Sniffy Lab

Distance education, or distance learning, is a field of education that focuses on the pedagogy/andragogy, technology, and instructional systems design that are effectively incorporated in delivering education to students who are not physically "on site" to receive their education. Instead, teachers and students may communicate asynchronously (at times of their own choosing) by exchanging printed or electronic media, or through technology that allows them to communicate in real time (synchronously). Distance education courses that require a physical on-site presence for any reason including the taking of examinations is considered to be a hybrid or blended course or program. Distance education is a growth field with the development and spread of the internet. This book presents important research in the field.

From the #1 bestselling author of Inside of a Dog—"an incredible journey into the olfactory world of man's best friend" (O, The Oprah Magazine), Alexandra Horowitz's follow-up to her New York Times bestseller explains how dogs experience the world through their most spectacular organ—the nose. In her "fascinating book…Horowitz combines the expertise of a scientist with an easy, lively writing style" (The New York Times Book Review) as she imagines what it is like to be a dog. Guided by her own dogs, Finnegan and Upton, Horowitz sets off on a quest through the cutting-edge science behind the olfactory abilities of the dog. In addition to speaking to cognitive researchers and smell experts, Horowitz visits detection-dog trainers and training centers; she meets researchers working with dogs to detect cancerous cells and anticipate epileptic seizure or diabetic shock; and she even attempts to smell-train her own nose. As we come to understand how rich, complex, and exciting the world around us is to the canine nose, Horowitz changes our perspective on dogs forever. Readers will finish this book feeling that they have broken free of their human constraints and understanding smell as never before; that they have, for however fleetingly, been a dog. And, as The Boston Globe says about Being a Dog, "becoming more doglike, not surprisingly, can make anyone's life a little more vivid."

This edition of this handbook updates and expands its review of the research, theory, issues and methodology that constitute the field of educational communications and technology. Organized into seven sectors, it profiles and integrates the following elements of this rapidly changing field.

The book Reflections on Bioethics is an effort that brings together works grouped into five sections: "Bioethics and Health", "Bioethics and Education", "Bioethics and Technology", "Bioethics in the Use of Experimental Animals",and "Selected Topics of Bioethics". In each of these sections, the fundamental concepts of bioethics and their relationship with each of these branches of knowledge are covered. The purpose is to give the reader a specific document of topics, it is not intended to be a treaty because the study of any of the five sections is very broad. However, this is an effort that manages to combine in interdisciplinary subjects that are fundamental for professionals of all fields of knowledge.

Ashur's Tears
Sniffy, the Virtual Rat
Psychology: A Journey
Sniffy The Virtual Rat: Pro Version
Principles and Procedures
Behavior Analyst

Bring the theories of learning to life using SNIFFY, THE VIRTUAL RAT! Instructors praise Sniffy, a realistic digital rat in an operant chamber (Skinner Box), for his ability to give students hands-on experience in setting up and conducting experiments that demonstrate the phenomena of classical and operant conditioning. Users begin by training Sniffy to press a bar to obtain food. Then they progress to more studies of more complex learning phenomena. Throughout each, a series of Mind Windows enables students to visualize how Sniffy's experiences in the chamber produce the psychological changes that their textbooks discuss in connection with learning. Available on a cross-platform CD-ROM, the Pro version of Sniffy includes fifty exercises that cover every major phenomena typically covered in a Psychology of Learning course. The CD-ROM comes with a Lab Manual that walks users through the steps necessary to set up classical and operant conditioning experiments that closely resemble the experiments discussed in learning texts. (Screen shots are included for both Macintosh and Windows users.) The manual also includes instructions on how to print or e-mail results so that Sniffy can become part of students' homework assignments and term papers. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The new Lite Version of the famous Sniffy software simulates the elementary phenomena of operant and classical conditioning that are discussed in courses on the Psychology of Learning and in Introductory Psychology courses. Sniffy, a realistic digital rat in an operant chamber (Skinner Box), gives students hands-on experience setting up and conducting experiments. Users begin by training Sniffy to press a bar to obtain food and progress to studying reinforcement schedules and simple classical conditioning. In addition, a series of "Mind Windows" enable students to visualize how Sniffy's experiences in the Skinner Box produce the psychological changes that their textbooks discuss in connection with the phenomena simulated. The Sniffy, Lite Version CD-ROM comes packaged in the front of a brief, hands-on Lab Manual that walks users through the steps that they need to follow to set up a wide variety of operant and classical conditioning experiments that closely resemble experiments discussed in learning texts.

