

You've just arrived on campus. You are standing in front of an imposing-looking red brick building. There are several steps leading up to the doorway which is flanked by two huge pillars. The letters "NRU" are written over the door. You are not sure where to go so you stop a student who is passing by. She says, "I'm sorry. I have to go. I'm late for class," and points to the building in front of you. You walk up the steps and go in through the large wooden double doors.

Once inside you see one sign that says "Classes" and points to your right. Another sign says "Student Information" and is next to the door in front of you.

*Where would you like to go first?*

To go to **Classes**, turn to page 6.

To go to **Student Information**, turn to page 8.

You walk over and push the triangle button. The water rushes out through the trap door nearly pulling you along with it. You notice a parchment note on the wall next to the door. You go closer and read the following:

You've gotten the wrong sequence for level 1!  
You must concentrate if you wish to leave the dungeon...  
Now hurry along and be CAREFUL!

You are still in **level 1**. Funny thing, though. While everything else in the room looks the same, both the triangle button and the circle button seem to be in different places.


*Which button do you choose?*

If it is the [triangle](#), go to page 39.

If it is the [circle](#), go to page 7.

If you are [having trouble deciding](#), turn to page 5.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Dungeon Level 1</i>						
	U							

You push the triangle button, and the student worker again appears on the square screen. He says the following, which also appears on the rectangular screen, “So, you’re ready for your classes now. You’ll need your NRU personal device. Here it is with the instructions.” He reaches into a desk, pulls out a small rectangular device, and slides it toward you on the screen. The slot in the kiosk opens again and reveals an information sheet. The large screen says, “Be sure to read the instructions.”

*Please read the instructions below before proceeding any further.*

### **NRU: Negative Reinforcement University**



During your studies here at NRU, you will use a digital Personal Assistant, the *NRU Gizmo 3000xi*. It is usually stored in the lower right corner of the page, and it may be activated at any time.

The Gizmo has two functions:

#### **HELP**

Provides information on where you are at NRU.

#### **NOTES**

You can record what you learn or any questions you may have.

The Gizmo also tracks your progress at NRU. Everytime you go to a new or different location (page) at NRU, you will record your attendance by making a check mark in your Gizmo.

#### **NRU Technical Support**


Press the triangle button when you are ready to get your new Gizmo.

You push the triangle button, and these words appear in the large screen, “Look in the slot below....” The slot has opened again revealing your personal device. You retrieve it. The large screen says, “Now what would you like to do?” Next to the circle button are the words “Go to Class.” You push the circle button.

All of the screens go dark. You walk back around the kiosk and leave Student Information. You follow the arrow pointing to Classes.

To [go to Classes](#), turn to page 11.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Student Information</i>						
	U							

Oh, dear! The water is rising rapidly. Just as it reaches your chin, the water rushes out almost pulling you with it. A note has appeared on the wall next to the door. You go closer and read the following message:

Oh my...don't just stand there and dawdle! You must work faster my friend! The water will keep drowning you and flushing you back to level 1.


You are still in **level 1**. Funny thing, though. While everything else in the room looks the same, both the triangle button and the circle button seem to be in different places.

*Which button do you choose?*

- If it is the [triangle](#), go to page 2.
- If it is the [circle](#), go to page 7.
- If you are [having trouble deciding](#), turn to page 69.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Dungeon Level 1</i>						
	U							



You turn right and head down the hallway to the double glass doors which lead to the classrooms. As you approach, an infrared scanner light next to the doors begins to blink and you hear a low, throbbing sound. A monitor to the right of the doors turns on, and you read these words, "Classes are in session down the hall. You will need to show your NRU Gizmo." You reach for the door. The monitor now displays these words, "Please show your NRU Gizmo." You try opening the door, but it appears to be locked. The monitor now reads as follows: "Can't find your Gizmo? Go to the Student Infocenter (to the left) to get a new one." You let go of the door, turn to your left, and head for Student Information. The throbbing sound slowly fades away.


*To go to Student Information, turn to page 8.*

You walk over and push the circle button. The water begins to recede and the door creaks open. You walk through to the next level, **level 2**, and the door clangs shut behind you. This level of the dungeon is the same as the first level. The dirt floor has a large metal trap door right in the center. The walls are made of brick. There is a door in one wall, but it is locked. The other walls are barren except for a button shaped like a triangle on one wall, a button shaped like a circle on another wall, and in one corner, a pipe with a wooden switch above it near the ceiling. Water immediately starts pouring from the pipe in the corner. Something is different, however. You notice that the buttons are not in the same locations as they were in level 1.

*Which button do you choose?*

- If it is the [triangle](#), go to page 14.
- If it is the [circle](#), go to page 12.
- If you are [having trouble deciding](#), turn to page 10.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Dungeon Level 2</i>						
	U							

You walk through the doorway to Student Information. In the middle of the room is a huge obelisk-like kiosk. You walk around it, and on the back side of the kiosk you see a black square which contains the following: a large rectangular video screen across the top; under that, on the right, is a smaller square video screen; and below that screen is a covered slot. To the left of the smaller square video screen, you see the words "NRU Student Info Center". Below those words are two large buttons stacked one above the other. The top button is shaped like a triangle, and the bottom one is shaped like a circle.


As you move closer, the large video screen lights up and you read these words, "To begin, turn the power on..." You hadn't noticed it earlier, but there is a small button under the screen which is glowing red. You read the words "POWER off" next to this red button.

