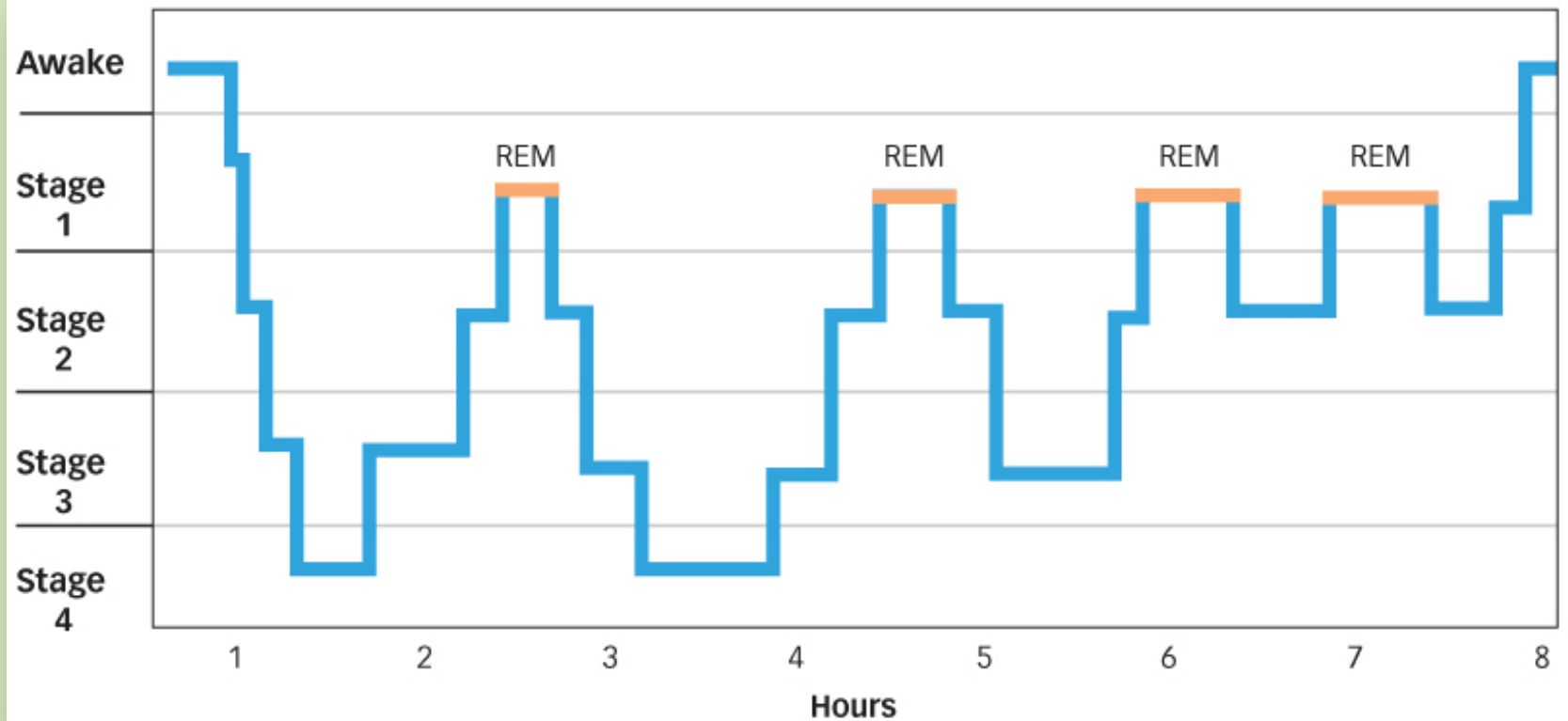
# Distributed > Massed Practice



# Distributed > Massed Practice



# Sleep



# Task Difficulty

Learning typically proceeds best when the task is difficult (and thus errors are made), but not impossible (otherwise errors might be uninformative)

- Implicit in all training that uses adaptive difficulty algorithms (e.g., staircases)



# Explicit Feedback

- Learning typically proceeds best when feedback is immediate and informative
  - Implicit here is that the learning task is an active one – an action/decision is made and a consequence observed (as opposed to passive observation)

# Best Practices...

- In producing learning
- **In producing generalization of learning**
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# Effects of Context

Study  
Location #1

Study  
Location #2

Recall  
Location

Group #1:

Basement  
Room

Basement  
Room

Class Room

Group #2:

Basement  
Room

Courtyard  
Room

Class Room

# Effects of Context

Study  
Location #1

Study  
Location #2

Recall  
Location

Group #1:

Basement  
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Class Room

Group #2:

