

Improving Learning and Memory

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Herman Ebbinghaus

- First to study learning and memory using scientific method
- Process of association formation
- Non-sense syllables
- Invented the 1st method of measuring memory - Savings Method

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The Learning Task

3

Nonsense Syllables

DAX
GIK
TEB
KOV
SUV
HET

Click to Repeat




4

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Nonsense Syllables

DAX
GIK
TEB
KOV
SUV
HET

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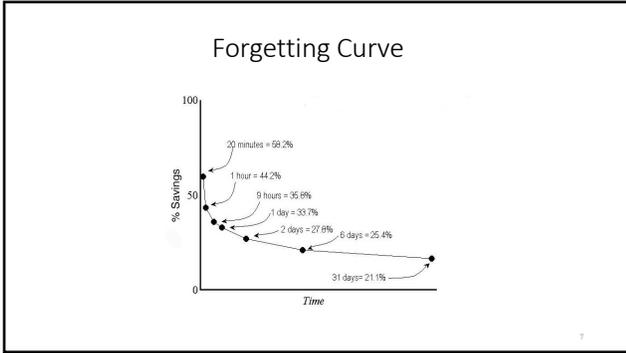
Ebbinghaus' s Measure of Memory

1. List learned to 2 perfect recitations (# trials)
2. Set aside (varied delay)
3. Relearn (# trials)
4. Measurement of Savings

$$\frac{\# \text{ Trials to Learn} - \# \text{ Trials to Relearn}}{\# \text{ Trials to Learn}}$$

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Ebbinghaus's Findings

- Newly-learned information forgotten quickly
- Some information remembered -> perma-store.
- Why?

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Improving Learning & Memory

- Practice: **How** we practice/study Important
- Memory – Encoding, Storage, & Retrieval
- Mnemonics – Techniques for Remembering
Difficult to Remember Material
- Memory as a skill
- The Brain

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Practice

- Total Time Hypothesis
- **Distributed vs. Massed Practice**
- Interleaved vs Blocked Practice
- **Desirable Difficulty**
- Expanded Retrieval Practice
- Deliberate Practice (Ericsson)

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3 Important Memory Processes

- **Encoding**
- Storage
- **Retrieval**

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The Encoding Process

- Shallow vs Deep Processing
- Elaboration – Using **Prior Knowledge**
- The Self-Reference Effect
- Divided Attention – (e.g. Multitasking)

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The Retrieval Process

- Retrieval Cues
- Retrieval Context
- Encoding Specificity Principle (ESP)
- Testing Effects

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Godden & Baddeley (1975)

		Testing Context	
		On Land	Underwater
Encoding Context	On Land	★	
	Underwater		★

Half of the participants (deep-sea divers) learned the test material while underwater; half learned while on land. Then, within each group, half were tested while underwater; half were tested on land. Where do we expect a retrieval advantage?

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Learning Names using Faces as Retrieval Cues



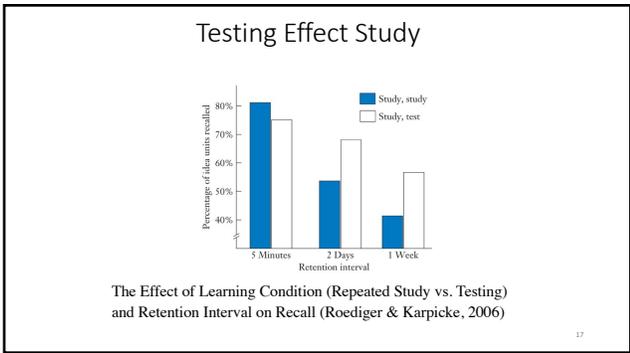
What's his name?
Tim!

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The **MOST** important memory improvement strategy – **Retrieval Testing**

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- ### Mnemonics - Techniques for Remembering Difficult to Remember Material
- Visual Imagery Mnemonics
 - Interactive Visual Imagery
 - Keyword Method
 - Method of Loci
 - Organizational Mnemonics
 - Hierarchical Technique
 - 1st Letter Mnemonic
 - Narrative Technique
 - Calendar Mnemonic

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Interactive Visual Imagery

Pen



Ball

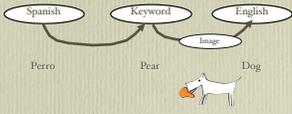


Imagine writing on a ball with a pen.
Puncturing a ball with a pen.



