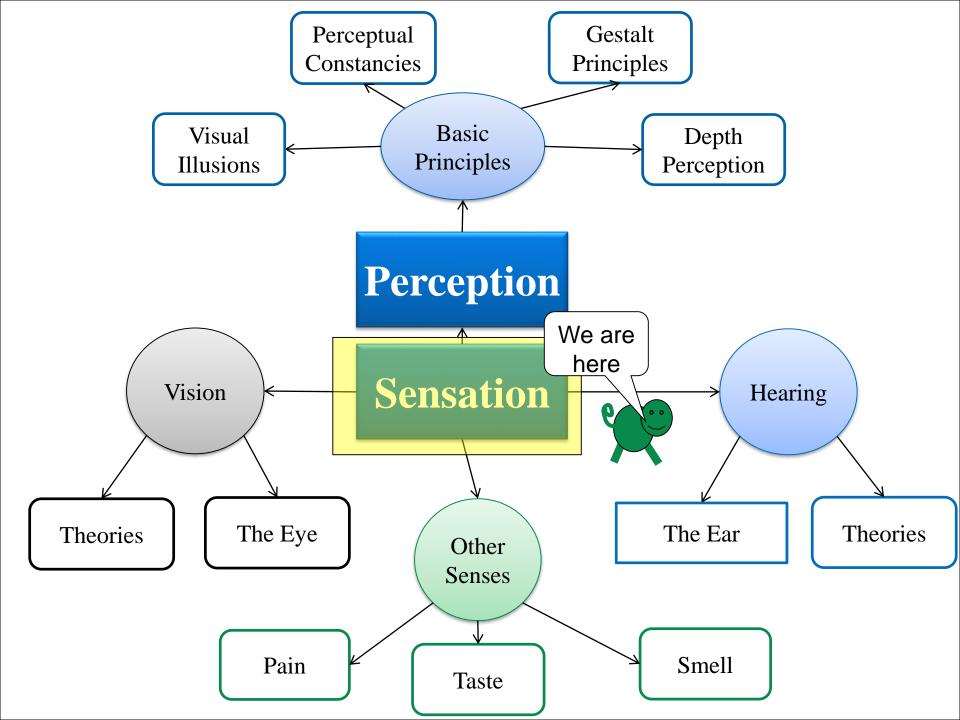
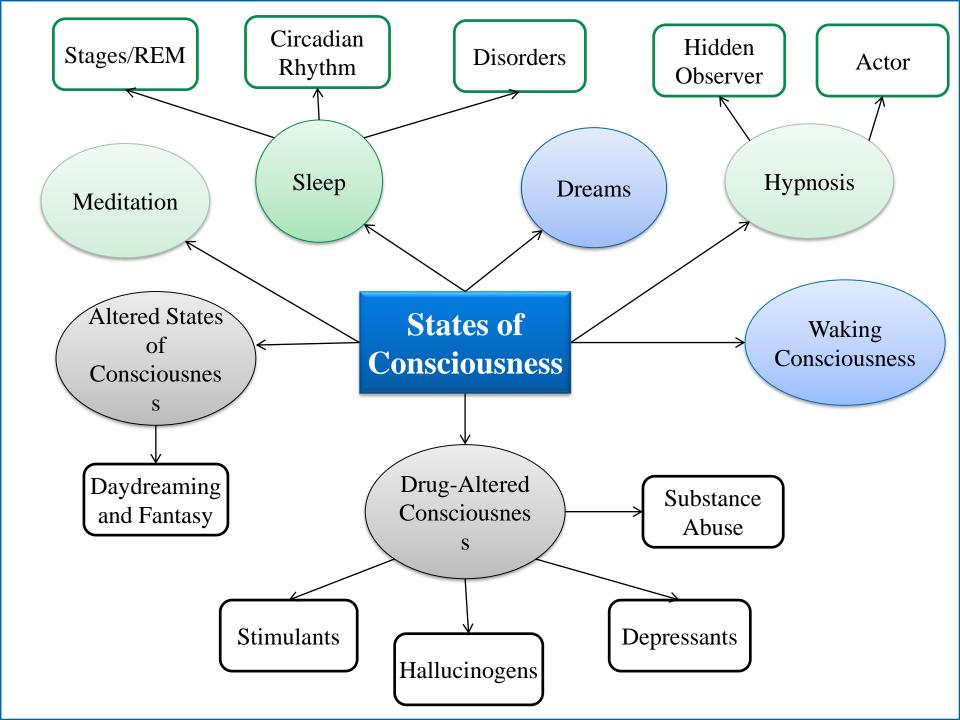


### Unit 4: Sensation, Perception and States of Consciousness

#### Essential Task 4-1:

Discuss basic principles of *sensation/bottom up processing* with specific attention to *sensory transduction*, *absolute threshold*, *difference threshold* (Weber's Law), *signal detection*, *and sensory adaptation*.