You push the red button. The button turns green and you read the words "POWER on." The word "yes" has appeared next to the triangle button, and the word "no" has appeared next to the circle button. The large video screen contains these words, "Welcome to NRU! Please wait..." After a pause of just a few seconds, a tape of a student worker begins to play on the small screen. The student is sitting at a desk with some papers in front of him. He asks, "So, are you a new student at NRU?" These same words also appear in the rectangular screen.

You press the "yes" button and the rectangular screen reads, "Please wait..." The student worker again appears on the small screen and says, "Okay, we need you to fill out the registration form that is in the New Student packet." He pushes a blue folder toward you on the screen. The large screen now contains the words, "Here is the NRU information packet." Next to the triangle button are the words "Get Packet". You press the triangle button, and the words "Look in the slot below..." appear on the rectangular screen. The slot opens and you can see the edge of a piece of paper sticking out.


The large screen now says, "Here is your packet with the NRU registration form." You reach into the slot and pull out the form. Using the wall of the kiosk as a desk, you fill out the form.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Student Information Center</i> 						
	U							

*go to next page*

Please complete the registration form below before proceeding any further.



**NRU**

**Negative Reinforcement University**

Here at NRU we are proud to uphold the traditions of teaching Negative Reinforcement, one of the most challenging and exciting topics in Psychology.

To receive your diploma from NRU, you must first attend class in the Lecture Hall. Then, you will go to the Lab to experiment with different examples of Negative Reinforcement. Finally, you shall assess yourself in our NRU Testing Facility.

Please fill in the following information for our records:

Name \_\_\_\_\_

Student ID \_\_\_\_\_

What I know about Negative Reinforcement:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

(provide a definition and examples if possible)

**NRU Admissions Office**

Press the triangle button when you have placed this form back into the slot.

You finish filling out the registration form, place it back into the slot, and push the triangle button.

When you have completed the above NRU registration form, including your definition of Negative Reinforcement, [turn to page 3](#).

Before leaving this page, please place a check mark in your Gizmo™.


Gizmo 3000xi

N

R

U

*Student Information Center*



Oh, dear! The water rose rapidly and then you were flushed back to **level 1**. A note has appeared on the wall next to the door. You go closer and read the following message:

Oh my...don't just stand there and dawdle! You must work faster my friend! The water will keep drowning you and flushing you back to level 1.

You are in **level 1**. Funny thing, though. While everything else in the room looks the same, both the triangle button and the circle button seem to be in different places.


*Which button do you choose?*

If it is the [triangle](#), go to page 2.

If it is the [circle](#), go to page 7.

If you are [having trouble deciding](#), go to page 5.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Dungeon Level 1</i>						
	U							


You are now heading down the hallway toward double glass doors which lead to the classrooms. As you approach, an infrared scanner light next to the doors begins to blink and you hear a low, throbbing sound. A monitor to the right of the doors turns on, and you read these words, "Classes are in session down the hall. You will need to show your NRU Gizmo." You hold your Gizmo up to the monitor. The words "Examining Gizmo." appear on the screen. Next, you read the words, "NRU Gizmo activating. Proceed through the doors." The scanner light stops blinking, and you can no longer hear the throbbing sound. As you reach for the doors, a final message appears on the screen: "Opening hall doors. Classes are to your left."

You go through the open glass doors and enter a corridor with three doors on your left. The first one says "LAB". The second one says "CLASS". The third one says "TESTS".

*Where would you like to go first?*

- To go to [LAB](#), turn to page 15.
- To go to [CLASS](#), turn to page 17.
- To go to [TESTS](#), turn to page 13.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Classroom Corridor</i>						
	U							

You walk over and push the circle button. The water rushes out through the trap door pulling you along with it. You've been flushed back to **level 1**. You notice a parchment note on the wall next to the door. You go closer and read the following:

You've gotten the wrong sequence for level 2!  
You must concentrate if you wish to leave the dungeon...  
Now hurry along and be CAREFUL!

You are in **level 1**. Funny thing, though. While everything else in the room looks the same, both the triangle button and the circle button seem to be in different places.


*Which button do you choose?*

If it is the [triangle](#), go to page 2.

If it is the [circle](#), go to page 7.

If you are [having trouble deciding](#), turn to page 5.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Dungeon Level 1</i>						
	U							


You notice a keypad with the words “Authorized Personnel Only” written on it next to the TESTS door. The keypad has two rows of five buttons each. The buttons in the top row all have a triangle shape on them and the buttons in the bottom row have circles. The keypad screen says, “Please enter Dungeon code.” You don’t have a clue what the Dungeon Code is, but you push some buttons anyway. The screen says, “Incorrect code entered...please try again.” After you try a couple more times, the screen says, “You seem to be guessing...try attending the lecture.”

*What would you like to do?*

- To go to [CLASS](#), turn to page 17.
- To go to [LAB](#), turn to page 15.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Classroom Corridor</i>						
	U							



You walk over and push the triangle button. The water begins to recede and the door creaks open. You walk through to the next level, **level 3**, and the door clangs shut behind you. This level of the dungeon is the same as the first and second levels. The dirt floor has a large metal trap door right in the center. The walls are made of brick. There is a door in one wall, but it is locked. The other walls are barren except for a button shaped like a triangle on one wall, a button shaped like a circle on another wall, and in one corner, a pipe with a wooden switch above it near the ceiling. Water immediately starts pouring from the pipe in the corner. Something is different, however. You notice that the buttons are not in the same locations as they were in the first two levels.

*Which button do you choose?*


If it is the [triangle](#), go to page 19.

If it is the [circle](#), go to page 16.

