

Unit 05: Perception

Directions: As an introduction to the unit, this is a quote to give you the chance to think about the concepts we are about to discuss. Determine which letter from the choices above is the correct one and fits into the spaces below. When you are finished fill in the quote below.

A quote from Kurt Lewin:

	D		L	I			I	C		O	I		E	U	
E	A		T	Y	K	P		R	T	E	S	T	I	A	N
S	O	C	B	A	L	E	A	C	S	Y	S	T	C	J	R
S	T	C	I	I	O	N	E	P	H	I	P	N	E	O	L

,
 
  

,
 
  

.

My friend, care for your psyche... know thyself, for once we know ourselves, we may learn how to care for ourselves.

DISCOVERING PSYCHOLOGY

THE MIND, HIDDEN AND DIVIDED

Directions: This study guide must be completed during today's film. You are to answer the following questions. The concepts are presented chronologically during the film.

1. How might the comments that an anesthesiologist makes during surgery have an effect on the recovery of the patient?
2. What are cognitive modules?
3. What is another name for psychoactive drugs?
4. What do 90 percent of indigenous cultures have in common?
5. What does dissociation mean?
6. What is the most dramatic dissociative disorder?
7. What is typically the major cause of multiple personality disorder?
8. What did Freud say about traumatic experiences?
9. What are defense mechanisms?
10. What is the alarm that Freud spoke of?
11. According to Freud, what is the major cause of mental illness?
12. What is a Freudian Slip?
13. What are other windows to the unconscious self?
14. Why is hypnosis is considered a dissociative experience?
15. How can hypnosis affect our perception of pain?
16. What is severed in a split brain patient?
17. What are the two issues that cause great interest and research in the split brain studies?
18. Where is the "interpreter" located?
19. What is the interpreter?

Perception

An Overview of the Psychology of Understanding Our World

How do we perceive the world in which we find ourselves?

You should be able to discuss how or even whether we have the ability to perceive the environment.

*Essential Details*

A perception is an experience generated by a stimulus and may involve a higher sense of awareness.

There is actually no way to perceive the environment. We are limited to interpreting our senses.

Because perception involves sensory limitations, we use psychophysics to discuss sensation and perception.

Signal detection theory takes into account one's physical ability to take in and interpret the world.

Absolute thresholds, just noticeable differences or difference thresholds are each used in psychophysics.

The ecological view of perception says that what we perceive is based on the surrounding environment.

The constructionistic view says that we make representations of reality in our minds.

The computational view says that we perceive the world by computing information from the environment.

You should be able to describe some of the ways psychologists say we organize perceptions.

*Essential Details*

We tend to divide the environment into points of interest (figure) and less relevant points (ground).

According to the Gestaltists we place some things into groups in particular ways.

Gestalt principles include proximity, similarity, closure, texture, common fate, and simplicity.

Depth Perception is the ability to perceive distance because of our understanding of cues.

Depth cues called accommodation, convergence and binocular disparity allow us to perceive depth.

Perceptual constancies are memories that allow us to understand that some things do not change with time.

The visual cliff demonstrates that children learn depth perception as a result of experience.

Top down processing means big picture to details and bottom up processing means details to big picture.

Perceptual failure or optic illusions demonstrate the vulnerabilities of our perceptual systems.

*Essential Details*

Optic illusions are often related to size, distance or depth constancies.

The most common illusion is the movie theater illusion. Single frames are shown in succession.

The Muller Lyer illusion is one of the most well known and involves linear constancy and variations.

Perhaps one of the most well known illusions is the moon illusion. The moon does not change size.

Six famous illusions are the Zollner, Wundt, Twisted Cord, Ebbinghaus, Ponzo, and Poggendorf.

The Necker cube is a linear cube that seems to shift back and forth from front to back.

The Boring figure is the famous old woman or young woman illusion that we have all seen at one time.

The Albert Ames room is the linear distortion room where no angles are right angles.

It is truly amazing that we have the ability to perceive the world as well as we do.

Unit 05: Perception

Directions: Each week in Advanced Placement Psychology, there will be three quizzes. Each quiz is worth 10 test points. This sheet will be turned in at the end of the week.

