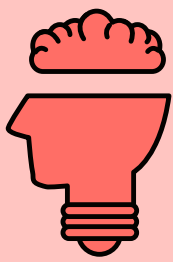


# BEHAVIOR ANALYSIS & MANAGEMENT



## Operant Conditioning

In operant conditioning, the probability of a behavior is based on the environment. Antecedents (what comes before the behavior) and consequences (what comes after the behavior) do not cause the behavior, but impact the frequency with which it will occur.



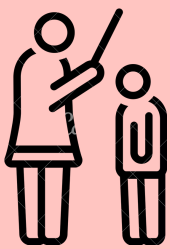
## Shaping

Shaping refers to the process of reinforcing successively behaviors that are closer and closer to the target behavior.



## Reinforcement

Reinforcement, in turn, increases the probability that the same behavior will occur again. In positive reinforcement a stimulus is added to an environment while in negative reinforcement, a stimulus is removed.



## Punishment

Punishment is the addition of an aversive stimulus, such as an electric shock, or the removing a positive one, such as taking a toy away. Punishment reduces behavior, but the side effects are unpredictable.



## Extinction

Extinction occurs when a behavior is no longer reinforced and it goes away. This can be used to eliminate mildly unacceptable behavior.