If you are [having trouble deciding](#) go to page 10.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Dungeon Level 3</i>						
	U							




You notice a keypad with the words “Authorized Personnel Only” written on it next to the Lab door. The keypad has two rows of five buttons each. The buttons in the top row all have a triangle shape on them and the buttons in the bottom row have circles. The keypad screen says, “Please enter Dungeon code.” You don’t have a clue what the Dungeon Code is, but you push some buttons anyway. The screen says, “Incorrect code entered...please try again.” After you try a couple more times, the screen says, “You seem to be guessing...try attending the lecture.”

*What would you like to do?*

- To go to [CLASS](#), turn to page 17.
- To go to [TESTS](#), turn to page 13.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Classroom Corridor</i>						
	U							



You walk over and push the circle button. The water begins to recede and the door creaks open. You walk through to the next level, **level 4**, and the door clangs shut behind you. This level of the dungeon is the same as the first three levels. The dirt floor has a large metal trap door right in the center. The walls are made of brick. There is a door in one wall, but it is locked. The other walls are barren except for a button shaped like a triangle on one wall, a button shaped like a circle on another wall, and in one corner, a pipe with a wooden switch above it near the ceiling. Water immediately starts pouring from the pipe in the corner. Something is different, however. You notice that the buttons are not in the same locations as they were in the first three levels.

*Which button do you choose?*


If it is the [triangle](#), go to page 22.

If it is the [circle](#), go to page 20.

If you are [having trouble deciding](#), turn to page 10.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Dungeon Level 4</i>						
	U							



You push open the double doors to the classroom and find yourself in a large lecture hall. You take a seat at the back of the room. The professor is already there and begins lecturing as soon as you are settled in. In the most boring voice you have ever heard, he says, "Negative reinforcement, the stopping or ceasing of some negative or unpleasant condition as a consequence of a particular behavior. Negative reinforcement strengthens the behavior it follows." You're about to drift off to dreamland, when the professor suddenly shouts, "But first you must experience negative reinforcement. Off to the dungeon with you!"

You can't believe it. You are actually bumping and banging your way down a black hole. Eventually, you stop falling and hear a door clang shut. When you finally open your eyes, it is light enough for you to see that you really are in a dungeon.

You are sitting on a dirt floor which has a large metal trap door right in the center. The walls are made of brick. There is a door in one wall, but it is locked. The other walls are barren except for what appears to be a piece of old parchment on one wall, a button shaped like a triangle on another wall, another button shaped like a circle on the third wall, and in one corner, what appears to be a pipe with a wooden switch above it near the ceiling.

You get up, dust yourself off, and walk over to take a closer look at the parchment. Although it is indeed old, you can easily make out the following words:

Alas, my friend, you find yourself where I first came so long ago...so long I do not know when.


But this is what I do know. You are in a dungeon of five levels. In each level are two buttons; one a triangle shape and the other a circle.

There is a correct sequence in which to press the buttons so that the door unlocks to reveal the next level. If you get the sequence wrong, you will descend back to level 1, where you are now.

But you must be fast! There's a pipe in the corner behind you? It will fill the room with foul liquid, and if it rises and touches the wooden switch, you will find yourself flowing down a nasty pipe that will plop you back to this level.

I hope you fare better than I !

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Dungeon Level 1</i>						
	U							

*go to page 18*

Just as you finish reading this alarming note, water starts rushing in from the pipe in the corner.

*Which button do you choose?*


If it is the [triangle](#), go to page 2.

If it is the [circle](#), go to page 7.

If you are [having trouble deciding](#), turn to page 5.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Dungeon Level 1</i>						
	U							



You walk over and push the triangle button. The water rushes out through the trap door pulling you along with it. You've been flushed back to **level 1**. You notice a parchment note on the wall next to the door. You go closer and read the following:


You've gotten the wrong sequence for level 3!  
 You must concentrate if you wish to leave the dungeon...  
 Now hurry along and be CAREFUL!

You are in **level 1**. Funny thing, though. While everything else in the room looks the same, both the triangle button and the circle button seem to be in different places.

*Which button do you choose?*

- If it is the [triangle](#), go to page 2.
- If it is the [circle](#), go to page 7.
- If you are [having trouble deciding](#), turn to page 5.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Dungeon Level 1</i>						
	U							

You walk over and push the circle button. The water rushes out through the trap door pulling you along with it. You've been flushed back to **level 1**. You notice a parchment note on the wall next to the door. You go closer and read the following:

You've gotten the wrong sequence for level 4!  
You must concentrate if you wish to leave the dungeon...  
Now hurry along and be CAREFUL!

You are in **level 1**. Funny thing, though. While everything else in the room looks the same, both the triangle button and the circle button seem to be in different places.


*Which button do you choose?*

If it is the [triangle](#), go to page 2.

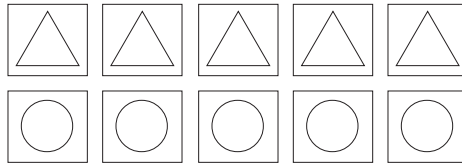
If it is the [circle](#), go to page 7.

If you are [having trouble deciding](#), turn to page 5.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Dungeon Level 1</i>						
	U							

You notice a keypad with the words “Authorized Personnel Only” written on it next to the TESTS door. The keypad has two rows of five buttons each. The buttons in the top row all have a triangle shape on them and the buttons in the bottom row have circles. The keypad screen says, “Please enter Dungeon code.” Place an X on the buttons below to enter the Dungeon code:



As soon as you finish entering the code, the keypad screen says, “Correct code entered...unlocking door. You enter the room where a student turns to greet you and says, “Hey, I’ve heard this test can be hard. Before you try to pass the test, I would make sure you’ve practiced with the examples in the Lab. I’m headed that way myself. It’s just down the hall. Come on.”