- <u>Sensation/bottom-up processing</u>
- <u>Perception/top-down processing</u>
- Transduction
- Absolute threshold
- Difference threshold
  - <u>Weber's Law</u>
- <u>Signal detection</u>
- Sensory adaptation

### Sensation Perception 6-8%

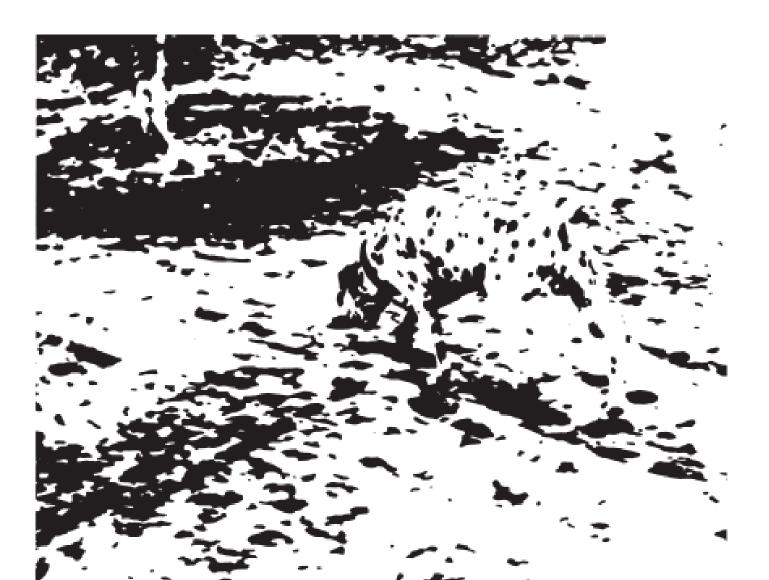
### Sensation vs. Perception

#### <u>Outline</u>

- Sensation
  - The experience of <u>sensory stimulation</u> (sight, hearing, touch, taste, smell)
  - Detecting physical energy from "outside"
- Perception
  - The <u>mental process</u> of creating <u>meaningful patterns</u> from raw sensory information

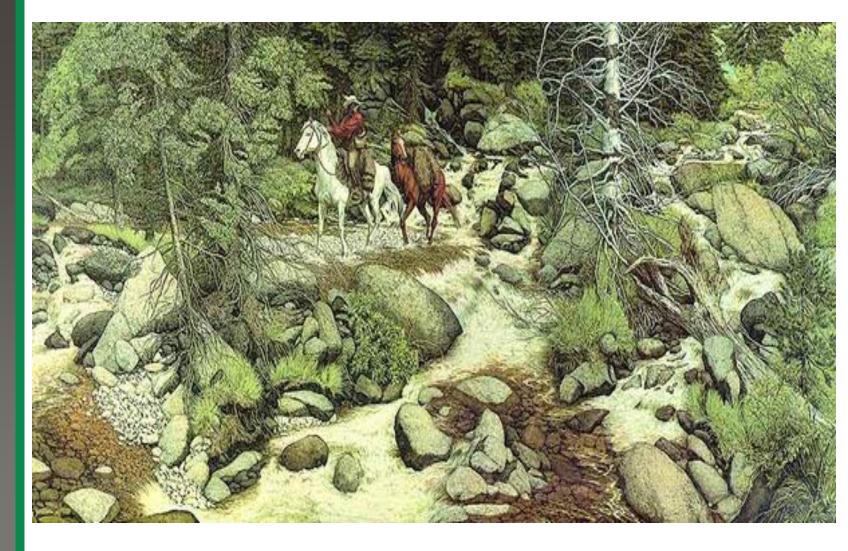
# What do you see vs. what do you perceive?