Quiz 01 (02 Points Each)

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

Total Points \_\_\_\_\_

Quiz 02 (02 Points Each)

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

Total Points \_\_\_\_\_

Quiz 03 (02 Points Each)

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

Total Points \_\_\_\_\_

Grand Total \_\_\_\_\_

Perception

Directions: Answer each of the following questions. Explain the significance of each answer.

-----  
What is aerial perspective?  
-----

What is the Albert Ames Room?  
-----

What is ambiguous stimuli?  
-----

What is the apparent distance hypothesis?  
-----

What are binocular depth cues?  
-----

What is binocular disparity?  
-----

What is the Boring figure?  
-----

What is bottom-up processing?  
-----

What is brightness constancy?  
-----

What is camouflage?  
-----

What is clairvoyance?  
-----

What is closure?  
-----

What is color constancy?  
-----

What is the constructionist view?  
-----

What is convergence?  
-----

What is dark adaptation?  
-----

What are depth cues?  
-----

What is depth perception?  
-----

What is the significance of detecting movement?  
-----

What is difference threshold?  
-----

What is extrasensory perception?  
-----

What is figure-ground organization?  
-----

What is the significance of Ganzfeld?  
-----

What is gate control theory?  
-----

What is gestalt?  
-----

What is the significance of hair cells?  
-----

---

What is a hallucination?

---

What is a hertz?

---

What is an illusion?

---

What is an illusory figure?

---

What is an impossible figure?

---

What is the just noticeable difference?

---

What is kinesthetic imagery?

---

What are the kinesthetic senses?

---

What is the law of closure?

---

What is the law of continuation?

---

What is the law of proximity?

---

What is the law of similarity?

---

What is the meaning of limen?

---

What is the significance of linear perspective?

---

What is a looking chamber?

---

What are monocular depth cues?

---

What is the moon illusion?

---

What is the Müller-Lyer illusion?

---

What is muscular imagery?

---

What is the Necker cube?

---

What does overlap mean?

---

What is parapsychology?

---

What is perception?

---

What is perceptual category?

---

What is perceptual expectancy (or set)?

---

What are perceptual features?

---

What are perceptual habits?

---

What is the perceptual hypothesis?

---

What is peripheral vision?

---

What is a phantom limb?

---

---

What are pictorial depth cues?

---

What is the Ponzo illusion?

---

What is the Psi phenomena?

---

What is psychokinesis?

---

What is reality testing?

---

What is relative height?

---

What is relative motion?

---

What is relative size?

---

What is a reversible figure?

---

What is a run of luck?

---

What is selective attention?

---

What is shape constancy?

---

What is signal detection theory?

---

What is size constancy?

---

What is size-distance invariance?

---

What is stereoscopic vision?

---

What is stroboscopic movement?

---

What is subliminal perception?

---

What is telepathy?

---

What is the significance of texture?

---

What is top-down processing?

---

What is tracking Movement?