*What would you like to do?*

- To go to the [LAB](#), turn to page 27.
- To go to [CLASS](#), turn to page 23.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	R	<i>Classroom Corridor</i>						
	U							

You walk over and push the triangle button. The water begins to recede and the door creaks open. You walk through to the next level, **level 5**, and the door clangs shut behind you. This level of the dungeon is the same as the first four levels. The dirt floor has a large metal trap door right in the center. The walls are made of brick. There is a door in one wall, but it is locked. The other walls are barren except for a button shaped like a triangle on one wall, a button shaped like a circle on another wall, and in one corner, a pipe with a wooden switch above it near the ceiling. Water immediately starts pouring from the pipe in the corner. Something is different, however. You notice that the buttons are not in the same locations as they were in the first four levels.

*Which button do you choose?*


If it is the [triangle](#), go to page 26.

If it is the [circle](#), go to page 24.

If you are [having trouble deciding](#) go to page 10.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Dungeon Level 5</i>						
	U							





You open the classroom door and immediately a fellow student steps toward you and says, “Hey, you been in this class before? Man, this guy is always giving the same lecture. If I were you, I’d turn around and go back out to the hallway and maybe go down to the Lab or take a test.”

*What would you like to do?*

To go to [LAB](#) turn to page 27.  
To go to [TESTS](#), turn to page 21.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	R	<i>Classroom Corridor</i>						
	U							



You walk over and push the circle button. The water begins to recede. You notice that a parchment note has appeared on the wall next to the door. You go over and take a look. It says:

Congratulations, my friend! You have found the way out of the dungeon. Before you return to school, describe in your Gizmo what the negative consequences are that you encountered here and how they influenced your behaviors.

When you have finished writing in your Gizmo, [turn to page 25](#).

Before leaving this page, please place a check mark in your Gizmo™.

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>What is the negative condition being stopped or avoided?</i>						
	U	<i>What is the behavior being strengthened?</i>						

A second note has appeared. It says:

Do you see how the desire to avoid negative consequences (drowning and being sent back to level 1) influenced your choices for selecting which buttons to try? Did this cause you to change your behaviors?

Record the button sequence in your Gizmo (you will need it later!)

Now you should be able to continue your studies in the NRU laboratory...and curse that Dr. Bernard for sending me here!


At last, the door creaks open. You walk through and find yourself back in the NRU classroom corridor.

*Where would you like to go next?*

- To go to [LAB](#), turn to page 27.
- To go to [CLASS](#), turn to page 23.
- To go to [TESTS](#), turn to page 21.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Classroom Corridor</i>						
	U							



The water rushes out through the trap door pulling you along with it. You've been flushed back to **level 1**. You notice a parchment note on the wall next to the door. You go closer and read the following:

You've gotten the wrong sequence for level 5!  
You must concentrate if you wish to leave the dungeon...  
Now hurry along and be CAREFUL!

You are in **level 1**. Funny thing, though. While everything else in the room looks the same, both the triangle button and the circle button seem to be in different places.


*Which button do you choose?*

If it is the [triangle](#), go to page 2.

If it is the [circle](#), go to page 7.

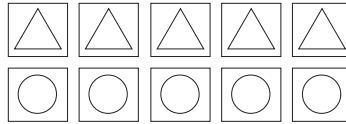
If you are [having trouble deciding](#), turn to page 5.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Dungeon Level 1</i>						
	U							

You notice a keypad with the words “Authorized Personnel Only” written on it next to the Lab door. The keypad has two rows of five buttons each. The buttons in the top row all have a triangle shape on them and the buttons in the bottom row have circles. The keypad screen says, “Please enter Dungeon code.” You push the keys in the correct sequence.

*Place an X on the buttons below to enter the Dungeon code.*

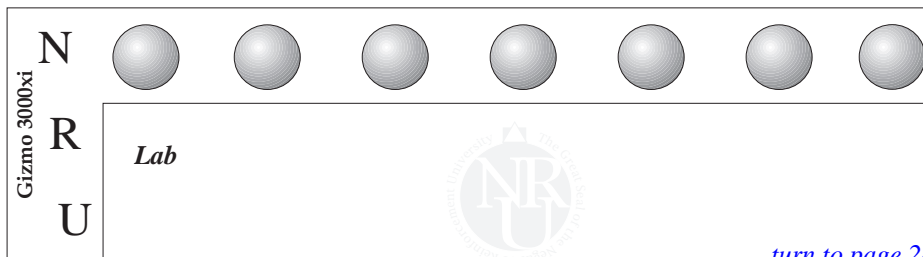


As soon as you finish entering the code, the keypad screen says, “Correct code entered...unlocking door.” The door opens and you find yourself in a small room. There is a table immediately to your left with a black box on it.

You step around to the other side of the table. The black box is actually a TV monitor. There is what appears to be a clipboard on the table in front of the TV. You pick it up. The following information is written on a sheet of paper attached to the clipboard.

1. For each lab watch the video lab example.
2. Touch the best answer for the question about condition.
3. Touch the button labeled “behavior” to answer the second question.
4. Touch the gold arrow buttons to switch lab examples.
5. Take notes with your Gizmo.
6. After you have read these instructions, remove this sheet of paper from the clipboard.