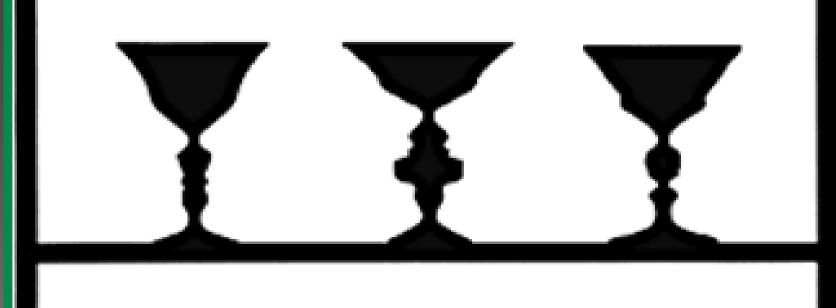


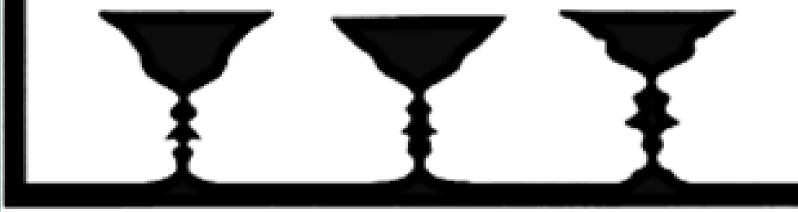
# What do you see vs. what do you perceive?

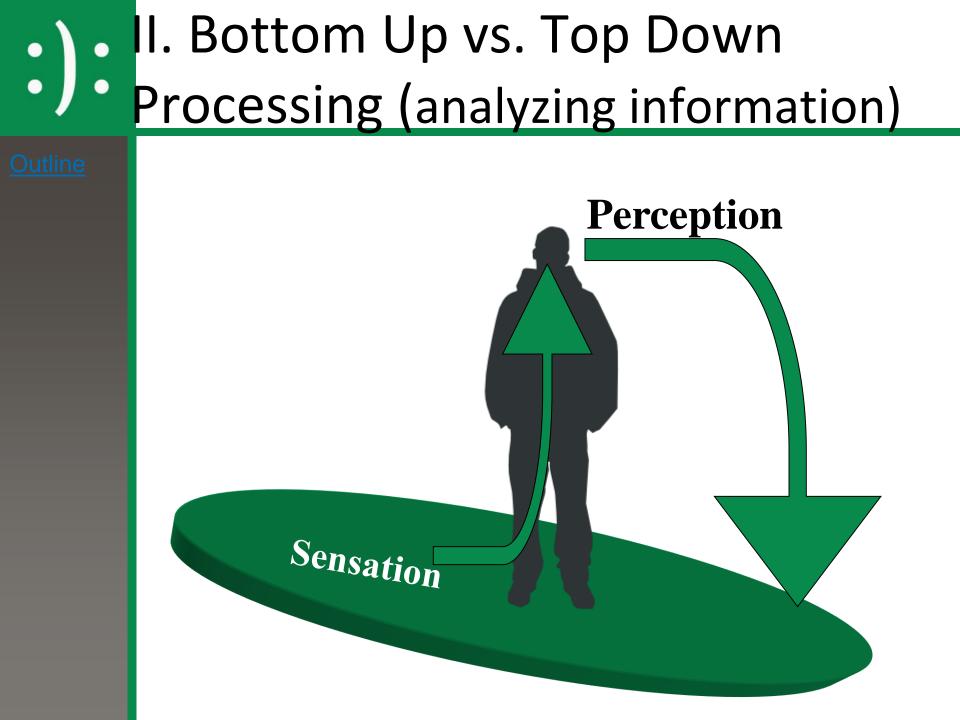




# What do you see vs. what do you perceive?







# Bottom-up Processing (sensation)

Works with the details and moves out to the whole.

Stimulus -> perception

- Inductive reasoning
- Based upon current knowledge / potentially biased

Example:

Since 100% of biological life forms depends on liquid water to exist on earth, therefore life forms in other planets require liquid water.



