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Edited Technical Terms for Ray Miltenberger’s

*Behavior Modification Principles & Procedures* the 5th Edition

Below are 250 technical terms for Chapters 1-23 (sans Chapter 21) of:

Miltenberger, R. G. (2008). *Behavior modification: Principles and procedures (5th ed.).* Pacific Grove, CA: Wadsworth.

To facilitate memorization, I modified many of the definitions. So, students ought to read the textbook to better understand the terms and definitions before constructing flash cards to practice defining the terms.

An alternative to flash cards is Star*FAST,* a program written by Noah Dermer that runs on Windows-Based machines and permits fluency training.

[https://pantherfile.uwm.edu/dermer/public/courses/502/502page.html/#software](https://pantherfile.uwm.edu/dermer/public/courses/502/502page.html/%23software)

Download and install the program, next select a module, then specify the duration of studying, and then select a unit. The unit “Chapter 1” contains the terms from Chapter 1, etc. The unit “1-2” contains the terms from chapters 1 and 2, etc. These latter “combined units” provide cumulative practice. If you want to become a professional behavior analyst then you should aim for 17 correct responses per min and no errors! More details about the software and resources for plotting data can be found here:

<https://pantherfile.uwm.edu/dermer/public/courses/502/StarFast%20Manual.docx>

Also helpful for understanding how fluency training and related methods fit into the “big picture” is:

<http://celeration.org/images/stories/kentjohnson_pdf.pdf>

Please let me know if you have suggestions for rewording items or improving materials in other ways. Finally, if you want to support our work, make a monetary contribution here:

<https://paytrace.com/cart/donate.pay>

Designate the recipient as the “Dermer Fluency Laboratory in Psychology.”

Thanks!

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***"Satisfied is the person who encounters problems at an acceptable rate and who can solve these problems alone or with some help from family or friends." Marshall L Dermer***

Chapter 1

**applied behavior analysis (ABA)**

behavior analytic system for accountably

measuring and changing behavior

uses experimental method

**behavior**

action controlled

by another aspect of

the physical world

**behavior modification**

ABA

**behavioral deficit**

a desirable behavior targeted

for increase

**behavioral excess**

an undesirable behavior targeted

for decrease

**controlling variable**

aspect of physical world

that controls action

**covert/private behavior**

behavior that others

cannot observe

**dimensions of behavior**

frequency (rate), duration,

intensity, latency, accuracy,

topography, etc.

**experimental analysis of behavior**

scientific method for discovering

causes of an individual's behavior

**law of effect**

behaviors producing favorable

consequences are repeated

**overt behavior**

behavior observable by another

**target behavior**

behavior to be changed

Chapter 2

**analogue setting**

an environment that permits

observation & experimental control

so is unlike client’s typical

setting

**baseline**

collect data until

stable, then intervene

**behavioral assessment**

measure target behavior

and potential controlling

variables

**continuous recording**

record some aspect of behavior

whenever it occurs

**direct assessment**

direct observation and recording

of behavior and possible

controlling variables

**frequency**

# times behavior occurs per

temporal period

**rate**

# times behavior occurs in

a temporal period divided by

period duration

**duration**

time from onset to offset

of behavior

**frequency within-interval**

**recording**

frequency of behavior counted

per successive, interval

**indirect assessment**

retrospective reports

of behavior and possible

controlling variables

**intensity**

force or magnitude

of behavior

(decibels, Newtons)

**interobserver agreement**

agreement between two independent

observers of concurrent recordings

of behavior

**IOA**

interobserver agreement

**interobserver reliability**

high IOA

**interval recording**

Did a behavior occur within each

of X short, equally-sized,

contiguous temporal intervals?

**whole-interval recording**

interval recording,

only mark interval if behavior

spans entire interval

**partial-interval recording**

interval recording,

only mark interval if behavior at

all occurs during interval

**latency**

time from stimulus onset to

behavior onset

**natural setting**

part of client's

usual environment

**observation period**

temporal period for

observing and recording

behavior

**product recording**

count number of

artifacts e.g., widgets

produced, letters sent,

etc.

**reactivity**

behavior change

merely due to

observation

**real-time recording**

electronic record

of behavior displayed

with clock; measurement

to closest sec

**self-monitoring**

client records own

real-time, behavior

**structured observation**

observer programs

events/activities

**time sample recording**

interval recording;

entire interval is

not observed

**momentary-interval recording**

time sample recording;

only mark behavior that

occurs at an interval's end

**unstructured observation**

no programmed

activities/events

Chapter 3

**AB design**

baseline then intervention

phases; used in clinical practice

**A-B-A-B reversal design**

baseline, intervention,

withdrawal, intervention

phases

**abscissa**

a point on the X-axis

(ab- = away

(scindere = cut)

**alternating-treatments design**

**(ATD)**

baseline and intervention

conditions change rapidly

from session to session, day

to day

**baseline**

collect data until data are

stable

**changing-criterion design**

Successively change contingencies,

in graduated steps, to produce

successive changes in behavior.