*Before leaving this page, please place a check mark in your Gizmo™.*



*turn to page 28*

You remove the instructions and set them aside. The clipboard is actually a remote control device. It lights up and turns on the TV. It has a display screen (text only) at the top and two buttons (one labeled condition, the other labeled behavior) below the screen. Below these two buttons is another button labeled Lab 1 which is between two gold arrow buttons.

You finish reading these instructions and push the right arrow button. The clipboard display screen says, "Setting up video for Lab 1..." After a few seconds, the TV begins to play the first Lab example. A large button at the bottom of the TV toggles between "Pause" and "Play" allowing you to stop or start the TV at any time. You watch the **LAB 1 EXAMPLE**.

*A student steps out of a building into bright sunlight and ducks his head down. Then he squints and reaches into his pocket. He pulls out his sunglasses, puts them on, and says, "I'm so glad I brought my sunglasses so the harsh sunlight isn't in my eyes."*

The video example ends. The following question along with two possible answers appears on the display screen of the clipboard. You touch the best answer.

*Please fill in the circle next to your choice of the best answer.*

**What negative condition is being stopped or avoided?**

- a) Eye irritation from the harsh summer sunlight  
 b) Wearing sunglasses


You push the button labeled "behavior" and the following question and possible answers now appear on the display screen. You touch the best answer.

*Please fill in the circle next to your choice of the best answer.*

**What behavior is being strengthened?**

- a) Walking with head down  
 b) Putting on sunglasses

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Lab</i>						
	U							

*go to next page*

After you have answered both questions, you press the right arrow. The clipboard display screen says, "Setting up video for Lab 2..." After a few seconds, the **LAB 2 EXAMPLE** begins to play on the TV monitor. You watch the following scenario:

*Two students are sitting next to each other on a bench. One student lights a cigarette, turns and blows smoke right into the face of the other student. The non-smoking student immediately gets up and leaves.*

The video example ends and the following question along with two possible answers appears on the display screen of the clipboard. You touch the best answer.

*Please fill in the circle next to your choice of the best answer.*

**What negative condition is being stopped or avoided?**

- a) The noxious smell of smoke
- b) Two people sharing a bench


You push the button labeled "behavior" and the following question and possible answers now appear on the display screen.

*Please fill in the circle next to your choice of the best answer.*

**What behavior is being strengthened?**

- a) Moving away from the smoker
- b) Sitting next to the smoker

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Lab</i>						
	U							

*go to next page*

After you have answered both questions, you press the right arrow. The clipboard display screen says, "Setting up video for Lab 3..." After a few seconds, the **LAB 3 EXAMPLE** begins to play on the TV monitor. You watch the following scenario:

*A man says to a little girl, "Come on now. It's time for us to go." The child stamps her foot and says in a loud, shrill voice, "No! I'm not going! I'm going to stay right here!" The man says, "No, it's time for us to go." The child folds her arms, stamps her foot harder, and shouts, "No! I'm going to stay right here!" The man then says, "All right. We'll stay for awhile."*

The video example ends and the following question along with two possible answers appears on the display screen of the clipboard. You touch the best answer.

*Please fill in the circle next to your choice of the best answer.*

**What negative condition is being stopped or avoided?**

- a) The parent talking to the child
- b) The child's tantrum


You push the button labeled "behavior" and the following question and possible answers now appear on the display screen.

*Please fill in the circle next to your choice of the best answer.*

**What behavior is being strengthened?**

- a) The child throwing a tantrum
- b) The parent giving in to the child's demands

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Lab</i>						
	U							

*go to next page*

After you have answered both questions, you press the right arrow. The clipboard display screen says, "Setting up video for Lab 4..." After a few seconds, the **LAB 4 EXAMPLE** begins to play on the TV monitor. You watch the following scenario:

*A man and a woman are sitting on a bench. He says, "I really think you should go in and talk to the professor about your grade on that last exam." She says, "Well, I don't think it would do any good." He says, "How do you know? You've never tried it before. Go ahead and see." She says, "Have you been in to see him?" He says, "Well, no, but I've never had the situation ever come up. I mean, come on. You should just go in there and talk to him like you've got nothing to lose. Just do it." She says, "All right. All right. I don't want to argue anymore. I agree."*

The video example ends and the following question along with two possible answers appears on the display screen of the clipboard. You touch the best answer.

*Please fill in the circle next to your choice of the best answer.*

**What negative condition is being stopped or avoided?**

- a) Talking  
 b) Arguing


You push the button labeled "behavior" and the following question now appears on the display screen. You touch the best answer.

*Please fill in the circle next to your choice of the best answer.*

**What behavior is being strengthened?**

- a) Giving in to the other  
 b) Continuing to argue

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Lab</i>						
	U							

*go to next page*

After you have answered both questions, you press the right arrow. The clipboard display screen says, "Setting up video for Lab 5..." After a few seconds, the **LAB 5 EXAMPLE** begins to play on the TV monitor. You watch the following scenario:

*A crying woman is standing with a police officer in front of a police car. The officer says, "Okay, ma'am. This time I'm going to let the ticket go. I'm going to give you a written warning. Make sure the offense doesn't happen again." She says, "Thank you," and smiles.*

The video example ends and the following question along with two possible answers appears on the display screen of the clipboard. You touch the best answer.

*Please fill in the circle next to your choice of the best answer.*

**What negative condition is being stopped or avoided?**

- a) Having to talk to the police
- b) The threat of receiving a traffic ticket

You push the button labeled "behavior" and the following question and answers now appear on the display screen. You touch the best answer.