---

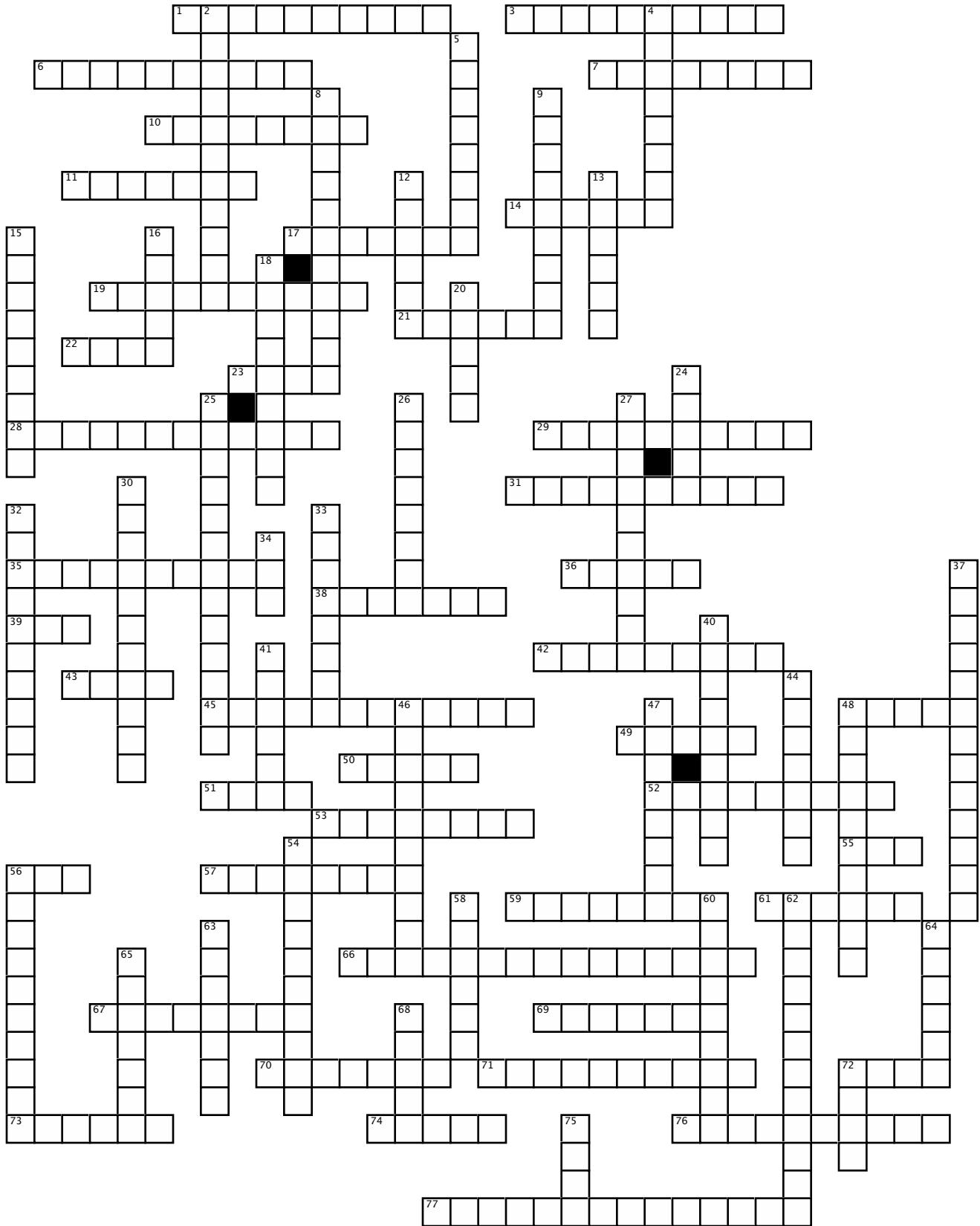
What is the visual cliff?

---

What are Zener cards?

---

Unit Review Number 05  
Perception



## Across

1. Vision at the periphery (edges) of the visual field is called \_\_\_\_\_ vision.
3. Perception of a stimulus presented below the threshold for conscious recognition is called \_\_\_\_\_ perception.
6. The perceptual categories are the sets of preexisting classes, types, or groupings of stimuli that exist in the study of \_\_\_\_\_.
7. Tracking \_\_\_\_\_ is one of two ways that the eyes are used to perceive relative movement. It is where the eyes move along with the object in the environment and yet the brain still perceives relative motion.
10. Perceptual \_\_\_\_\_ are the important elements of a stimulus pattern, such as lines, shapes, edges, spots, and colors.
11. The illusory sensation that a limb still exists after it is lost through accident or amputation is often called a \_\_\_\_\_ limb.
14. The \_\_\_\_\_ relationship that exists between the distance an object lies from the eyes and the size of its image is often called size distance invariance.
17. Reality \_\_\_\_\_ is obtaining additional information to check on the accuracy of perceptions.
19. The law of \_\_\_\_\_ is a gestalt term for the perceptual tendency to group things together that have some visual elements in common.
21. Signal detection \_\_\_\_\_ takes into account things like your environment, your physical condition, your sensitivity to stimuli in the environment, your mood and attitude in affecting your ability to perceive stimuli.
22. The \_\_\_\_\_ illusion is the apparent change in size that occurs as the moon moves from the horizon (large moon) to overhead (small moon).
23. Relative \_\_\_\_\_ is one of the seven depth cues. Objects that are known to be the same size will convey depth if one appears smaller than the other.
28. The law of \_\_\_\_\_ is a gestalt term for the perceptual tendency to complete lines that have something that hides part of them from view.
29. Texture is one of the seven depth cues. Objects in the \_\_\_\_\_ tend to have more vivid textures than in the background.
31. Top-down \_\_\_\_\_ is the applying higher-level knowledge to rapidly organize sensory information into a meaningful perception.
35. An illusion is any misleading or distorted \_\_\_\_\_.
36. The visual \_\_\_\_\_ is an apparatus that looks like the edge of an elevated platform or cliff; used to test for depth perception in infants and baby animals.
38. A run of luck is a statistically \_\_\_\_\_ outcome (as in getting five heads in a row when flipping a coin) that could still occur by chance alone.