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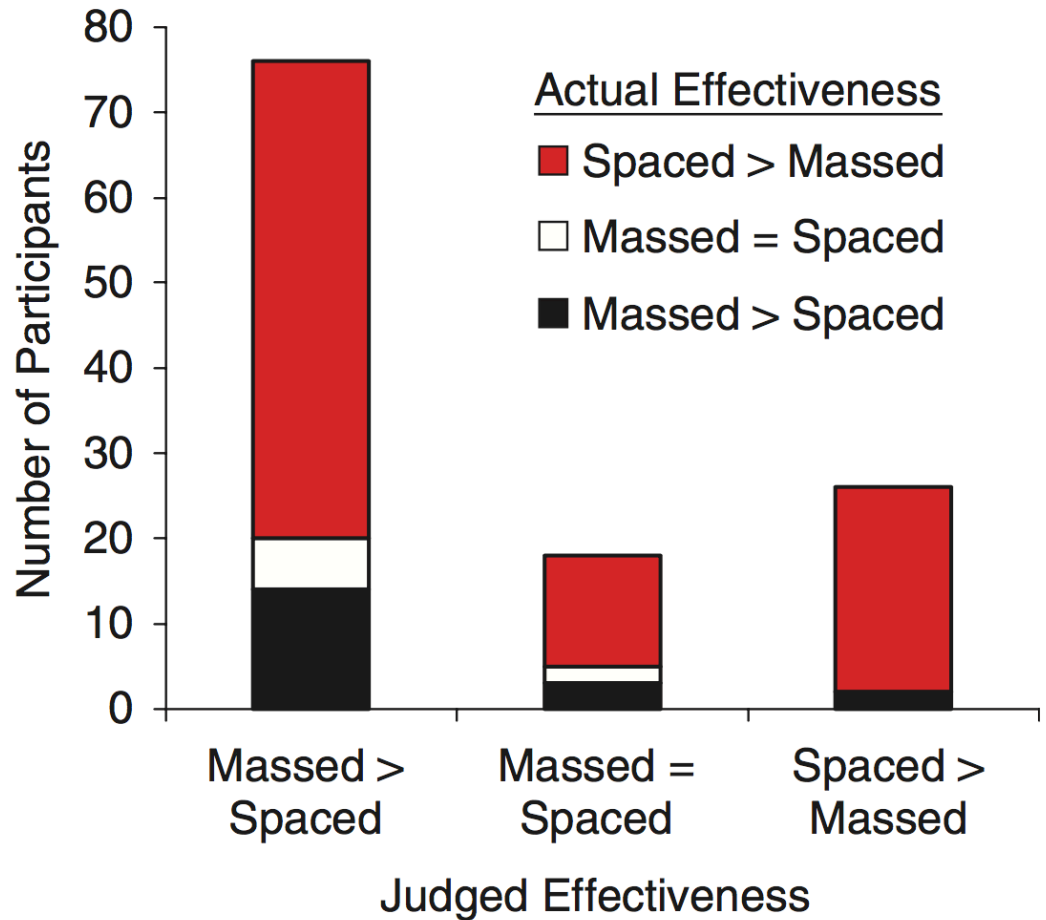
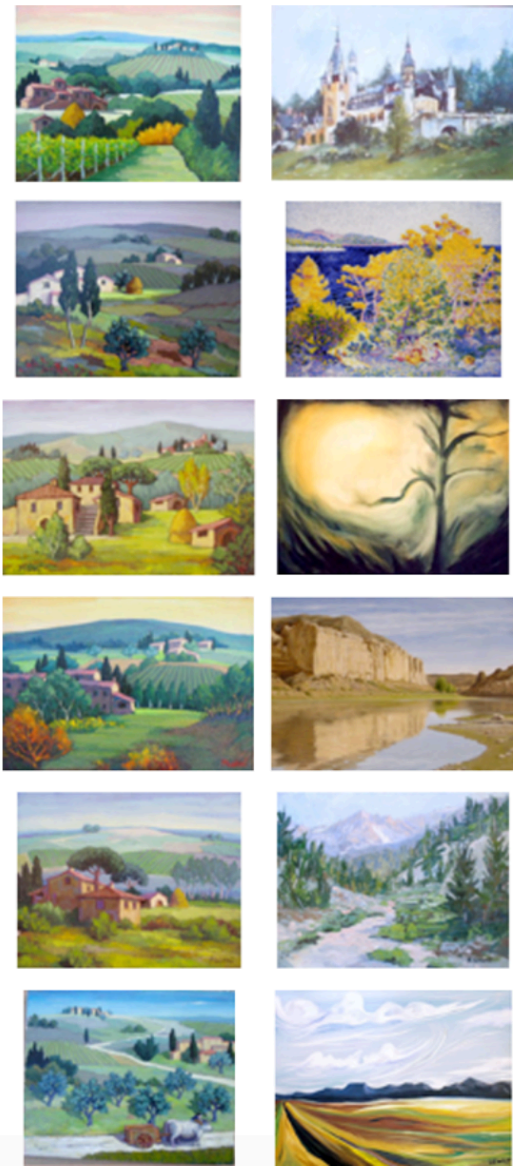
Courtyard  
Room