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Keyword Method



The keyword method is a mediational technique that involves first relating a Spanish word (*perrro*) to a similar-sounding English word called the keyword (*perr*) and then relating the keyword to the English definition (*dogg*) by generating an interactive visual image involving the two referents.



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Method of Loci Used to Remember a List of Unrelated Items

- Select a route that consists of a series of **locations** – these are your **"loci."**
- Associate the word for each item with one of the locations as you mentally 'walk' your path.
- Form an **interactive visual image** involving the item and the location.
- To remember your list of items, retrace your path or route and simply retrieve your items by looking at each location as you retrace your path.



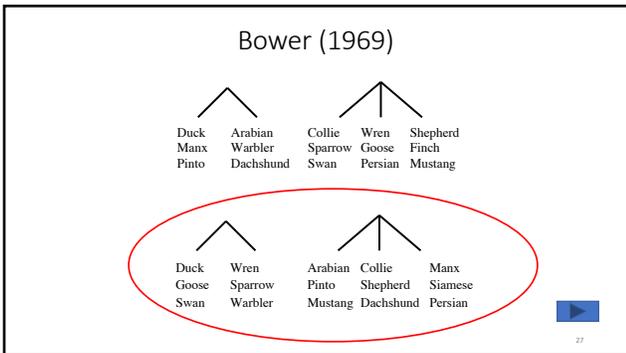
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The Hierarchical Technique

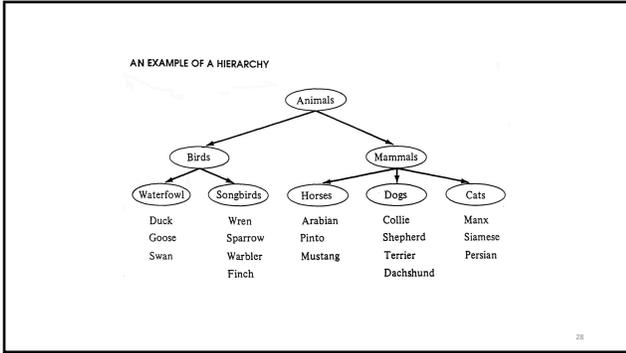
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- Duck
- Manx
- Pinto
- Arabian
- Warbler
- Dachshund
- Collie
- Sparrow
- Swan
- Wren
- Goose
- Persian
- Shepherd
- Finch
- Mustang

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First-Letter Mnemonic

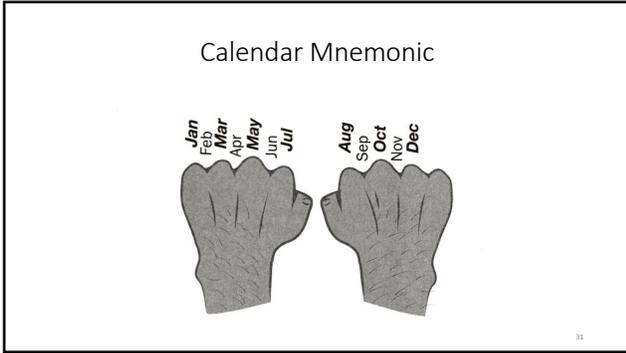
- Examples:
- ROY G BIV
 - Red, Orange, Yellow, Green, Blue, Indigo, Violet
- HOMES
 - Huron, Ontario, Michigan, Erie, Superior

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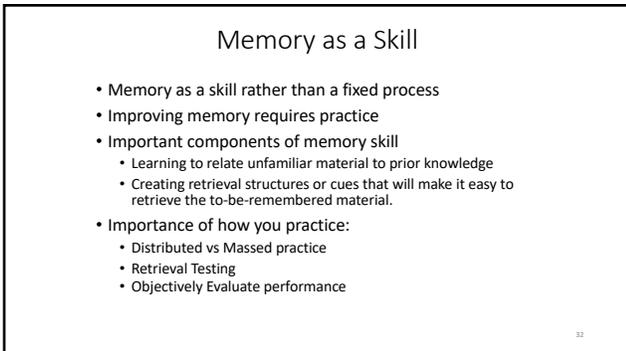
Narrative Technique

- Make up a story that links the to-be-remembered words together
- Bower & Clark (1969)
 - Six times as many words recalled by narrative group
- Narrative must be sensible and hang together as a story