*Please fill in the circle next to your choice of the best answer.*

**What behavior is being strengthened?**

- a) Crying
- b) Giving a traffic ticket

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R U	Lab						



*go to next page*

After you have answered both questions, you press the right arrow. The clipboard display screen says, "Setting up video for Lab 6..." After a few seconds, the **LAB 6 EXAMPLE** begins to play on the TV monitor. You watch the following scenario:

*It's pouring rain. You are looking at the door of a building from the outside.  
The door opens and a man looks out. He immediately opens an umbrella and  
holds it over his head as he steps outside and walks toward you.*

The video example ends and the following question along with two possible answers appears on the display screen of the clipboard. You touch the best answer.

*Please fill in the circle next to your choice of the best answer.*

**What negative condition is being stopped or avoided?**

- a) Keeping dry
- b) Getting wet


You push the button labeled "behavior" and the following question and answers now appear on the display screen. You touch the best answer.

*Please fill in the circle next to your choice of the best answer.*

**What behavior is being strengthened?**

- a) Opening the umbrella
- b) Looking out the door

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Lab</i>						
	U							

*go to next page*

After you have answered both questions, you push the right arrow. The clipboard display screen says, "Setting up video for Lab 7..." After a few seconds, the **LAB 7 EXAMPLE** begins to play on the TV monitor. You watch the following scenario:

*A man is hobbling along the sidewalk saying, "Ow. Ow." He stops, and bends over to take off his shoe. He holds the shoe up and shakes a stone out on to the sidewalk. He puts the shoe back on, starts walking again, and says, "Much better."*

The video example ends and the following question along with two possible answers appears on the display screen of the clipboard. You touch the best answer.

*Please fill in the circle next to your choice of the best answer.*

**What negative condition is being stopped or avoided?**

- a) Pain  
 b) Walking


You push the button labeled "behavior" and the following question and answers now appear on the display screen. You touch the best answer.

*Please fill in the circle next to your choice of the best answer.*

**What behavior is being strengthened?**

- a) Walking  
 b) Stopping to remove the stone from the shoe

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Lab</i>						
	U							

*go to next page*

After you have answered both questions, you press the right arrow. The clipboard display screen begins flashing. This message appears, "Please note. For the last three Lab examples, you will be writing in your answers instead of choosing the correct one from two possible answers. Your answers should be short and to the point. You may use the special pen which is in the drawer of the Lab table." You open the drawer, which you hadn't noticed before, and take out the pen.

The clipboard display screen now says, "Setting up video for Lab 8..." After a few seconds, the **LAB 8 EXAMPLE** begins to play on the TV monitor. You watch the following scenario:

*Two women are wearing shorts, t-shirts, hiking boots, and carrying backpacks. One says, "Man, that sun is intense. Sure hope I don't get sunburned while we're hiking." The other one says, "Here, use my sunscreen. It has one of those high SP numbers so it really blocks the UV rays. You won't get burned with this on." Both women begin putting the sunscreen on their arms.*

The video example ends and the following question appears on the display screen of the clipboard. Using the special pen, you write in your answer.

***Please write your answer below the question. Your answer should be short and to the point.***


***What negative condition is being stopped or avoided?***

You push the button labeled "behavior" and the following question and answers now appear on the display screen. Using the special pen, you write in your answer.

***Please write your answer below the question. Your answer should be short and to the point.***

***What behavior is being strengthened?***

***Before leaving this page, please place a check mark in your Gizmo™.***

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Lab</p>  </div> </div>						
	U							

[go to next page](#)

After you have answered both questions, you press the right arrow. The clipboard display screen says, "Setting up video for Lab 9..." After a few seconds, the **LAB 9 EXAMPLE** begins to play on the TV monitor. You watch the following scenario:

*A man is sitting at a table in his bathrobe drinking a cup of coffee. A woman dressed in a suit and carrying a briefcase walks up to him and says, "Bye, honey." He says, "You're leaving awfully early. Can't you stay and have some coffee with me?" She says, "I'd love to, but you know how I hate driving when there is a lot of traffic. If I leave early, I miss all that heavy rush-hour traffic on the expressway."*

The video example ends and the following question along with two possible answers appears on the display screen of the clipboard. Using the special pen, you write in your answer.

*Please write your answer below the question. Your answer should be short and to the point.*


*What negative condition is being stopped or avoided?*

You push the button labeled "behavior" and the following question and answers now appear on the display screen. Using the special pen, you write in your answer.

*Please write your answer below the question. Your answer should be short and to the point.*

*What behavior is being strengthened?*

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Lab</i>						
	U							

*go to next page*

After you have answered both questions, you press the right arrow. The clipboard display screen says, "Setting up video for Lab 10..." After a few seconds, the **LAB 10 EXAMPLE** begins to play on the TV monitor. You watch the following scenario:

*A man is standing in the kitchen holding open the oven door. He says, "Looks like the roast is done. I better put on the oven mitts so I don't burn myself when I take the pan out of the oven." He goes to the counter and puts on the oven mitts.*

The video example ends and the following question along with two possible answers appears on the display screen of the clipboard. Using the special pen, you write in your answer.

***Please write your answer below the question. Your answer should be short and to the point.***

***What negative condition is being stopped or avoided?***

You push the button labeled "behavior" and the following question and answers now appear on the display screen. Using the special pen, you write in your answer.


***Please write your answer below the question. Your answer should be short and to the point.***

***What behavior is being strengthened?***

The display screen reads, "You have completed all 10 Lab examples. For feedback on how well you answered the questions, press the right arrow now." You press the right arrow.

