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| Term | Definition | Real World Example |
| 1. Sensation |  |  |
| 1. Perception |  |  |
| 1. Bottom-up processing |  |  |
| 1. Top-down processing |  |  |
| 1. Selective   A**ttention** |  |  |
| 1. Inattentional blindness |  |  |
| 1. Change blindness |  |  |
| 1. Transduction |  |  |
| 1. Psychophysics |  |  |
| 1. Absolute threshold |  |  |
| 1. Signal detection theory |  |  |
| 1. Subliminal |  |  |
| 1. Priming |  |  |
| 1. Difference threshold |  |  |
| 1. Weber’s law |  |  |
| 1. Sensory adaptation |  |  |
| 1. Perceptual set |  |  |
| 1. Extrasensory perception (ESP) |  |  |
| 1. Parapsychology |  |  |
| 1. Wavelength |  |  |
| 1. Hue |  |  |
| 1. Intensity |  |  |
| 1. Pupil |  |  |
| 1. Iris |  |  |
| 1. Lens |  |  |
| 1. Retina |  |  |
| 1. Accommodation |  |  |
| 1. Rods |  |  |
| 1. Cones |  |  |
| 1. Optic nerve |  |  |
| 1. Blind spot |  |  |
| 1. Fovea |  |  |
| 1. Feature detectors |  |  |
| 1. Parallel processing |  |  |
| 1. Young-H**elmholtz trichromatic (three color theory)** |  |  |
| 1. Opponent-process theory |  |  |
| 1. Gestalt |  |  |
| 1. Figure-ground |  |  |
| 1. Grouping |  |  |
| 1. Depth perception |  |  |
| 1. Visual cliff |  |  |
| 1. Binocular cues |  |  |
| 1. Retinal disparity |  |  |
| 1. Monocular cues |  |  |
| 1. Phi phenomenon |  |  |
| 1. Color constancy |  |  |
| 1. Perceptual adaptation |  |  |
| 1. Audition |  |  |
| 1. Frequency |  |  |
| 1. Pitch |  |  |
| 1. Middle ear |  |  |
| 1. Cochlea |  |  |
| 1. Inner ear |  |  |
| 1. Sensorineural hearing loss |  |  |
| 1. Conduction hearing loss |  |  |
| 1. Cochlear hearing loss |  |  |
| 1. Cochlear implant |  |  |
| 1. Place theory |  |  |
| 1. Frequency theory |  |  |
| 1. Gate-control theory |  |  |
| 1. Kinesthesia |  |  |
| 1. Vestibular sense |  |  |
| 1. Sensory interaction |  |  |
| 1. Embodied cognition |  |  |