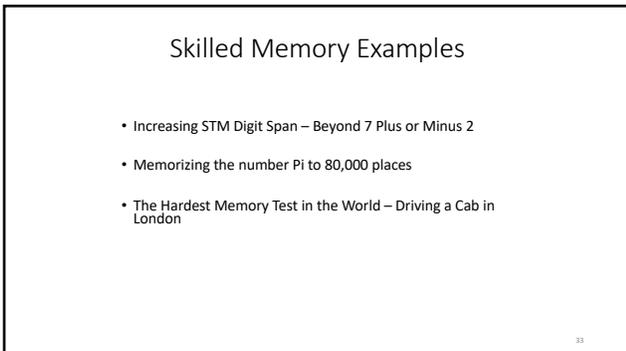
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Digit Span

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Capacity of STM

- Limited Capacity (7 ± 2)
- Digit Span Task

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...

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Digit Sequences

3 7 1	(03)
4 9 8 2	(04)
7 8 4 6 3	(05)
5 8 1 4 9 6	(06)
2 4 5 3 8 7 1	(07)
6 9 1 4 3 8 2 5	(08)
4 7 5 3 9 8 1 7 4	(09)
3 1 9 6 8 2 3 5 4 6	(10)
5 4 7 5 6 3 9 8 1 4 3	(11)
2 9 6 4 2 5 8 4 3 9 1 5	(12)
6 9 8 2 5 3 4 7 4 9 5 4 3	(13)

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SF DIGIT SPAN Experiment

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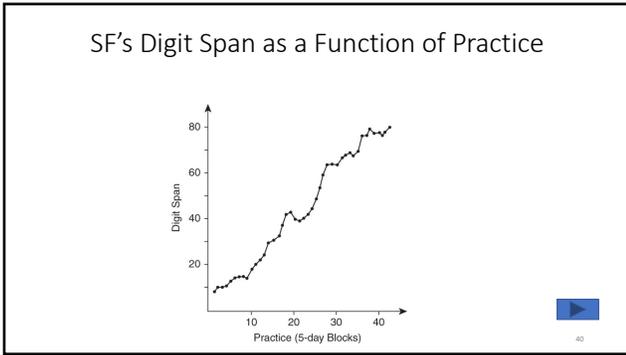
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SF Digit Span Experiment – 3 Sessions

<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p>Session 1 (Initial): (8 digits):</p> <p>Digits: 1 0 5 3 1 8 7 4</p> <p>SF's Recall: 105 31874</p> <p>SF's Report: Blocked 1st set & rehearsal</p> </div> <div style="border: 1px solid black; padding: 5px;"> <p>Session 2 (Later): (11 digits):</p> <p>Digits: 9 0 7 5 6 6 2 9 8 6 7</p> <p>SF's Recall: 907 566 29867</p> <p>SF's Report: 9:07 a 2-mile time</p> </div>	<div style="border: 1px solid black; padding: 5px;"> <p>Session 3 (Much Later): (22 digits):</p> <p>Digits: 4 1 3 1 7 7 8 4 0 6 0 3 4 9 4 8 7 0 9 4 6 2</p> <p>SF's Recall: 413.1 77.84 0603 494 870 946.2</p> <p>SF's Report: 4:13.1 mile time 06:03 mile time 9:46.2 2-mile time</p> <p>–</p> <p>Click to move on to next slide...</p> </div>
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Listen to the following digit sequence and recall it when I say "Go"...



The digits I read: 1, 4, 9, 2, 1, 7, 7, 6, 2, 0, 1, 9

Did you notice? 1 4 9 2 1 7 7 6 2 0 1 9

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By the way...

Try to recall all 12 digits now:

1, 4, 9, 2, 1, 7, 7, 6, 2, 0, 1, 9

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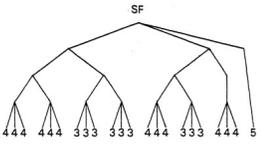
Capacity of STM (cont.)

