

Learning Objectives

Chapter 3: Sensation and Perception

1. Explain the difference between sensation and perception.
2. Explain the difference between absolute threshold and difference threshold and the importance of Weber's Law.
3. Describe the roles played by rods and cones in vision.
4. Define fovea and explain why visual acuity is greatest in the fovea. Explain what creates the blind spot.
5. Define the three dimensions (hue, saturation, and brightness) that combine to produce the colors we experience.
6. Describe the two major theories of color vision and explain the phenomena each explains.
7. Define sound. Describe the qualities of pitch and loudness and explain how each quality is measured.
8. Describe two theories that attempt to explain hearing.
9. Describe the gate-control theory of pain and discuss the importance of the perception of pain.
10. Describe two basic principles of perceptual organization: figure-ground and grouping. Define and provide examples of proximity, similarity, continuity, closure, and texture.
11. Define perceptual constancy and provide examples of size, shape, brightness , and color constancy.
12. Define and describe depth perception. Describe the depth cues provided by the two eyes working together: accommodation, convergence, and binocular disparity.
13. Describe and identify the seven monocular cues for depth perception, for example, interposition, relative size, linear perspective, texture gradient, atmospheric perspective, and shadow or shading.
14. Compare and contrast bottom-up and top-down processing. Discuss how expectancy can affect top-down processing.