**functional relationship**

behavior varies as an operation

is manipulated.

**graph**

visual depiction of behavior

as a function of putative or

actual controlling variables

**multiple-baseline design across**

**behaviors**

For the same subject, establish

baselines for multiple behaviors.

Then treat first behavior until

behavior stabilizes. Repeat for

next behavior, etc.

**multiple-baseline design across**

**settings**

For the same behavior, establish

baselines in multiple settings.

Then treat in first setting until

behavior stabilizes. Repeat in

next setting, etc.

**multiple-baseline design across**

**subjects**

For the same behavior, establish

baselines for multiple subjects.

Then treat first subject's behavior

until behavior stabilizes. Repeat

for next subject, etc.

**operation**

changing the environment

**ordinate**

A point on Y-axis.

**research design**

arranging treatments

and observations to

learn if treatments

caused behavior changes

Chapter 4

**behavioral process**

behavior changing

due to an operation

**acquisition**

behavior coming under

control of reinforcement

**aversive stimulus**

a negative reinforcer

a positive punisher

**avoidance behavior**

behavior whose absence

HAS PRODUCED a punisher

**backup reinforcer**

a reinforcer exchanged

for a token

**concurrent operants**

two or more operants

that are simultaneously

available

**concurrent schedules**

**of reinforcement**

schedules of reinforcement

in effect simultaneously

for two or more operants

**conditioned reinforcer**

a stimulus that reinforces

because it has preceded

reinforcement

**consequence**

a stimulus that immediately

follows behavior

**contingency (operant)**

an event

depends on an

operant response

**continuous reinforcement**

**(CRF)**

every instance of an

operant produces

reinforcement

**deprivation**

an activity is impossible

a stimulus is inaccessible

(deprivation is an EO)

**escape behavior**

behavior that terminates

a negative reinforcer

**establishing operation (E0)**

operation that increases: a stimulus's

reinforcing effectiveness AND the

current frequency of behavior that

has been reinforced by that stimulus

**abolishing operation (AO)**

operation that decreases: a stimulus's

reinforcing effectiveness, AND the

current frequency of behavior

that has been reinforced by that stimulus

**motivating operation (MO)**

operation that alters: a

stimulus's reinforcing effectiveness

AND current frequency of behavior

that has been reinforced by that stimulus

**fixed-interval schedule**

after reinforcer offset a

fixed duration must elapse

before a response

produces reinforcement

**fixed-ratio schedule**

every Xth response

produces reinforcement

**generalized (conditioned)**

**reinforcer**

a stimulus that has

preceded many kinds of

reinforcement

**intermittent schedule of**

**reinforcement**

only some operant

responses produce

reinforcement

**maintenance**

behavior continues,

though intervention

terminated

**negative reinforcement (process)**

response contingent

removal of a negative reinforcer

increases response rate

**negative reinforcement (procedure)**

response contingent

removal of a negative reinforcer

**operant behavior**

behavior controlled

by consequences

**positive reinforcement (process)**

response contingent

presentation of reinforcer

increases response rate

**positive reinforcement (procedure)**

response contingent

presentation of a positive reinforcer

**positive reinforcer**

a stimulus whose response

contingent presentation

increases response rate

**Premack Principle**

contingent access to high

probability behavior can reinforce

low probability behavior

**Response Deprivation Hypothesis**

depriving an organism of a response

increases response's effectiveness

as a reinforcer

(principle more general than is the

Premack Principle)

**reinforcement (process)**

The INCREASE in the rate of a

response produced by following

instances of the response with

reinforcers

**reinforcement (procedure)**

following instances of a response

with reinforcers

**reinforcer**

a response contingent

event that increases

response rate

**response**

an instance of a

behavior

**response effort**

force or time required

for responding

**satiation**

reduction of reinforcer

effectiveness due to

access to reinforcer

(satiation is an AO)