Sniffy (a digital rodent that mimics a caged rat) helps students learn the principles of operant conditioning with all the benefits of using a live rat and none of the drawbacks. Starting with Sniffy pacing around its barren box, the student gradually trains the rat to press a bar above a food dispenser. An average student will take about 40 minutes to train Sniffy and will get the same sort of insights out of the screen version as they do out of the live one.

Computers can help teachers accomplish many of their tasks more efficiently and effectively, but how can a time-strapped teacher determine which pieces of technology are likely to be most helpful? This easy-to-read book offers useful guidance for real-world situations. Organized around specific instructional goals (improving student writing, promoting collaborative learning) and commonly encountered tasks (communicating with students between class, distributing course materials), the book shows teachers at all instructional levels when and how technology can help them meet everyday challenges. Written in an anecdotal, non-technical style, the book and its accompanying CD-ROM cover how to use technology to: communicate with students distribute course materials promote collaborative learning learn through experience clarify course objectives improve student writing develop student research skills use assessment and feedback collect course materials identify plagiarism and more Teachers looking for tools to help them work better and more quickly will welcome this invaluable guide to the technology that will expedite their search.

Handbook of Research for Educational Communications and Technology
A Journey
The Psychology Teacher Network
The Principles of Learning and Behavior
Following the Dog Into a World of Smell
What Dogs See, Smell, and Know

Co-written by an author who garners more accolades and rave reviews from instructors and students with each succeeding edition, INTRODUCTION TO PSYCHOLOGY: GATEWAYS TO MIND AND BEHAVIOR, TWELFTH EDITION attracts and holds the attention of even difficult-to-reach students. The Twelfth Edition's hallmark continues to be its pioneering integration of the proven-effective SQ4R learning system (Survey, Question, Read, Reflect, Review, Recite), which promotes critical thinking as it guides students step-by-step to an understanding of psychology's broad concepts and diversity of topics. Throughout every chapter, these active learning tools -- together with the book's example-laced writing style, discussions of positive psychology, cutting-edge coverage of the field's new research findings, and excellent media resources -- ensure that students find the study of psychology fascinating, relevant, and above all, accessible. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

BEHAVIOR MODIFICATION: PRINCIPLES AND PRACTICE, THIRD EDITION helps students master the principles and concepts of behavior modification before they move on to the procedures. The author uses a precise, step-by-step scientific approach to explain human behavior, using numerous case studies and interesting examples to help illustrate the key principles. Each concept is presented, explained, and clarified by discussing pertinent research, and is then brought into focus with examples showing how each behavioral principle can be applied to everyday life. This approach gives students a chance to understand WHY they might use a particular procedure before they actually use it. Current scholarship, engaging authorship, ample graphs and illustrations, and a clear organization make Miltenberger's text very accessible—even for students with no background in psychology. Professors and students find the "Applications and Misapplications of Behavioral Principles" especially helpful, as these end-of-chapter features give readers a feel for the concepts they've just explored.