Class Room

Group #1: Recalled on average 16 words

Group #2: Recalled on average 24 words

# Effects of Interleaving Material



# Best Practices...

- In producing learning
- In producing generalization of learning
- **In doing experiments to show generalization of learning**



# Functional Form of Learning

# Functional Form of Learning

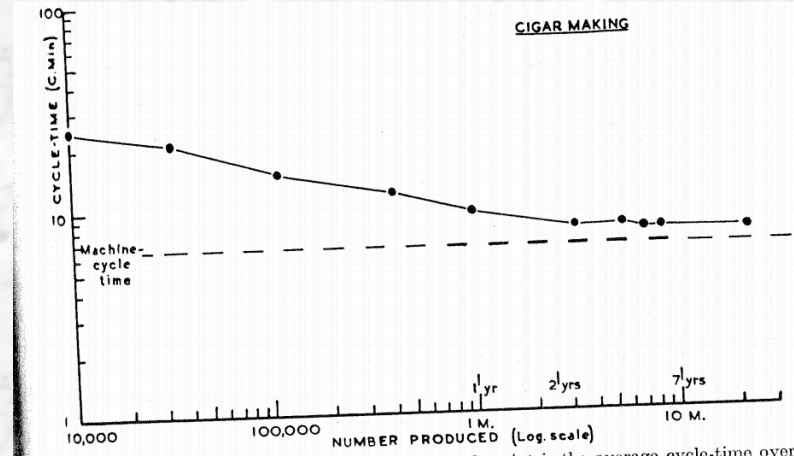
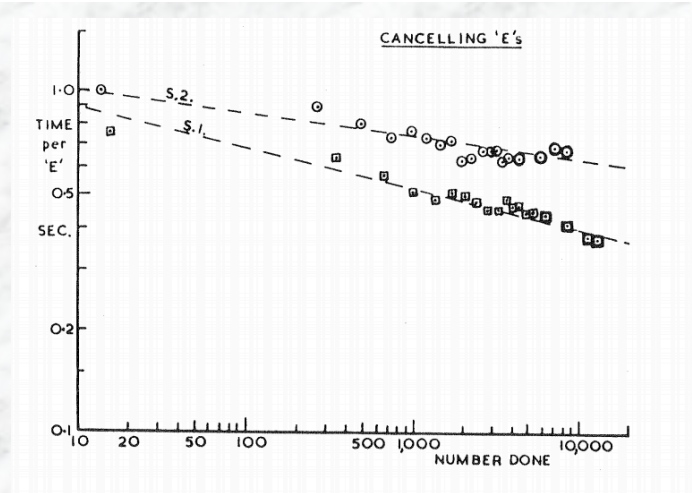
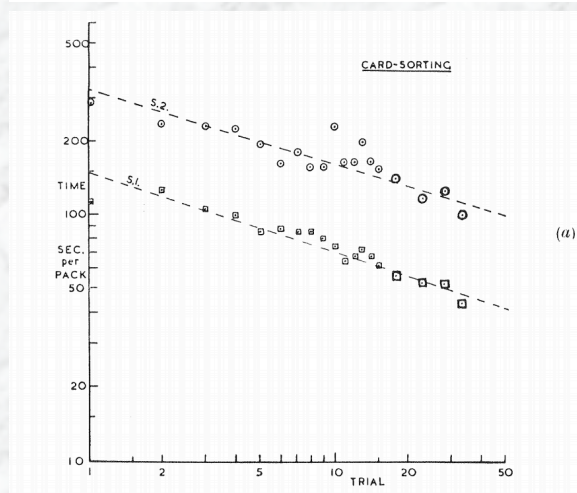
- Power Law of Practice

Power function:

$$RT = aP^{-b} + c$$

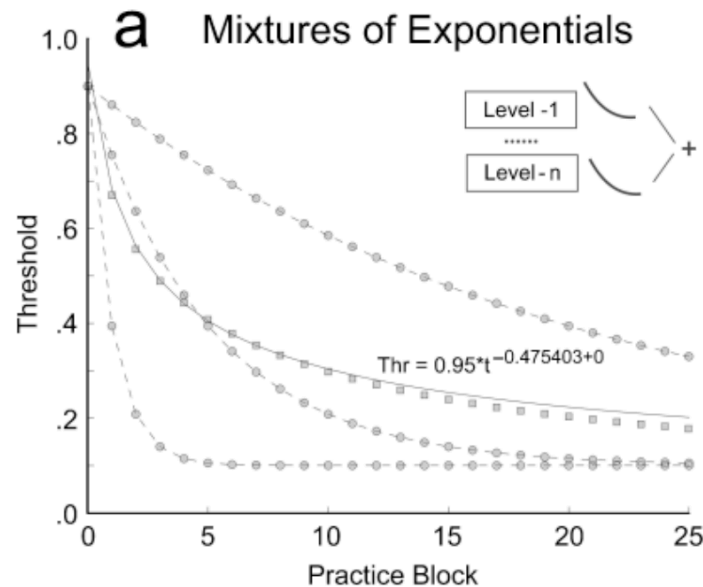
# Functional Form of Learning

- Power Law of Practice



# Functional Form of Learning

- Research always aggregated across individuals



# Functional Form of Learning

- Newer work suggests better fits to individual-level data are achieved via exponential function