**schedule of reinforcement**

rule that specifies which

responses are reinforced

**stimulus (structural)**

any physical event,

combination of events,

or relation among

events

**stimulus (functional)**

any aspect of the

universe that controls

behavior

**token**

a stimulus exchanged

for backup reinforcers

**unconditioned reinforcer**

a stimulus that can reinforce

because of the contingencies

the species has survived

**variable-interval schedule**

after reinforcer offset a

variable duration elapses

before a response

produces reinforcement

**variable-ratio schedule**

on average, the Xth response

produces a reinforcer

Chapter 5

**operant extinction (process)**

reduction in operant's rate

due to discontinuing its

reinforcement

**operant extinction (procedure)**

discontinuing operant's

reinforcement

**extinction burst**

increase in behavior's

frequency, intensity,

or variability during

extinction

**resistance to extinction**

continued responding

during extinction

**spontaneous recovery (operant)**

a response long absent

during extinction reoccurs

(resurgence)

Chapter 6

**conditioned punisher**

a stimulus that punishes

because it has preceded

punishment

**generalized (conditioned)**

**punisher**

a stimulus that has

preceded many kinds of

punishment

**positive punishment (process)**

response contingent

presentation of punisher

reduces response rate

**positive punishment (procedure)**

response contingent

presentation of punisher

**punisher**

a response contingent

event that decreases

response rate

**punishment (process)**

response contingent

punisher reduces response rate

**punishment (procedure)**

response contingent

punishing event

**response cost (procedure)**

response contingent removal

of a positive reinforcer

**time-out from**

**positive reinforcement (procedure)**

response contingent brief removal

of opportunity to produce

positive reinforcement

**unconditioned punisher**

a stimulus that can punish

because of the contingencies

the species has survived

Chapter 7

**antecedent**

an event that

precedes a target

behavior

**Discriminative Stimulus**

**or S+**

**or S-Dee**

stimulus in whose presence a

response is more likely

reinforced than when stimulus is

absent

**S-Delta**

**or S-**

stimulus in whose presence a

response is less likely

reinforced than when stimulus is

absent

**generalization of discriminative**

**stimulus control**

as discrimination training

brings behavior

under the control of a stimulus,

physically similar stimuli,

not involved in training,

gain control

**stimulus class**

a group of stimuli that

similarly control behavior

**stimulus control**

the outcome of a

discrimination training

procedure

**discrimination training**

**(procedure)**

reinforce response when

the S-Dee but not the S-Delta

is present

**discrimination training**

**(process)**

a discrimination training

procedure that increases

response frequency

in the presence of the S-Dee

and reduces response frequency

in the presence of the S-Delta

**three-term-contingency**

If (S-Dee plus Response) then Reinforcer

If (S-Delta plus Response) then zip/nada/

Chapter 8

**backward conditioning**

US precedes NS

**NS**

neutral stimulus

**conditioned-emotional**

**response (CER)**

emotional responses

elicited by a CS

**conditioned response (CR)**

response elicited

by a CS

**conditioned stimulus (CS)**

a NS that now elicits a

response due to respondent

conditioning procedure

**delay conditioning (procedure)**

after NS is on, present US

**higher-order conditioning (procedure)**

NS precedes CS

**operant behavior**

class of behavior controlled by

its consequences

**operant conditioning (process)**

change in rate of operant

by consequating operant responses

**operant conditioning (procedure)**

consequating operant responses

**respondent behavior**

behavior caused by

a US or a CS

**elicited behavior**

behavior caused by

a US or a CS

**respondent conditioning (process)**

a NS comes to elicit a CR as

the NS repeatedly precedes a US

**respondent conditioning (procedure)**

an NS repeatedly

precedes a US

**CR**

response (respondent)