- Recoding: (1 4 9 2 ----> '1492' Columbus)
- Chunking
- Chase & Ericsson (1982)



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SF's Retrieval Structure



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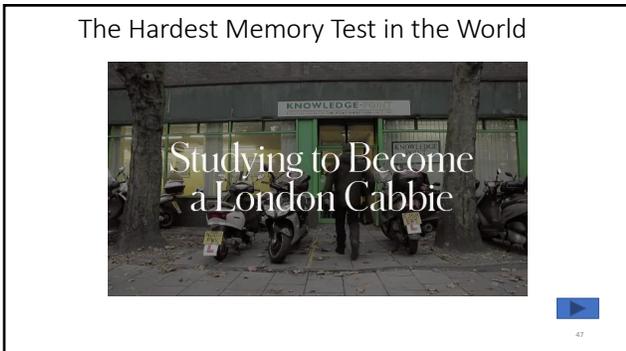
Memorizing Pi

- The number π is a mathematical constant, the ratio of a circle's circumference to its diameter.
- 3.141
- 3.141592
- 3.14159265358979323846
- [Pi World Ranking List](#)

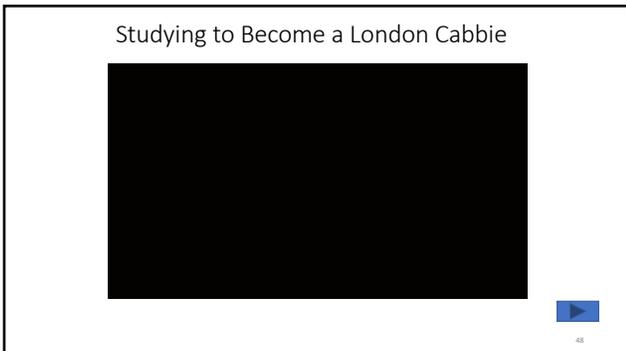
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Learning & Memory, & the Brain

- Learning changes neural representations of learning/memory.
- Strengthening existing synaptic connections vs adding new dendritic connections
- Sleep consolidates new learning and memories
- Neuroplasticity
- Exercise influences the growth of new neurons (in the Hippocampus)

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How can You Improve Your learning & memory?

- Encode **new info** using **your prior knowledge**.
- Instead of re-reading or re-studying, **Test** yourself (Retrieval over Encoding)
- **Distribute** your learning & practice
- Apply the **Desirable Difficulty Principle** (e.g. expanded intervals)
- **Use Mnemonic Techniques** in specific difficult learning situations
- Get lots of **Sleep and Exercise**
- **Evaluate** your learning and memory objectively (metacognition)

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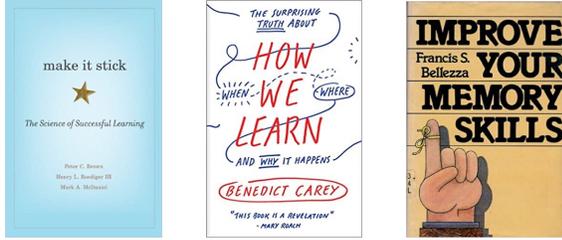
Illusions of Knowing (from *Make It Stick*)

- We are poor judges of when we are learning well and when we are not. When the going is harder and slower and it doesn't feel productive, we are drawn to strategies that we feel are more effective (e.g. cramming, repetition, and copying), unaware that gains from these strategies are often temporary.
- Students work hard to capture the precise wording of what they're trying to learn, operating under the illusion that mastery equals the exact words rather than the *ideas*. But repeating what you've read is NOT the same as restating (in your own words) what you've read.
- Learners labor under the assumptions that their own methods of learning and remembering work better than using research-proven strategies – but they seldom rigorously test these assumptions.
- The popular notion that you learn better when you receive instruction in a form consistent with your **preferred learning style** (e.g. as an auditory or visual learner) is not supported by the empirical research. We do have multiple forms of intelligence but you learn better when you "go wide" (see *Make It Stick*), drawing upon all of your aptitudes and resources, than when you limit instruction to one mode or style.

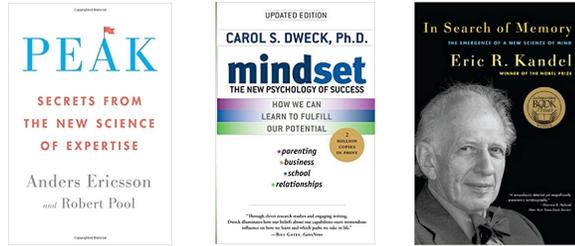
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Books about Improving Learning and Memory



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Thank You

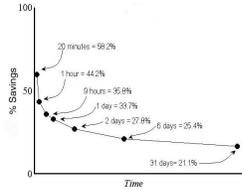
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Can you explain Ebbinghaus' Findings?



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