Exponential function:

$$RT = ae^{-b(P-1)} + c$$

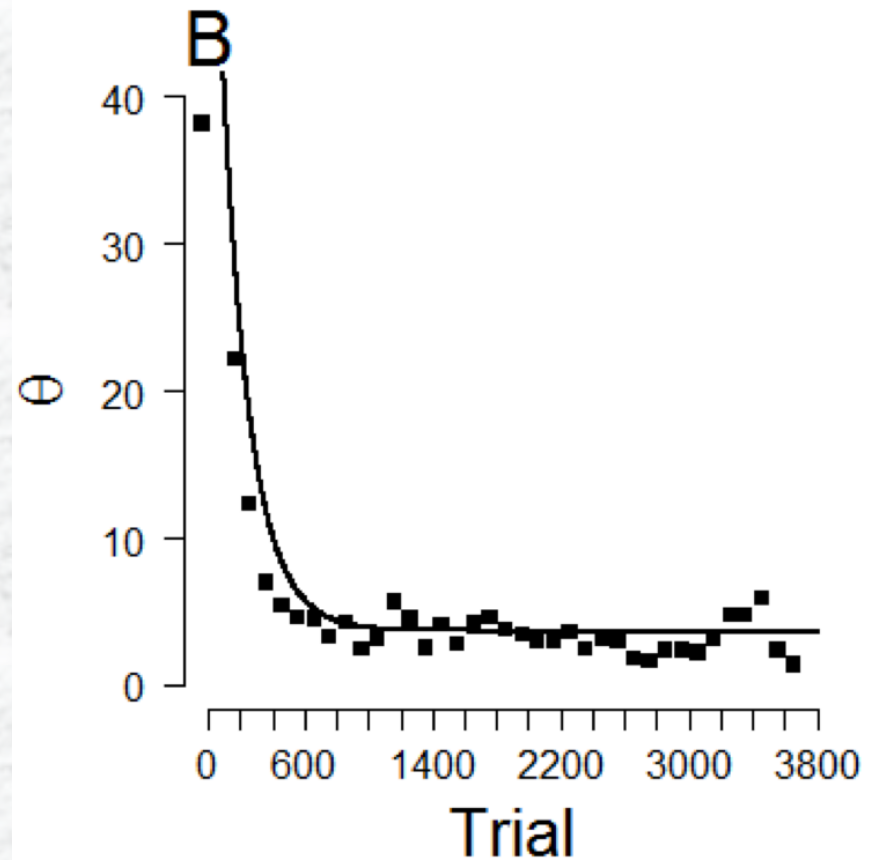
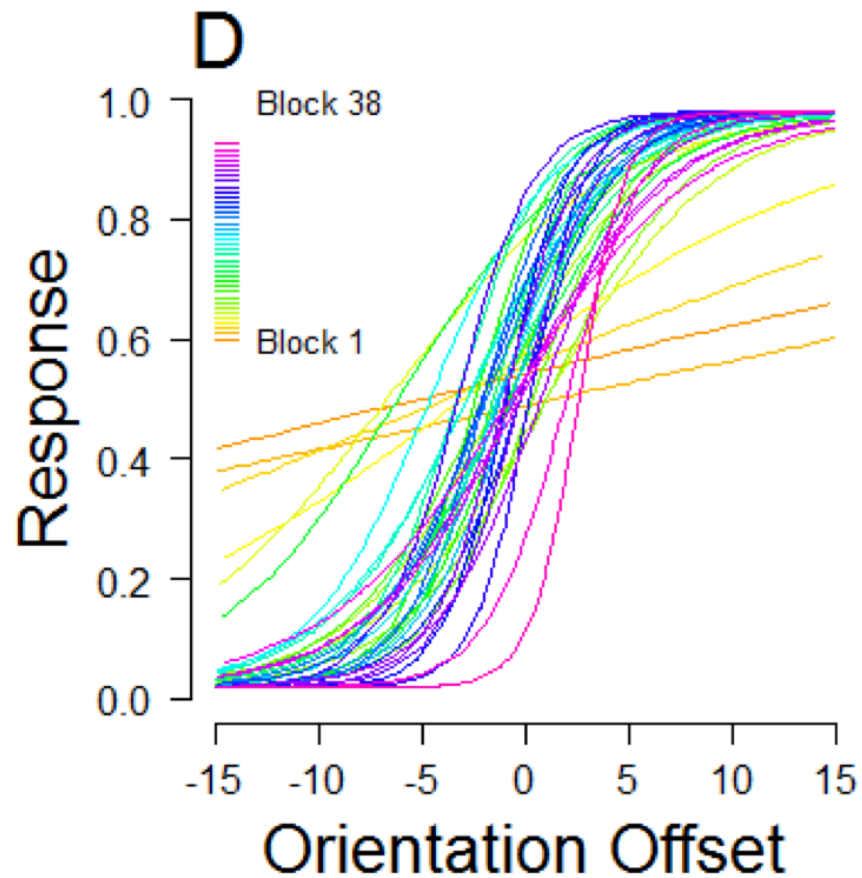
# Functional Form of Learning

What aspects of learning can we potentially change via task design?