elicited by a CS

**respondent extinction (process)**

a CS fails to elicit a CR cuz

the CS no longer precedes

a US

**respondent extinction (procedure)**

a CS no longer precedes a US

**salient**

physically intense

**simultaneous conditioning**

NS and US share

onset and offset

**spontaneous recovery (respondent)**

though a CR was extinguished, CS

later elicits CR

**trace conditioning**

after NS is off, present CS

**unconditioned response (UR)**

response elicited by US

**unconditioned stimulus (US)**

a stimulus that can elicit

a UR because of the contingencies

the species has survived

Chapter 9

**differential reinforcement**

reinforcement depends on

properties of responses or

antecedents

**shaping**

reinforcing successive

approximations

**successive approximation**

reinforcing responses

increasingly similar to target

response

Chapter 10

**extra-stimulus prompt**

a stimulus is added to

an S-Dee or S-Delta

to promote discriminative

control

**fading**

gradual reduction of

prompts as behavior

comes under discriminative

control

**gestural prompt**

another's gesture

prompts right behavior

**modeling prompt**

trainer's behavior

prompts FORMALLY SIMILAR

right behavior

**physical guidance**

physical prompt

**physical prompt**

(using hands) physically

guide client's right behavior

**prompt**

a stimulus that controls behavior is

used to establish discriminative control

**prompt delay**

time between S-Dee onset

and prompt onset

**prompt fading**

gradual reduction of

prompts as behavior

comes under discriminative

control

**response prompt**

general name for all responses,

of trainer, used as prompts

**stimulus fading**

gradual reduction of

prompts as behavior

comes under discriminative

control

**stimulus prompt**

general name for all

stimuli used as prompts

**transferring stimulus control**

general name for removing procedures

that have brought behavior under

discriminative control

**verbal prompt**

trainer's verbal

behavior prompts

right behavior

**within-stimulus prompt**

alter aspect of the

S-Dee or S-Delta

to occasion right behavior

Chapter 11

**backward chaining**

build a chain

by doing the

ultimate operant first, the

penultimate operant second,

etc.

**behavioral chain**

a sequence of operants in

which the first occasions the second

and the second reinforces the first,

the second occasions the third, etc.

**chaining procedures**

collective name for ways of teaching

chains

**forward chaining**

build a chain

by doing the

first operant first, the

second operant second,

etc.

**graduated guidance**

hand-over-hand

prompting that

is slowly faded

**picture prompts**

pictures of right

behavior or outcome

serve as prompts

**self-instructions**

self-presented

verbal prompts

**stimulus-response chain**

a (theoretical name for)

behavior chain

**task analysis**

breaking down complex

behavior into components

**total task presentation**

build a chain

by completing sequence

from start to finish

--each time; prompts

initially used

**written task analysis**

list of a chain's S-DEES and

responses; list could be

used as prompts

Chapter 12

**behavioral skills training**

**(BST)**

instructions, modeling,

rehearsal, & feedback

**feedback**

correct responses produce

reinforcers

incorrect responses produce

correction

**in situ assessment**

trainer assesses behavior

in natural setting sans

informing client

**in situ training**

training that occurs

in natural setting

after insitu assessment

reveals client's behavior

is inadequate

**instructions**

verbal prompts

that exactly

describe behavior

**modeling prompt**

trainer demonstrates

right behavior

**rehearsal**

practicing behavior

after instructional

or modeled prompts

Chapter 13

**ABC observation**

functional assessment

via observing antecedents,

behaviors, & consequences

**descriptive assessments**

assessment methods that

describe behavior's

antecedents & consequences

**experimental analysis**

functional assessment

via manipulating putative

controlling variables

**exploratory functional analysis**

functional assessment,

manipulate a number of possible

controlling variables

**hypothesis-testing functional analysis**

functional assessment,

manipulate a highly suspected

controlling variable

**functional assessment**

name for all the methods

that provide information

about putative controlling

variables

**functional interventions**

interventions base on manipulating

controling variables based on funcational

assessments

**scatter plot**

functional assessment

via plotting behavior's

occurrence relative to

successive, 30-min intervals

and days

Chapter 14

**escape extinction**

escape no longer terminates

negative reinforcer

Chapter 15

**differential reinforcement**

**of alternative behavior (DRA)**

reduce problem behavior by

reinforcing functionally equivalent

alternative

**differential reinforcement**

**of communication (DRC)**

DRA procedure; alternative

is communication

**differential reinforcement**

**of incompatible behavior**

**(DRI)**

DRA procedure; alternative

is physically incompatible

with problem behavior

**differential reinforcement**

**of low rates of responding (DRL)**

general term:

full-session DRL

interval DRL, X sec

spaced-responding DRL, X sec

**differential reinforcement**

**of other behavior DRO, X sec**

general term

momentary DRO, X sec

whole-interval DRO, X sec

**full-session DRL**

reinforce when freq of

problem behavior below

criterion for full session

**functional communication**

**training**

DRA procedure; alternative

is communication

**interresponse time (IRT)**

time between consecutive

responses

**interval DRL, X sec**

divide session into X sec

intervals; reinforce

after intervals with 1 or no

problem behaviors

**momentary DRO, X sec**

divide session into X sec

intervals; reinforce

if no problem behavior

at an interval's end

**multiple stimulus assessment**

**without replacement (MSWO)**

just once have client (randomly sample

each of X stimuli) then cycle[randomly

order stimuli before client;

client picks one; record choice,

remove chosen stimulus]; early choices

likely to be reinforcers

**multiple stimulus assessment**

just once have client (randomly sample

each of X stimuli)then cycle[ randomly

order stimuli before client;

client picks one; record choice,

remove chosen stimulus]; early choices

likely to be reinforcers

**preference assesment procedures**

to identify reinforcers;

single, paired, & multiple

procedures

**reinforcer assessment**

did preference assessment yield

reinforcing stimulus?; does operant

rate increase when operant produces

the stimlus?

