

BEHAVIOR MANAGEMENT GLOSSARY

Antecedent – An environmental condition or stimulus change existing or occurring prior to a behavior of interest

Behavior – The activity of living organisms; human behavior includes everything that people do

Consequence – A stimulus change that follows a behavior of interest. Some consequences have significant influence on future behavior (see punishment, reinforcement)

Differential reinforcement – Reinforcing only those responses within a response class that meet a specific criterion along some dimension(s) (i.e., frequency, duration, magnitude) and placing all other responses in the class on extinction

Extinction – The discontinuing of a reinforcement of a previously reinforced behavior (i.e., responses no longer produce reinforcement); the primary effect is a decrease in the frequency of the behavior until it reaches a prereinforced level or ceases to occur

Extinction burst – An increase in the frequency of responding when an extinction procedure is initially implemented

Function – The purpose of a behavior

Motivating operation – An environmental variable that (a) alters (increases or decreases) the reinforcing or punishing effectiveness of some stimulus, object, or event; and (b) alters (increases or decreases) the current frequency of all behavior that has been reinforced or punished by that stimulus, object, or event

Negative punishment – A behavior is followed immediately by the removal of a stimulus that decreases the future frequency of similar behaviors under similar conditions

Negative reinforcement – A behavior is followed immediately by the removal of a stimulus that increases the future frequency of similar behaviors under similar circumstances

Positive punishment – A behavior is followed immediately by the addition of a stimulus that decreases the future frequency of similar behaviors under similar circumstances

Positive reinforcement – A behavior is followed immediately by the addition of a stimulus that increases the future frequency of similar behaviors under similar circumstances

Punishment – Occurs when stimulus change immediately follows a response and decreases the future frequency of that type of behavior in similar conditions

Reinforcement – Occurs when a stimulus change immediately follows a response and increases the future frequency of that type of behavior in similar conditions

Response class – A group of responses of varying topography, all of which produce the same effect on the environment

Shaping – Using differential reinforcement to produce a series of gradually changing response classes; each response class is a successive approximation toward a terminal behavior. Members of an existing response class are selected for differential reinforcement behavior they more closely resemble the terminal behavior

Time-out – The contingent withdrawal of the opportunity to earn positive reinforcement or the loss of access to positive reinforcers for a specified time; a form of negative punishment

Cooper, J. O., Heron, T. E., & Heward, W. L. (2007). *Applied behavior analysis* (2nd ed.). Upper Saddle River, NJ: Pearson.