***If you have answered both questions for each of the ten Lab examples, [turn to page 40](#).***

***Before leaving this page, please place a check mark in your Gizmo™.***

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Lab</i>						
	U							

You have left the Lab and are now standing in the classroom corridor.

*Where would you like to go next?*


To go to **CLASS**, turn to page 23.

To go to **LAB**, turn to page 27.

To go to **TESTS**, turn to page 51.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Classroom Corridor</i>						
	U							



You walk over and push the triangle button. The water rushes out through the trap door nearly pulling you along with it. You notice a parchment note on the wall next to the door. You go closer and read the following:

You've gotten the wrong sequence for level 1!  
You must concentrate if you wish to leave the dungeon...  
Now hurry along and be CAREFUL!

You are still in **level 1**. Funny thing, though. While everything else in the room looks the same, both the triangle button and the circle button seem to be in different places.

*Which button do you choose?*


If it is the [triangle](#), go to page 2.

If it is the [circle](#), go to page 7.

If you are [having trouble deciding](#), turn to page 5.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Dungeon Level 1</i>						
	U							




After pressing the right arrow, the following message appears on the clipboard screen: “For feedback on LAB examples for which you picked choice ‘a’ as your answer, press the right arrow. For feedback on LAB examples for which you picked choice ‘b’ as your answer, press the left arrow. For feedback on your written answers, touch the special pen to the display screen.”

*Which feedback would you like to see?*

- For [feedback on choice “a” answers](#) turn to page 41.
- For [feedback on choice “b” answers](#), turn to page 47.
- For [feedback on written answers](#), turn to page 45.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Lab</i> 						
	U							

You press the right arrow and the following feedback appears on the clipboard display screen. You use the right arrow to scroll through all seven examples. (Lab examples begin on page 28.)

**LAB 1**

*A student steps out of a building into bright sunlight and ducks his head down. Then he squints and reaches into his pocket. He pulls out his sunglasses, puts them on, and says, "I'm so glad I brought my sunglasses so the harsh sunlight isn't in my eyes."*

**Condition**

- a) Eye irritation from the harsh summer sunlight  
**Correct.** Eye irritation is the negative condition.

**Behavior**

- a) Walking with head down  
**Incorrect.** Putting on sunglasses is the behavior.

**LAB 2**

*Two students are sitting next to each other on a bench. One student lights a cigarette, turns and blows smoke right into the face of the other student. The non-smoking student immediately gets up and leaves.*


**Condition**

- a) The noxious smell of smoke  
**Correct.** The noxious smell of the cigarette smoke is the negative condition.

**Behavior**

- a) Moving away from the smoker  
**Correct.** Moving away from the smoker is the behavior.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Lab</i>						
	U							

*go to next page*

**LAB 3**

A man says to a little girl, "Come on now. It's time for us to go." The child stamps her foot and says in a loud, shrill voice, "No! I'm not going! I'm going to stay right here!" The man says, "No, it's time for us to go." The child folds her arms, stamps her foot harder, and shouts, "No! I'm going to stay right here!" The man then says, "All right. We'll stay for awhile."

**Condition**

- a) The parent talking to the child  
**Incorrect.** The child's tantrum is the negative condition.

**Behavior**

- a) The child throwing a tantrum  
**Incorrect.** The parent giving in is the behavior.

**LAB 4**

A man and a woman are sitting on a bench. He says, "I really think you should go in and talk to the professor about your grade on that last exam." She says, "Well, I don't think it would do any good." He says, "How do you know? You've never tried it before. Go ahead and see." She says, "Have you been in to see him?" He says, "Well, no, but I've never had the situation ever come up. I mean, come on. You should just go in there and talk to him like you've got nothing to lose. Just do it." She says, "All right. All right. I don't want to argue anymore. I agree."


**Condition**

- a) Talking  
**Incorrect.** Arguing is the negative condition.

**Behavior**

- a) Giving in to the other  
**Correct.** Giving in is the behavior.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<div style="display: flex; justify-content: center; align-items: center;"> <div style="margin-right: 20px;">Lab</div>  </div>						
	U							

*go to next page*

**LAB 5**

*A crying woman is standing with a police officer in front of a police car. The officer says, "Okay, ma'am. This time I'm going to let the ticket go. I'm going to give you a written warning. Make sure the offense doesn't happen again." She says, "Thank you," and smiles.*

**Condition**

- a) Having to talk to the police  
**Incorrect.** The threat of a traffic ticket is the negative condition.

**Behavior**

- a) Crying  
**Correct.** Crying is the behavior.

**LAB 6**

*It's pouring rain. You are looking at the door of a building from the outside. The door opens and a man looks out. He immediately opens an umbrella and holds it over his head as he steps outside and walks toward you.*


**Condition**

- a) Keeping dry  
**Incorrect.** Getting wet is the negative condition.

**Behavior**

- a) Opening the umbrella  
**Correct.** Opening up the umbrella is the behavior.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Lab</i> 						
	U							

*go to next page*

**LAB 7**

*A man is hobbling along the sidewalk saying, "Ow. Ow." He stops, and bends over to take off his shoe. He holds the shoe up and shakes a stone out on to the sidewalk. He puts the shoe back on, starts walking again, and says, "Much better."*

**Condition**

- a) Pain  
**Correct.** Pain is the negative condition.

**Behavior**


- a) Walking  
**Incorrect.** Stopping to remove the stone is the behavior.