Bring the theories of learning to life using SNIFFY, THE VIRTUAL RAT! Instructors praise Sniffy, a realistic digital rat in an operant chamber (Skinner Box), for his ability to give students hands-on experience in setting up and conducting experiments that demonstrate the phenomena of classical and operant conditioning. Users begin by training Sniffy to press a bar to obtain food. Then, they progress to studies of more complex learning phenomena. Throughout each, a series of "Mind Windows" enables students to visualize how Sniffy's experiences in the chamber produce the psychological changes that their textbooks discuss in connection with learning. Available on a cross-platform CD-ROM, the Lite version of Sniffy includes 16 exercises that cover the essential phenomena of learning psychology-making it equally appropriate for psychology of learning and introductory psychology courses. The CD-ROM comes with a Lab Manual that walks users through the steps necessary to set up classical and operant conditioning experiments that closely resemble the experiments discussed in learning texts. (Screen shots are included for both Macintosh and Windows users.) The manual also includes instructions on how to print or e-mail results, so that Sniffy can become part of students' homework assignments and term papers.

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The Virtual Rat : Lite Version 3.0 (with CD Rom)
Sniffy the Virtual Rat
Favorite Activities for the Teaching of Psychology
Inside of a Dog
Interdisciplinary Perspectives on Virtual Place-Based Learning
Behavior Modification

This text shows how learning principles revealed in animal research can be applied to human behaviour. Lieberman also reveals the relationship of learning to cognitive processes, such as memory and thinking.
First Published in 2008. Routledge is an imprint of Taylor & Francis, an informa company.
The most popular activities from APA's successful Activities Handbooks for the Teaching of Psychology are gathered together and updated in this book of teachers' favorites. The lesson plans, which encourage active learning and involve the whole class, have stood the test of time and proven themselves to be entertaining, effective, and easy to plan. Contributed by psychology teachers nationwide, the activities are most appropriate for courses at the college undergraduate or high school level, yet many are also applicable to more advanced classes. Both beginner and experienced teachers will appreciate the wide variety of teaching techniques described, including demonstrations, experiments, discussions, and simulations.
For the Internet generation, educational technology designed with the brain in mind offers a natural pathway to the pleasures and rewards of deep learning. Drawing on neuroscience and cognitive psychology, Michelle Miller shows how attention, memory, critical thinking, and analytical reasoning can be enhanced through technology-aided approaches.
Distance Education Issues and Challenges
What the Lord Said About Labs
Sniffy
Teaching Effectively with Technology
Introduction to Psychology: Gateways to Mind and Behavior
Sniffy, the Virtual Rat Pro, Version 3.0