## Down

2. Parapsychology is the study of \_\_\_\_\_ psychological events, such as extrasensory perception.
4. Stroboscopic \_\_\_\_\_ is the illusion of movement in which an object is shown in a rapidly changing series of positions.
5. Voluntarily \_\_\_\_\_ on a selected portion of sensory input, most likely by rerouting messages within the brain is called selective attention.
8. Linear \_\_\_\_\_ is one of the seven depth cues. Parallel lines in the environment appear to converge as they get farther away.
9. Size \_\_\_\_\_ is perceiving the size of objects as unchanged despite changes in the size of the images they cast on the retina.
12. Relative \_\_\_\_\_ is one of the seven depth cues. Objects that are higher in a scene are usually perceived as being farther away and therefore should be smaller.
13. Stereoscopic \_\_\_\_\_ is the perception of space and depth caused chiefly by the fact that the eyes receive different images.
15. Shape \_\_\_\_\_ is perceiving the shape of objects as unaltered even though the shape of the proximal image changes on the retina.
16. Another word for sensory threshold or a limit is \_\_\_\_\_.
18. The law of \_\_\_\_\_ is a gestalt term for the perceptual tendency to group things together that are close to one another.
20. Aerial perspective is one of the seven \_\_\_\_\_ cues. Distant objects tend to look less in focus because of environmental factors.
24. Zener \_\_\_\_\_ are cards bearing various symbols and used in early parapsychological research.
25. A \_\_\_\_\_ is an imaginary sensation—such as seeing, hearing, or smelling something that does not exist in the external world.
26. Telepathy is the purported ability to directly know another person's \_\_\_\_\_.
27. A \_\_\_\_\_ figure is a stimulus pattern that allows perceivers to reverse figure-ground organization.
30. Images created by produced, remembered, or imagined as a result of muscular sensations is called \_\_\_\_\_ imagery.
32. An \_\_\_\_\_ figure is a stimulus pattern that cannot be organized into a stable perception.
33. The Müller-Lyer \_\_\_\_\_ consists of two parallel lines tipped with inward or outward pointing V's. Although they are of equal length, one of the lines appears longer than the other.
34. The \_\_\_\_\_ is the amount of increase or decrease in a stimulus that can be reliably detected as a change in amount, value, or intensity.
37. The purported ability to mentally alter or influence objects or events is called \_\_\_\_\_.