# Top-Down Processing(perception)

<u>Outline</u>

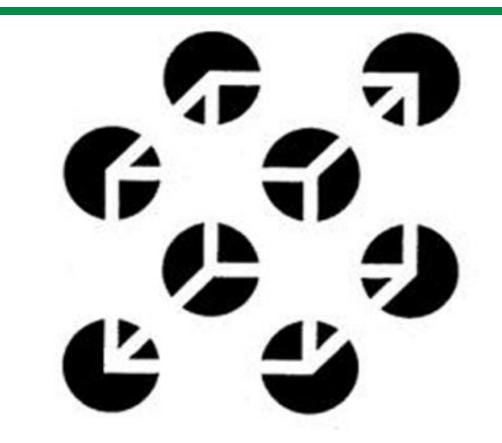
Information processing is guided by higher-level mental processes as we construct perceptions, drawing on our prior <u>experiences and expectations</u>.

Background knowledge -> Perception

# THE CHT

We look at the <u>whole</u> to find a <u>pattern</u> to make meaning in the <u>details</u>.

### :): Top-Down Processing

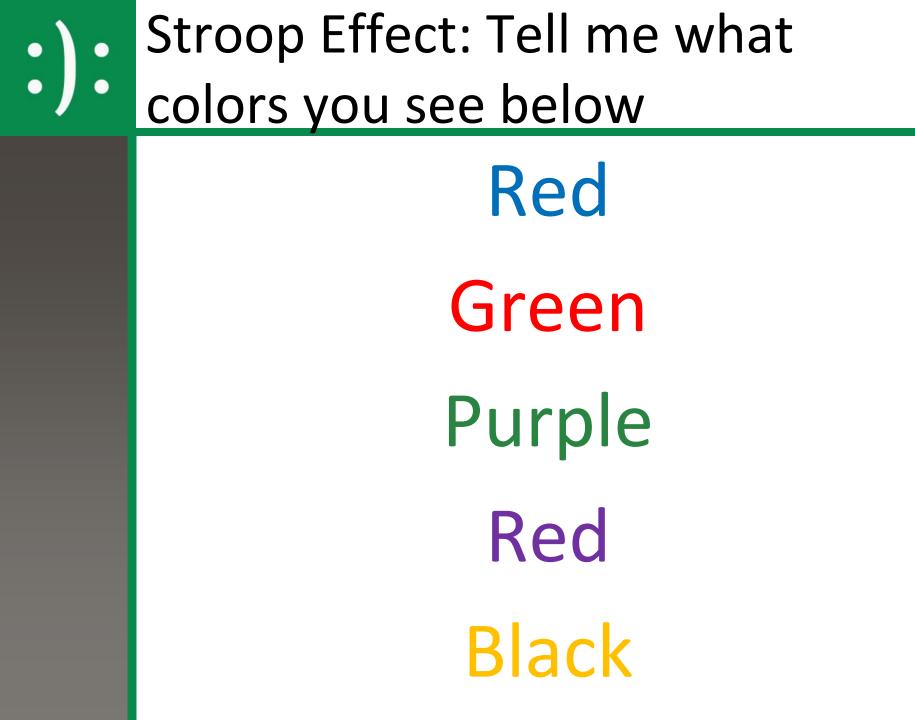


What do you see as a whole?

### Example of Top-Down Processing

<u>Outline</u>

 Aoccdrnig to rscheearch at Cmabrigde Uinervtisy, it deosn't mttaer in waht oredr the ltteers in a wrod are, the olny iprmoetnt tihng is taht the frist and lsat ltteer be at the rghit pclae. The rset can be a total mses and you can sitll raed it wouthit a porbelm. Tihs is bcuseae the huamn mnid deos not raed ervey lteter by istlef, but the wrod as a wlohe.



# Bottom-up Processing Analysis of the stimulus begins with the sense receptors and works up to the level of the brain and mind. $A \Longrightarrow / \square \Rightarrow A$