**single-stimulus assessment**

each stimulus presented alone;

for what percent of trials did

client approach it?

**paired-stimulus assessment**

all possible pairs of stimuli

are presented; for what percent

of pairings did the client pick

a particular stimulus?

**spaced-responding DRL, X sec**

reinforce problem behaviors

when IRT is X sec; if IRT

less then X sec then

reset clock

**stereotypic behavior**

repetitive behaviors

sans social function

(often these are self-stimulatory)

**whole-interval DRO, X sec**

reinforce only if X sec

elapse without problem

behavior; if problem

behavior occurs earlier then

reset clock

Chapter 16

**antecedent control procedure**

antecedent operations manipulated

to control behavior

**functional, nonaversive interventions**

manipulation of controlling variables

that do not involve punishment

Chapter 17

**contingent observation**

non-exclusionary time

out: person briefly can no longer

engage in reinforcing activity

and must watch others engaged in

activity

**exclusionary time-out**

time-out: person briefly can no longer

access reinforcers because person

removed from setting

**nonexclusionary time-out**

time out: person briefly can no

longer access reinforcers but

remains in setting

**response cost (procedure)**

response contingent removal

of a positive reinforcer

**time-out from**

**positive reinforcement (procedure)**

response contingent brief removal

of opportunity to produce

positive reinforcement

Chapter 18

**application of aversive stimulation**

**(procedure)**

positive punishment: where aversive

stimulus presented

**contingent exercise (procedure)**

positive punishment: where aversive

exercise must be performed

**guided compliance (procedure)**

positive punishment: where non-compliant

person is physically prompted to comply

(guidance faded as compliance occurs)

**informed consent & punishment**

only use punishment after client

has "willingly agreed" after understanding

procedure, its rationale, effects (good and bad),

and treatment alternatives

**"willingly agree"**

consent without threats

of punishment or promises

of large rewards

**overcorrection (procedure)**

general term for positive practice

and restitution

**physical restraint (procedure)**

positive punishment: where agent

holds immobile, part of client's

body involved in misbehavior

**positive practice (procedure)**

positive punishment: where person

engages in correct behavior X times

**response blocking**

agent prevents occurrence

of behavior

**restitution**

positive punishment: where

person overcorrects effects

of misbehavior on environment

Chapter 19

**functionally equivalent response**

behavior that produces the same

reinforcers as misbehavior

**general case programming**

using many training examples

that span the range of stimuli

and responses in natural

settings

**generalization of discriminative**

**stimulus control**

as discrimination training

brings behavior

under the control of a stimulus,

physically similar stimuli,

not involved in training,

gain control

**natural contingencies of**

**reinforcement**

the reinforcement contingencies

that maintain behavior in natural

settings

**self-generated mediator of**

**generalization**

a person produces and maintains a stimulus

in one setting that promotes the person's

behavior in another setting

**stimulus exemplars**

stimuli that span the range of stimuli

in natural settings

Chapter 20

**behavioral contract**

written description of target behavior;

its measurement; when/where behavior must occur;

consequences for occurrence/non-occurrence,

contract manager

**controlled behavior**

in self management:

the target behavior

**controlling behavior**

in self-management:

the behavior that

regulates the controlled

behavior

**goal-setting**

in self-management:

the client selects the level

of a target behavior to be

achieved

**self-instruction**

self-statements that evoke

target behavior in appropriate

setting

**self-management**

controlling behavior

**self-praise**

in self-management: consequating

own target behavior with

positive evaluations

**short-circuiting the contingency**

in self management: person arranges

contingency but accesses reinforcer

sans target behavior

**social support**

significant others arrange variables

to strengthen or maintain client's

target behavior

Chapter 21

Chapter 21

Not Covered in Course

Not Covered in Course

Chapter 22

**backup reinforcer**

a reinforcer exchanged

for a token

**token**

a stimulus exchanged

for backup reinforcers

**token economy**

contingencies in which

desirable behaviors

are consequated with tokens

Chapter 23

**behavioral contract**

written description of target behavior;

its measurement; when/where behavior must occur;

consequences for occurrence/non-occurrence,

contract manager

**contract manager**

person who maintains

contingencies in

behavioral contracting

**one-party contract**

one person seeks to

change target behavior;

that person negotiates

with contract manager

**parallel contract**

two-party contract

where contingencies

for each party are

independent

**quid pro quo contract**

two-party contract where

contingencies for parties

are interdependent

"if you do X, then

I will do Y"

**rule-governed behavior**

behavior controlled

by a description of

a contingency

**two-party contract**

behavioral contract

involving two persons