## Across

39. Perceptual \_\_\_\_\_ is a readiness to perceive in a particular manner, induced by strong expectations.
42. Difference \_\_\_\_\_ is the degree of change in a stimulus necessary for a person to detect the difference.
43. Overlap is one of the seven depth \_\_\_\_\_. The perception of depth is created when one object partially blocks another object.
45. Figure-ground organization is a basic perceptual \_\_\_\_\_ in which part of a stimulus appears to stand out as an object (figure) against a less prominent background (ground).
48. The \_\_\_\_\_ illusion is where two horizontal bars of equal length appear on top of each other on a railroad track.
49. Pictorial \_\_\_\_\_ cues are features found in paintings, drawings, and photographs that impart information about space, depth, and distance.
50. Depth perception is the ability to see three-dimensional \_\_\_\_\_ and to accurately estimate distances.
51. Depth \_\_\_\_\_ that can be sensed with one eye are called monocular cues.
52. Brightness \_\_\_\_\_ is the apparent (or relative) brightness of various objects remains the same as long as each object is illuminated by the same amount of light.
53. Depth cues are perceptual \_\_\_\_\_ that impart information about distance and three-dimensional space.
55. Camouflage involves the designs that break up figure-ground organization, making objects more difficult to \_\_\_\_\_.
56. Events that seem to lie outside the realm of accepted scientific laws are called \_\_\_\_\_ phenomena.
57. Detecting \_\_\_\_\_ is one of two ways that the eyes are used to perceive relative movement. It is where the eyes are stationary and the environment moves.
59. The \_\_\_\_\_ screen is a perceptual "blank screen"; usually achieved by creating a uniform white visual field and a neutral auditory tone.
61. The \_\_\_\_\_ figure is an alternating figure between a young woman and an old woman.
66. The \_\_\_\_\_ view of perception suggests that the brain constructs meaning out of the many and varied individual sensations that it receives.
67. The senses of body \_\_\_\_\_ and positioning are called kinesthetic senses.
69. Receptor or hair cells within the \_\_\_\_\_ transduce vibrations into nerve impulses.
70. Gate \_\_\_\_\_ theory proposes that pain messages pass through neural "gates" in the spinal cord.
71. A perceptual \_\_\_\_\_ is an initial guess regarding the correct way to organize (perceive) a stimulus pattern.

## Down

40. Color \_\_\_\_\_ is one of the four perceptual constancies. Once learned, yellow objects are perceived as yellow regardless of the context.
41. An illusory \_\_\_\_\_ is an implied shape that is not actually bounded by an edge or an outline.
44. Closure is the \_\_\_\_\_ term for the perceptual tendency to complete figures by "closing" or ignoring small gaps.
46. Dark \_\_\_\_\_ is the process by which the eye adapts to low illumination and becomes more light sensitive, principally by a shift to rod vision.
47. Clairvoyance is the purported ability to \_\_\_\_\_ events at a distance or through physical barriers.
48. Bottom-up \_\_\_\_\_ involves organizing perceptions by beginning with low-level features.
54. Extrasensory \_\_\_\_\_ is the purported ability to perceive events in ways that cannot be explained by known capacities of the sensory organs.
56. The mental process of organizing sensations into meaningful patterns is called \_\_\_\_\_.
58. Relative \_\_\_\_\_ is one of the seven depth cues. While moving, objects close to us appear to move faster than objects in the background.
60. Binocular \_\_\_\_\_ is a way of describing the difference between the images provided by each eye.
62. Ambiguous stimuli are patterns that allow more than one perceptual \_\_\_\_\_.
63. A looking \_\_\_\_\_ is an experimental apparatus used to test infant perception by presenting visual stimuli and observing infant responses.
64. Perceptual \_\_\_\_\_ are established patterns of perceptual organization and attention.
65. The law of \_\_\_\_\_ is a gestalt term for the perceptual tendency to complete figures by "closing" or ignoring small gaps.
68. Gestalt means the organization of the \_\_\_\_\_ through the shapes and forms that are detected by the brain.
72. Binocular depth \_\_\_\_\_ are those that function only when both eyes are used.
75. The \_\_\_\_\_ room is a room that has no perpendicular angles. As a result, the room is very distorted and makes objects appear differently than they actually are.

## Across

72. Convergence is one of three bodily depth \_\_\_\_\_ . As the eyes move inward and outward, retinal disparity is perceived as depth.

73. The \_\_\_\_\_ cube is made up of only the outlines of the cube. One can see through the cube resulting in a perceptual shift in the fore ground and the background image.

74. A \_\_\_\_\_ is one cycle (or vibration) per second.

76. The apparent distance \_\_\_\_\_ is an explanation of the moon illusion stating that the horizon seems more distant than the night sky overhead, because there are more depth cues near the horizon.

77. Any mental \_\_\_\_\_ based on produced, remembered, or imagined muscular sensations; for instance, the images produced when one imagines hammering a nail