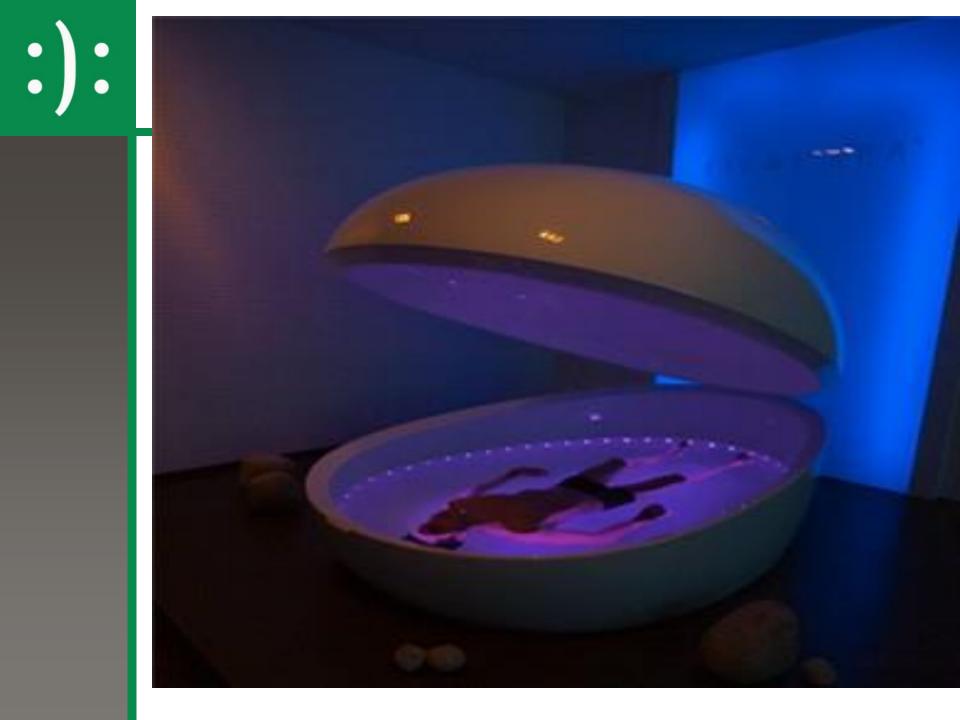
Letter "A" is really a black blotch broken down into features by the brain that we perceive as an "A." Phantom limb is the sensation or pain that an amputated or missing limb is still attached.

 Even though your limb might be gone, your neural connection is still present—allowing one to still experience the limb

## Perception without Sensation?

- sensory deprivation can result in extreme anxiety, <u>hallucinations</u>, bizarre thoughts, and depression. result of the brain amplifying neural noise in order to look for the missing visual signals
- Psychotic hallucinations





## Sensation without Perception?

- Prosopagnosia (face-blindness)
- Inability to recognize faces
- They see eyes, nose, ears, and mouth, but they are unable to put those them together
- Sensation is present but perception is not!

<u>https://www.youtube.com/watch?v=q8c</u> <u>Xus7SNQY</u>

## :): Attention

- Selective Attention
  - Your conscious awareness focuses on a particular stimulus
- Inattentional Blindness
  - Failing to see visible objects when our attention is directed elsewhere
  - <u>https://www.youtube.com/watch?v=Ahg6qcgoay4</u>
     (basketball)
  - <u>https://www.youtube.com/watch?v=GZGY0wPAnus</u>
     (misdirection)

- https://www.youtube.com/watch?v=ubNF9QNEQLA
(who done it?)

### Change & Choice blindness

#### **Change Blindness**

- observers fail to notice changes in their visual field (environment).
  - https://www.youtube.com/watch?v=diGV83xZwhQ
  - https://www.youtube.com/watch?v=VkrrVozZR2c

#### **Choice blindness**

- refers to a short-term memory phenomenon that causes people to be unable to accurately recall choices made.
  - <u>https://www.youtube.com/watch?v=wRqyw-EwgTk</u>

## Cocktail Party Effect

 phenomenon of the brain's ability to focus one's auditory attention (an effect of selective attention in the brain) on a particular stimulus while filtering out a range of other stimuli



## :): III. Transduction

#### 1) Receptor cells

- Specialized cells that respond to a particular type of energy
- 2) Transduction
- external energy is converted to neural signals.
- Conversion of one form of energy into another. Transforming stimulus energy (sight, sound) into neural impulse.
- then sent to the thalamus, which sends them to other parts of the brain
- exception: smell

### The Basic Process

- Receptor cells
  - Specialized cells that respond to a particular type of energy
- Transduction
  - external energy is converted to neural signals.
- Doctrine of specific nerve energies
  - One-to-one relationship between stimulation of a <u>specific nerve</u> and the resulting <u>sensory</u> <u>experience</u>
  - For example, applying pressure with your finger to your eye results in a visual experience (flash of lights)

### IV. Absolute Threshold

- Minimum stimulation needed to register a particular stimulus 50% of the time
  - Smallest detectable **LEVEL** of a stimulus.