- Initial Ability
- Rate
- Final Ability

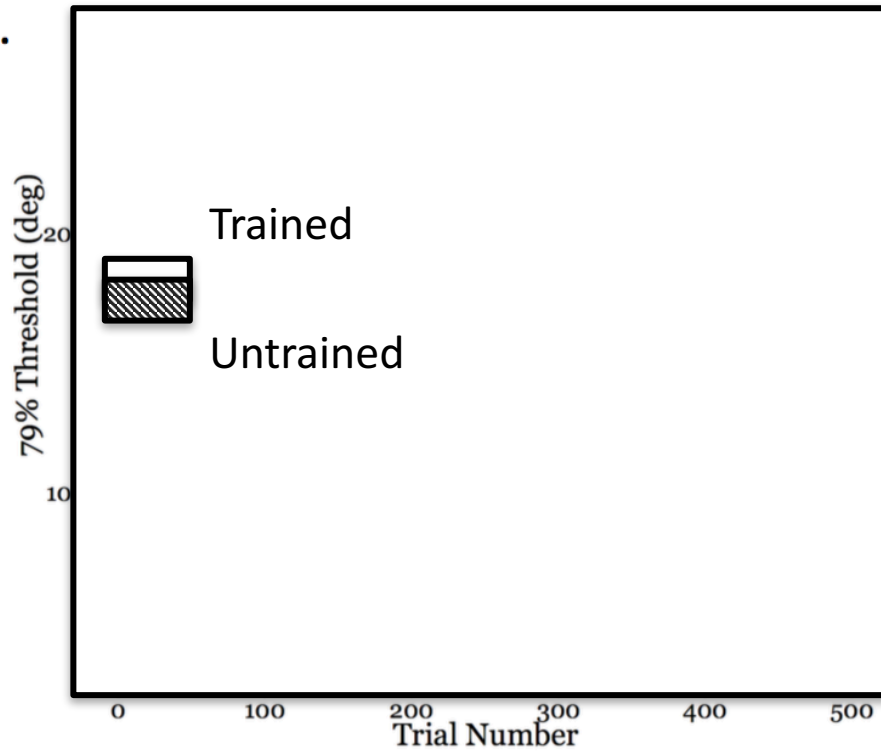


# Assessment of Learning



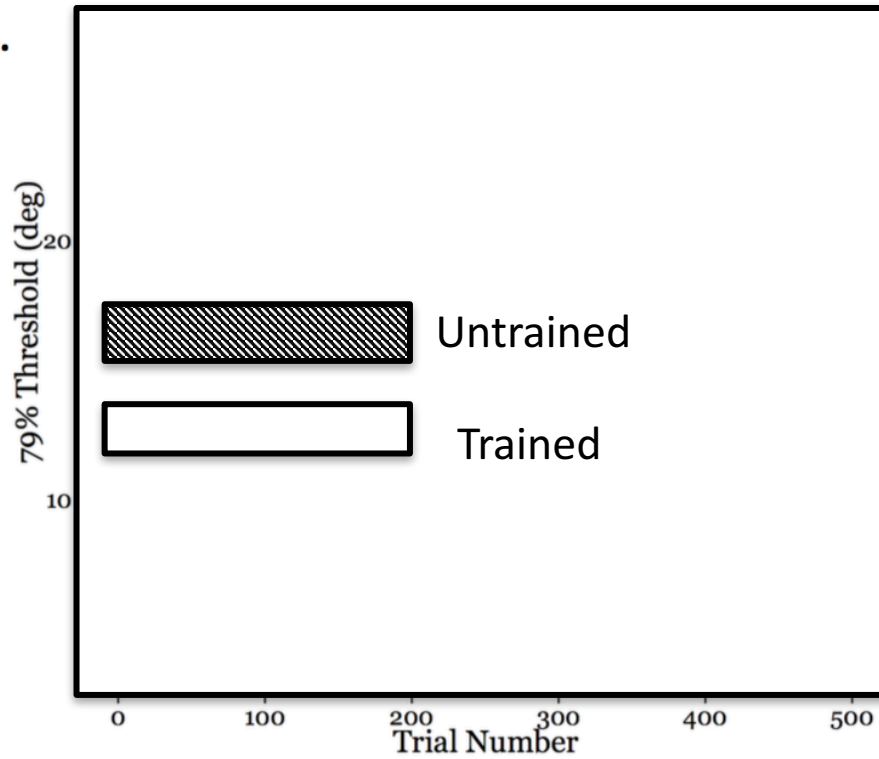
# Assessment of Learning

B.