From Alexandra Horowitz, #1 New York Times bestselling author of Inside of a Dog, an eye-opening, informative, and wholly entertaining examination and celebration of the human-canine relationship for the curious dog owner and science-lover alike. We keep dogs and are kept by them. We love dogs and (we assume) we are loved by them. We buy them sweaters, toys, shoes; we are concerned with their social lives, their food, and their health. The story of humans and dogs is thousands of years old but is far from understood. In Our Dogs, Ourselves, Alexandra Horowitz explores all aspects of this unique and complex interspecies pairing. As Horowitz considers the current culture of dogdom, she reveals the odd, surprising, and contradictory ways we live with dogs. We celebrate their individuality but breed them for sameness. Despite our deep emotional relationships with dogs, legally they are property to be bought, sold, abandoned, or euthanized as we wish. Even the way we speak to our dogs is at once perplexing and delightful. In thirteen thoughtful and charming chapters, Our Dogs, Ourselves affirms our profound affection for this most charismatic of animals—and opens our eyes to the companions at our sides as never before.
PSYCHOLOGY: MODULES FOR ACTIVE LEARNING is a best-selling text by renowned author and educator Dennis Coon and coauthor John O. Mitterer. This thirteenth edition continues to combine the highly effective SQ4R (Survey, Question, Read, Recite, Reflect, Review) active learning system, an engaging style, appealing visuals, and detailed coverage of core topics and cutting-edge research in one remarkable, comprehensive text. Fully updated and reorganized, the new edition builds on the proven modular format, extensive special features, and teaching and learning tools integrated throughout the text. While the text provides a broad overview of essential psychology topics ideal for introductory courses, its modular design also readily supports more specialized curricula, allowing instructors to use the self-contained instructional units in any combination and order. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.
This active learning edition includes a new, built-in workbook that provides examples and exercises to help students practice and remember what they read in the text. In addition, students read graphs and make their own interpretations of what the information yields about behavior. Each exercise begins with a short lesson, and then has short assignments that range from 1 minute to 30 minutes worth of work -- some are short answer, some are projects, and some are more involved. The workbook also incorporates students exercises for SNIFFY THE VIRTUAL RAT, VERSION 2.0. Known for its currency and clear writing style, PRINCIPLES OF LEARNING AND BEHAVIOR provides a comprehensive and systematic introduction to elementary forms of learning that have been the focus of research for much of the twentieth century. The book covers habituation, classical conditioning, instrumental conditioning, stimulus control, aversive control, and their applications to the study of cognition and to the alleviation of behavior problems. Biological constraints on learning are integrated throughout the text, as are applications boxes that relate animal research to human learning and behavior. The book closely reflects the field of research it represents in terms of topics covered, theories discussed, and experimental paradigms described.
This exceptional guide was written by Richard Stalling and Ronald Wasden, psychology professors with more than 30 years of experience as a writing team specializing in the creation of dynamic, interactive student tools. Working closely with Wayne Weiten, Stalling and Wasden have organized each chapter in the Study Guide around Weiten's learning objectives for each text chapter. A review of key ideas for each chapter includes an engaging mix of matching exercises, fill-in-the-blank items, free-response questions, and programmed learning. In addition, the Study Guide offers key terms, a review of key people, and a self-test for each chapter in the text.
Using Technology in Teaching
History and Legacy
Sniffy the Virtual Rat Lite, Version 3.0
Psychology
Introduction to Learning and Behavior
Our Dogs, Ourselves

A psychology text that you'll actually want to read! PSYCHOLOGY: A JOURNEY is guaranteed to spark your curiosity, insight, imagination, and interest. Using the proven SQ4R (Survey, Question, Read, Recite, Relate, and Review) active learning system to help you study smarter, Coon leads you to an understanding of major concepts as well as how psychology relates to the challenges of everyday life. Each chapter of this book takes you into a different realm of psychology, such as personality, abnormal behavior, memory, consciousness, and human development. Each realm is complex and fascinating, with many pathways, landmarks, and detours to discover. Take the journey and find yourself becoming actively involved with the material as you develop a basic understanding of psychology that will help you succeed in this course and enrich your life.
This book explores how virtual place-based learning and research has been interpreted and incorporated into learning environments both within and across disciplinary perspectives. Contributing authors highlight the ways in which they have employed a variety of methodologies to engage students in the virtual exploration of place. In the process, they focus on the approaches they have used to bring the real world closer through virtual exploration. Chapters examine how the resources of the urban environment have been tapped to design student research projects within the context of an interdisciplinary course. In this way, authors highlight how virtual place-based learning has employed the tools of mapping and data visualization, information literacy, game design, digital storytelling, and the creation of non-fiction VR documentaries. This book makes a valuable contribution to the literature, offering a model of how the study of place can be employed in creative ways to enhance interdisciplinary learning.

