



PSY402

Theories of Learning

Chapter 5 - Aversive Conditioning



Aversive Events

- Unpleasant, undesirable, bad for survival.
- Typically evoke strong negative emotion:
 - Pain, fear, embarrassment or shame, anxiety, frustration.
- Strong emotions motivate escape and avoidance behaviors.

Escape Conditioning

- **Escape response** – behavior motivated by an aversive event.
 - Rewarded by termination of the aversive event.
- Miller's **shuttlebox** – rats escape shock by turning a wheel that opens a door so they can escape.