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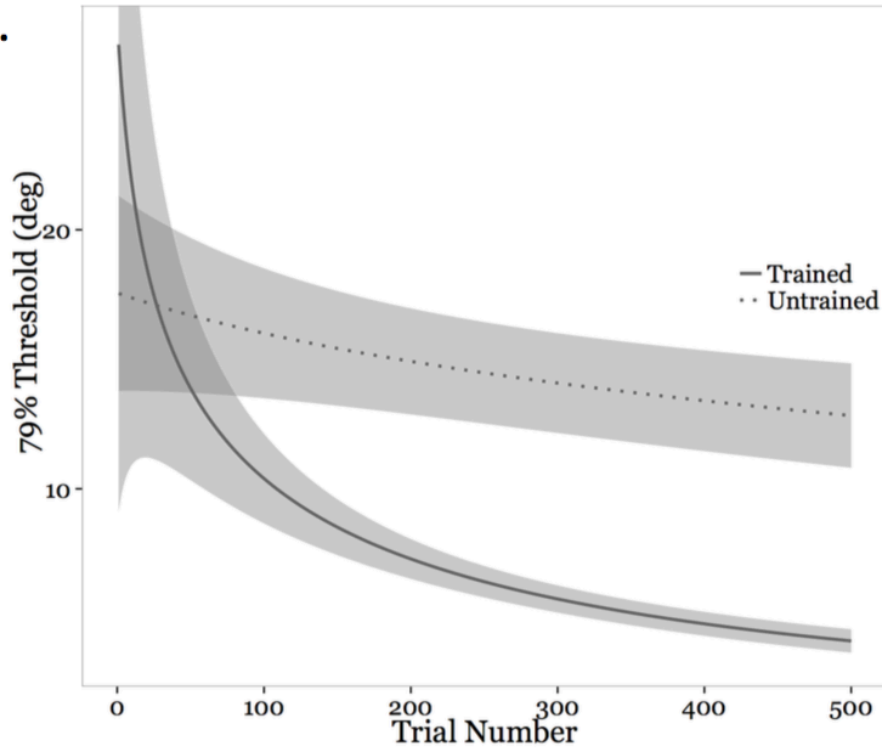
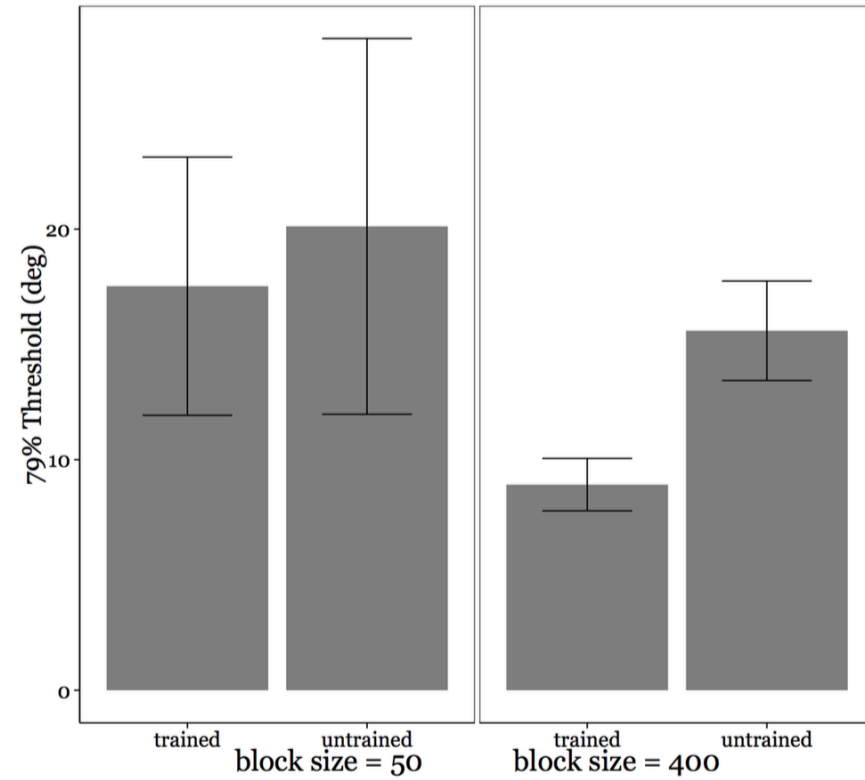
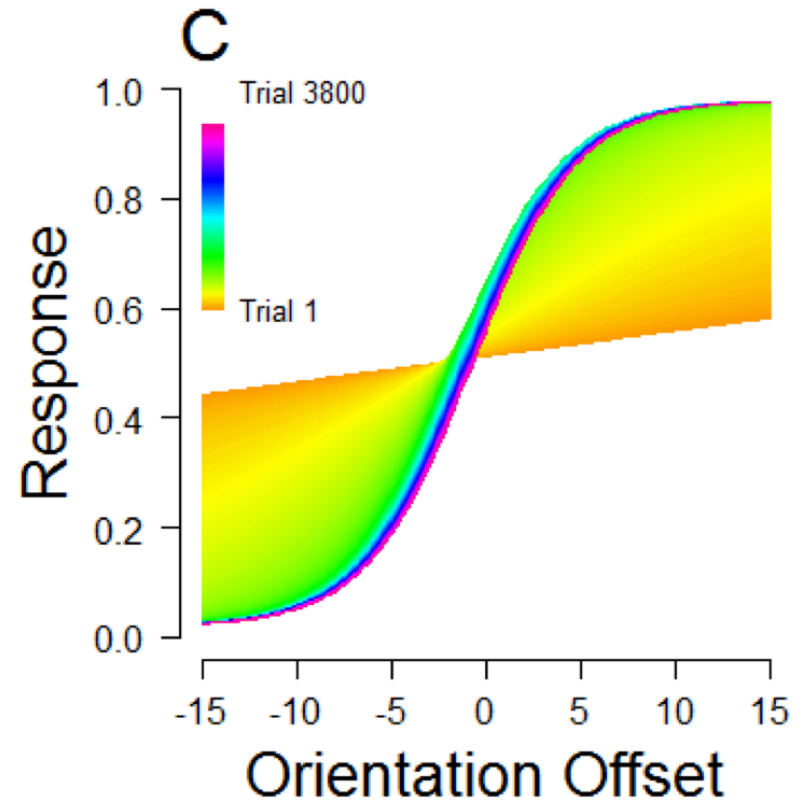
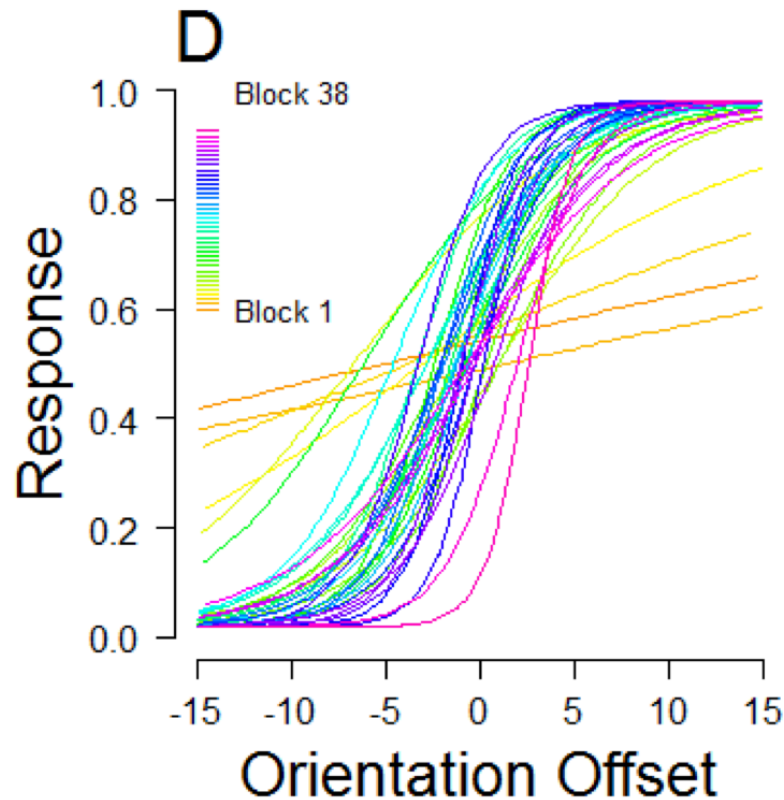


