What is learned in a conditioning procedure with valent targets?

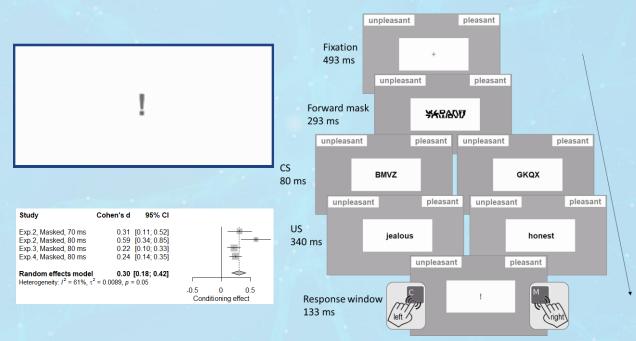
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VIRTUAL PSYCHONOMICS

Procedure and replication of Greenwald and De Houwer (2017)

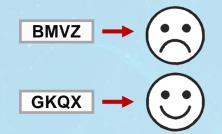
- Acquisition phase:
 - Response window → fast responding
 - 100 % contingency between CS and US
- Conditioning test:
 - Same task
 - 50 % contingency
 - Better performance for congruent than for incongruent trials
- Visibility test:
 - Same sequence of stimuli
 - Which CS was shown? (2AFC)
 - Learning even without visibility (regressing conditioning effect on visibility: positive intercept, zero slope)
- Which learning mechanism underlies the conditioning effect?





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What is learned in the conditioning procedure?



Evaluative Conditioning

- Hypothesis: The CSs adopt the valence of the corresponding USs.
- Results:

The evaluative ratings did not differ between CSpos and CSneg and there was no difference in the Associative Misattribution Procedure (AMP).



S-S learning

• Hypothesis:

The conditioning effect occurs only for the USs with which the CSs were paired in acquisition and not for unpaired targets.

• Results:

The conditioning effect generalized to unpaired targets and was not smaller than with paired targets.

S-R learning

• Hypothesis:

When switching the assignment of response labels (un-/pleasant) to response keys (left/right) after acquisition the conditioning effect is reversed or decreased.

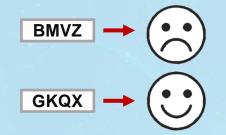
• Results:

The conditioning effect was found with switched keys and was not smaller than without a key switch.

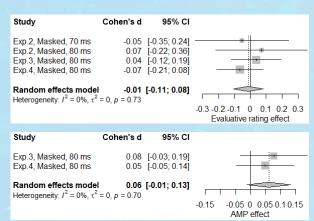


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What is learned in the conditioning procedure? - Results



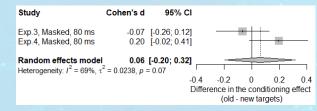
Evaluative Conditioning





BMVZ → "jealous" BMVZ GKQX → "honest" GKQX

S-S learning



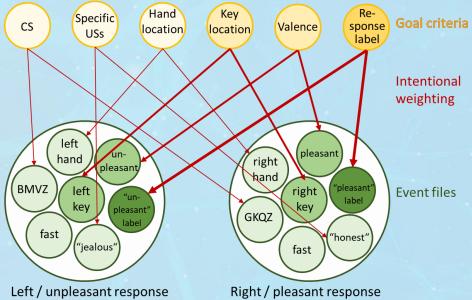
S-R learning

Study	Cohen's d	95% C				
Exp.2, Masked, 70 ms Exp.2, Masked, 80 ms Exp.3, Masked, 80 ms Exp.4, Masked, 80 ms	0.38 0.18	[-0.38; 0.57] [-0.13; 0.89] [-0.13; 0.49] [-0.49; 0.15]			-	
Random effects model Heterogeneity: $I^2 = 28\%$, τ^2			-0.5 Difference i	0 n the conc e - switch		fect

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Discussion: Flexible response categories as a potential mechanism

- Theory of Event Coding (TEC, Hommel, 2001, 2019):
 - The CS is stored in an event file together with different aspects of the trial: The specific US, the location of the key, the valence of the US and the correct response label on the screen.
 - Task instructions influence how these feature codes are weighted: "Press the left key when seeing an unpleasant target! The response labels are presented on the screen throughout the experiment."
 - If subjects responded according to the response labels, the congruency did not change when switching the keys (explains the conditioning effect for switched keys) without a change in the evaluations of the CSs (explains the zero-effect on the evaluative measures).
 - How can this hypothesis be tested?





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What is learned in a conditioning procedure with valent targets?

- Get the slides:
 - <u>http://methexp.uni-koeln.de/de/members/philine-thomasius/</u>
- Contact:
 - Philine Thomasius, University of Cologne, philine.thomasius@uni-koeln.de
- References:
 - Greenwald, A. G., & De Houwer, J. (2017). Unconscious conditioning: Demonstration of existence and difference from conscious conditioning. *Journal of Experimental Psychology: General*, 146(12), 1705–1721.
 - Hommel, B. (2019). Theory of Event Coding (TEC) V2. 0: Representing and controlling perception and action. *Attention, Perception, & Psychophysics, 81*(7), 2139-2154.
 - Hommel, B., Müsseler, J., Aschersleben, G., & Prinz, W. (2001). The theory of event coding (TEC): A framework for perception and action planning. *Behavioral and brain sciences*, 24(5), 849-937.



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