Offering a variety of innovative teaching tools, INTRODUCTION TO LEARNING AND BEHAVIOR, 5th Edition provides a clear introduction to the principles of learning and behavior. Designed to strike a balance between basic principles and their practical application, it provides an engaging outline of the behavioral approach to psychology and its relevance for understanding and improving the world we live in. This edition includes a new emphasis on behavior self-management -- including an appendix on tactics of behavior self-management as well as Study Tip boxes advising students on a range of study behavior issues, from how to best read a textbook to the use of stimulus control procedures to increase concentration and reduce procrastination. Instructors who include self-management projects as a course assignment may particularly appreciate this material. As with past editions, numerous opportunities for review and self-testing help students maximize their understanding and retention. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Bring the theories of learning to life using SNIFFY, THE VIRTUAL RAT! Instructors praise Sniffy, a realistic digital rat in an operant chamber (Skinner Box), for his ability to give students hands-on experience in setting up and conducting experiments that demonstrate the phenomena of classical and operant conditioning. Users begin by training Sniffy to press a bar to obtain food. Then, they progress to studies of more complex learning phenomena. Throughout each, a series of Mind Windows enables students to visualize how Sniffy's experiences in the chamber produce the psychological changes that their textbooks discuss in connection with learning. AVAILABLE SEPARATELY on a cross-platform CD-ROM, the Lite version of Sniffy includes 23 exercises that cover the essential phenomena of learning psychology- making it equally appropriate for psychology of learning and introductory psychology courses. The CD-ROM comes with a Lab Manual that walks users through the steps necessary to set up classical and operant conditioning experiments that closely resemble the experiments discussed in learning texts. (Screen shots are included for both Macintosh and Windows users.) The manual also includes instructions on how to print or e-mail results, so that Sniffy can become part of students' homework assignments and term papers. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.'

Sniffy the Virtual Rat Pro, Version 3. 0 (StandAlone)

The Children's Film Foundation

Handbook of Research on Educational Communications and Technology

Ie-Psych Explor/Appl

Being a Dog

The new Pro Version of the famous Sniffy software simulates a wide range of learning phenomena that are typically discussed in courses on the Psychology of Learning. Sniffy, a realistic digital rat in an operant chamber (Skinner Box), gives students hands-on experience setting up and conducting experiments that demonstrate most of the major phenomena of operant and classical conditioning. Users begin by training Sniffy to press a bar to obtain food and progress to studies of complex learning phenomena. In addition, a series of "Mind Windows" enable students to visualize how Sniffy's experiences in the Skinner Box produce the psychological changes that their textbooks discuss in connection with the phenomena simulated. The Sniffy, Pro Version CD-ROM comes packaged in the front of a brief Lab Manual that walk users through the steps that they need to follow to set up a wide variety of operant and classical conditioning experiments that closely resemble experiments discussed in learning texts.

A psychology text that you'll actually want to read! PSYCHOLOGY: A JOURNEY is guaranteed to spark your curiosity, insight, imagination, and interest. Using the proven SQ4R (Survey, Question, Read, Recite, Reflect, and Review) active learning system to help you study smarter, Coon leads you to an understanding of major concepts as well as how psychology relates to the challenges of everyday life. Each chapter of this book takes you into a different realm of psychology, such as personality, abnormal behavior, memory, consciousness, and human development. Each realm is complex and fascinating, with many pathways, landmarks, and detours to discover. Take the journey and find yourself becoming actively involved with the material as you develop a basic understanding of psychology that will help you succeed in this course and enrich your life. Available with InfoTrac Student Collections http://gocengage.com/infotrac. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The use of technology and teaching techniques derived from technology is currently a bourgeoning topic in higher education. Teachers at all levels and types of institutions want to know how these new technologies will affect what happens in and outside of the classroom. Many teachers have already embraced some of these technologies but remain uncertain about their educational efficacy. Other teachers have waited because they are reluctant to try tools or techniques that remain unproven or, as is often the case, lack institutional support. This book is designed to help both groups, so that those with technological expertise can extend their knowledge, while technological novices can "ramp up" at their own pace and for their own purposes. Best Practices for Technology-Enhanced Teaching and Learning brings together expert teacher-scholars who apply and assess technology's impact on traditional, hybrid or blended, or completely on-line courses, relying on technology as a teaching tool for classroom management and interaction (e.g., Blackboard, PowerPoint, student response or "clicker systems," multimedia tools), as well as student-based uses of technology largely independent of instructors (e.g., social networking on popular sites including Facebook and MySpace). Each chapter will address how technological improvements can be connected to assessment initiatives, as is now routinely advocated in psychology and social science education. The book features current scholarship and pedagogy involving innovative technology that impacts on student learning in psychology and related disciplines, focusing also on student reactions to these novel technologies, and proper assessments of how well they promote learning. This text will serve as the standard reference on emerging technologies for undergraduate instructors.