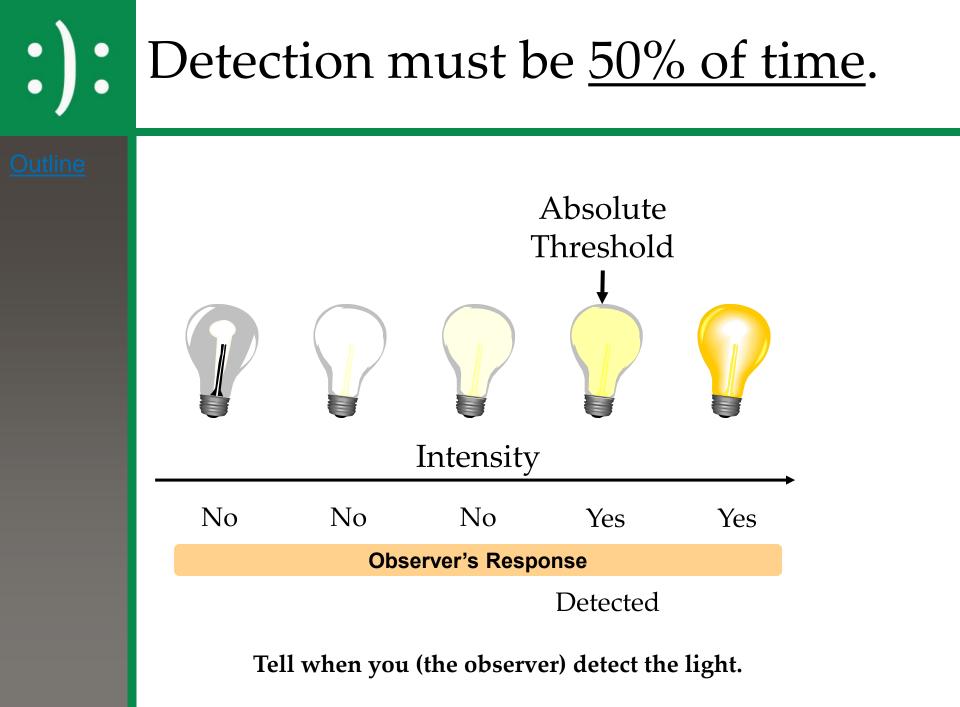




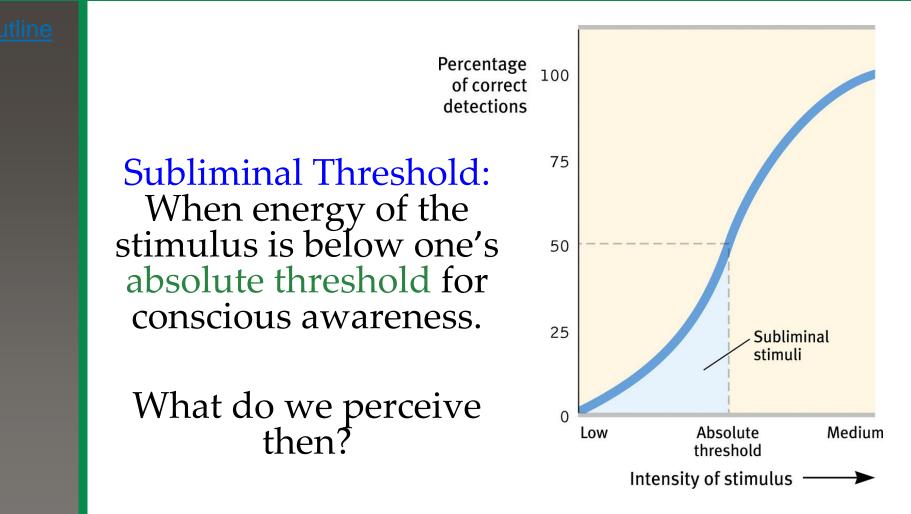
### : Absolute Thresholds

<u>Outline</u>

- Taste: 1 gram (.0356 ounce) of table salt in 500 liters (529 quarts) of water
- Smell: 1 drop of perfume diffused throughout a three-room apartment
- Touch: the wing of a bee falling on your cheek from a height of 1cm (.39 inch)
- Hearing: the tick of a watch from 6 meters (20 feet) in very quiet conditions
- Vision: a candle flame seen from 50km (30 miles) on a clear, dark night