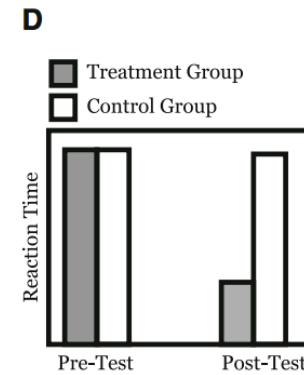
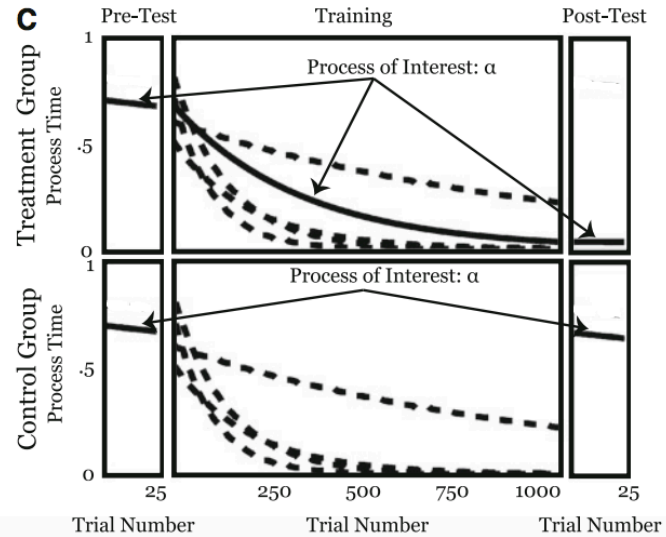
Figure 3