As an unabashed dog lover, Alexandra Horowitz is naturally curious about what her dog thinks and what she knows. As a cognitive scientist she is intent on understanding the minds of animals who cannot say what they know or feel. This is a fresh look at the world of dogs -- from the dog's point of view. The book introduces the reader to the science of the dog -- their perceptual and cognitive Abilities -- and uses that introduction to draw a picture of what it might be like to bea dog. It answers questions no other dog book can -- such as: What is a dog's sense of time? Does she miss me? Want friends? Know when she's been bad? Horowitz's journey, and the insights she uncovered from studying her own dog, Pumpernickel, allowed her to understand her dog better, and appreciate her more through that understanding. The reader will be able to do the same with their own dog. This is not another dog training book. Instead, Inside of a Dogwill allow dog owners to look at their pets' behaviour in a different, and revealing light, enabling them to understand their dogs and enjoy their relationship even more.

Trademarks

Psychology: Modules for Active Learning

A Project of the Association for Educational Communications and Technology

Lite Version

Learning

Reflections on Bioethics

From the 1950s to the 1980s the Children's Film Foundation made films for Saturday morning cinema clubs across the UK - entertaining and educating generations of British children. This first history of this much-loved organisation provides an overview of the CFF's films, interviews with key backstage personnel, and memories of audience members.

Sniffy the Virtual Rat Pro, Version 3. 0 (StandAlone)Wadsworth Publishing CompanySniffy, the Virtual Rat Pro, Version 3.0Cengage Learning

A lighthearted look into how one man trains the fuzzy to avoid chewing—he trains dogs to avoid rattlesnakes. This remarkable book will show everyone that dogs are much smarter than we could ever imagine, and that rattlesnakes are completely different than they've been portrayed.

Toby Cypher has it pretty good. He's on the cusp of success with his mimics (programmable morphing robots indistinguishable from humans), he has a side gig volunteering at the Air Force Museum, and he's tutoring the prettiest, coolest girl in school. Toby's world falls apart when he learns that his father-Dr. Erasmus Cypher, a scientist who does classified work for the government-has gone down in a plane crash over Iraq. But Toby's sister Katie soon uncovers a secret message on their dad's smart phone-a message sent after the plane crashed. Toby and Katie are drawn into the dizzying world of their father's secret work, a world of untold danger and profound mysteries, where the two siblings will need all their wits just to survive. Science meets magic in award-winning author Bill Riley's debut fiction novel, Ashur's Tears, the fast-paced, intricately plotted first installment in the Cypher series.

Best Practices for Technology-Enhanced Teaching and Learning

Behavior and Cognition

The Story of a Singular Bond

Sniffy the Virtual Rat Pro, Version 3.0 (with CD-ROM)

Thomson Advantage: Psychology

Psychology Catalog 2005

Field and Laboratory Exercises in Animal Behavior is an interactive laboratory manual for students in animal behavior, ethology, and behavioral ecology. It is the first of its kind in this subject area that guides students through the diverse and fascinating fields of behavioral and ethological studies, employing a wide array of organisms as model systems for the study hypothesis and turn the recording, analysis, and interpretation of data into an active and engaging process. A teacher-friendly companion website provides extensive teaching notes on the background to each lab project, tips and hints for successful project presentation, sources for studying organisms, ideas for variations in labs, and alternate study organisms. This Behavior, Ethology, and Behavioral Ecology. Provides fully developed and tested laboraty exercises Offers both field and lab experiences- adaptable for fall, spring, or summer courses Laboratories emphasize student thought and involvement in experimental design Includes an online supplement to the manual for teachers

Themes and Variations: Briefer Version

Minds Online

Official Gazette of the United States Patent and Trademark Office

Connecting to Psychology and the Social Sciences

Pro Version

Field and Laboratory Exercises in Animal Behavior