## Subliminal Threshold



### V. Difference threshold

<u>Outline</u>

- Minimum difference between two stimuli required for detection 50% of the time, also called *just noticeable difference (JND)*.
- The smallest detectable CHANGE in stimulus
   *Example:*
- 1 once is added on 10 ounce weight
  - VS
- 1 ounce is added to 100 ounce weight

### VI. Weber's Law

<u>Outline</u>

Two stimuli must differ by a constant minimum percentage/proportion (rather than a constant amount), to be perceived as different. More than just sensation it has to do with scales. Weber fraction: k = δI/I.

https://www.youtube.com/watch?v=wVhiezByMSU

Stimulus	Constant (k)
Light	8%
Weight	2%
Tone	3%

### VII. Signal Detection Theory (SDT)

<u>Outline</u>

Predicts how and when we detect the presence of a faint stimulus (signal) amid background noise (other stimulation). SDT assumes that <u>there is no single absolute</u> <u>threshold</u> and detection depends on:

- Person's experience
- Expectations
- Motivation
- Level of fatigue



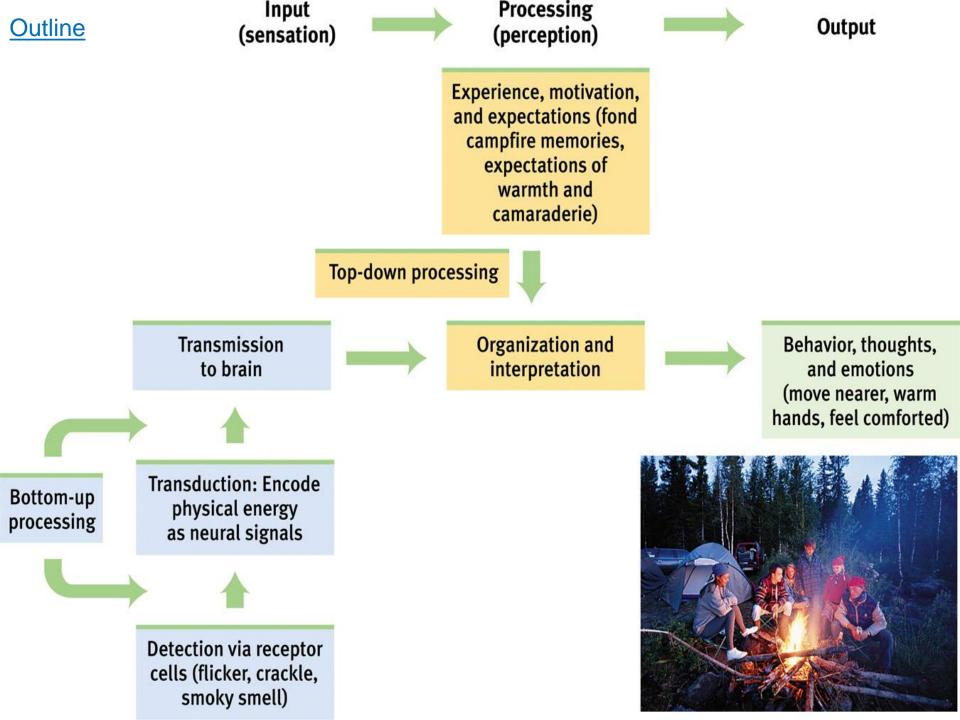
## Examples of Signal Detection

- Important vs. Irrelevant
  - Baby crying for new parents
  - Driving a new car hear an odd noise

## VIII. Sensory adaptation

<u>Outline</u>

- An adjustment of the senses to the level of stimulation they are receiving
- Ever forgotten you are wearing a watch?
- Ever gotten used to a smell? How does your car smell?
- Adopting to hot or cold water
- Eyes adjusting in a darkroom



## Sensory Habituation

- After a frequent and repeated exposure of the stimuli leads to reduced response
- Reduced response to something that used to elicit a strong response
  - Response to drugs (tolerance)
  - Not being able to hear traffic noise or subway