# Assessment of Learning

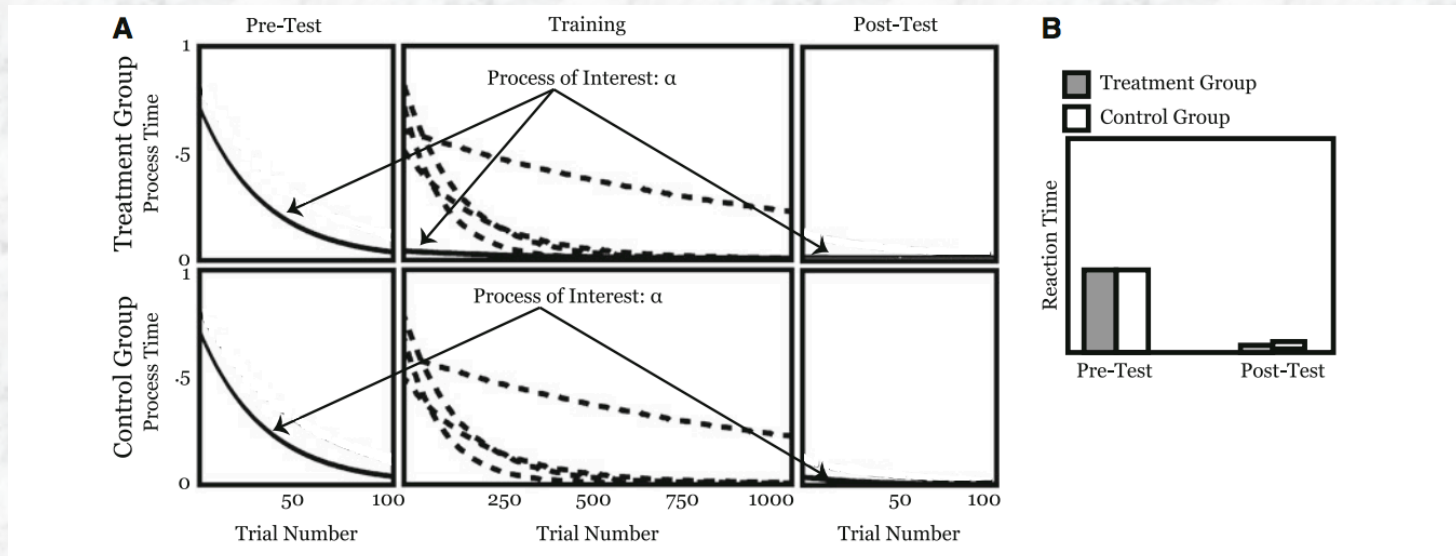


# Minimize Test Re-Test Effects

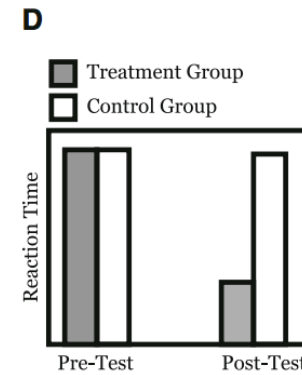
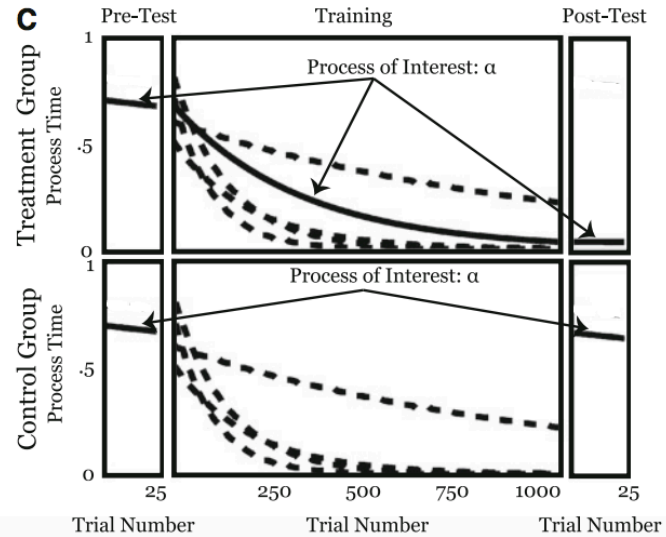




# Minimize Test Re-Test Effects



# Minimize Test Re-Test Effects



# Minimize Pre-Test Differences