When you finish looking at the feedback, a message on the clipboard display screen asks, "Have you checked your choice 'b' answers? To check them, press the left arrow button. Have you checked your written answers? To check them, touch the special pen to the screen. If you are finished, press the right arrow button."

**What would you like to do?**

- To [check your choice "b" answers](#), turn to page 47.  
To [leave the Lab](#), turn to page 38.  
To [check your written answers](#), turn to page 45.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R							
	U							

*Lab*

You touch the special pen to the display screen and the following feedback appears. You continue to touch the pen to the screen to scroll through all three examples. (Lab examples begin on page 28.)

**LAB 8**

*Two women are wearing shorts, t-shirts, hiking boots, and carrying backpacks. One says, "Man, that sun is intense. Sure hope I don't get sunburned while we're hiking." The other one says, "Here, use my sunscreen. It has one of those high SP numbers so it really blocks the UV rays. You won't get burned with this on." Both women begin putting the sunscreen on their arms.*

**Condition**

Getting sunburned is the negative condition.

**Behavior**

Putting on sunscreen is the behavior.

**LAB 9**

*A man is sitting at a table in his bathrobe drinking a cup of coffee. A woman dressed in a suit and carrying a briefcase walks up to him and says, "Bye, honey." He says, "You're leaving awfully early. Can't you stay and have some coffee with me?" She says, "I'd love to, but you know how I hate driving when there is a lot of traffic. If I leave early, I miss all that heavy rush-hour traffic on the expressway."*








**Condition**

Heavy traffic is the negative condition.

**Behavior**

Leaving early is the behavior.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N							
	R	Lab						
	U							



*go to next page*

**LAB 10**

*A man is standing in the kitchen holding open the oven door. He says, "Looks like the roast is done. I better grab the oven mitts so I don't burn my hands when I take the pan out of the oven." He goes to the counter and puts on the oven mitts.*

**Condition**

Burned hands is the negative condition.

**Behavior**

Putting on oven mitts is the behavior.

When you finish looking at the feedback, a message on the clipboard display screen asks, "Have you checked your choice 'a' answers? To check them, press the right arrow button. Have you checked your choice 'b' answers? To check them, press the left arrow button. If you are finished, touch the special pen to the display screen."

**What would you like to do?**


To [check your choice "a" answers](#), turn to page 41.

To [check your choice "b" answers](#), turn to page 47.

To [leave the Lab](#), turn to page 38.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	Lab						
	U							



You press the left arrow and the following feedback appears on the clipboard display screen. You use the left arrow to scroll through all seven examples. (Lab examples begin on page 28.)

**LAB 1**

*A student steps out of a building into bright sunlight and ducks his head down. Then he squints and reaches into his pocket. He pulls out his sunglasses, puts them on, and says, "I'm so glad I brought my sunglasses so the harsh sunlight isn't in my eyes."*

**Condition**

- b) Wearing sunglasses  
**Incorrect.** Eye irritation is the negative condition.

**Behavior**

- b) Putting on sunglasses  
**Correct.** Putting on sunglasses is the behavior.

**LAB 2**

*Two students are sitting next to each other on a bench. One student lights a cigarette, turns and blows smoke right into the face of the other student. The non-smoking student immediately gets up and leaves.*


**Condition**

- b) Two people sharing a bench  
**Incorrect.** The noxious smell of the cigarette smoke is the negative condition.

**Behavior**

- b) Sitting next to the smoker  
**Incorrect.** Moving away from the smoker is the behavior.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Lab</i>						
	U							

*go to next page*

**LAB 3**

A man says to a little girl, "Come on now. It's time for us to go." The child stamps her foot and says in a loud, shrill voice, "No! I'm not going! I'm going to stay right here!" The man says, "No, it's time for us to go." The child folds her arms, stamps her foot harder, and shouts, "No! I'm going to stay right here!" The man then says, "All right. We'll stay for awhile."

**Condition**

- b) The child's tantrum  
**Correct.** The child's tantrum is the negative condition.

**Behavior**

- b) The parent giving in to the child's demands  
**Correct.** The parent giving in is the behavior.

**LAB 4**

A man and a woman are sitting on a bench. He says, "I really think you should go in and talk to the professor about your grade on that last exam." She says, "Well, I don't think it would do any good." He says, "How do you know? You've never tried it before. Go ahead and see." She says, "Have you been in to see him?" He says, "Well, no, but I've never had the situation ever come up. I mean, come on. You should just go in there and talk to him like you've got nothing to lose. Just do it." She says, "All right. All right. I don't want to argue anymore. I agree."


**Condition**

- b) Arguing  
**Correct.** Arguing is the negative condition.

**Behavior**

- b) Continuing to argue  
**Incorrect.** Giving in is the behavior.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<div style="display: flex; justify-content: center; align-items: center;"> <div style="margin-right: 20px;">Lab</div>  </div>						
	U							

*go to next page*

**LAB 5**

*A crying woman is standing with a police officer in front of a police car. The officer says, "Okay, ma'am. This time I'm going to let the ticket go. I'm going to give you a written warning. Make sure the offense doesn't happen again." She says, "Thank you", and smiles.*

**Condition**

- b) The threat of receiving a traffic ticket  
**Correct.** The threat of a traffic ticket is the negative condition.

**Behavior**

- b) Giving a traffic ticket  
**Incorrect.** Crying is the behavior.

**LAB 6**

*It's pouring rain. You are looking at the door of a building from the outside. The door opens and a man looks out. He immediately opens an umbrella and holds it over his head as he steps outside and walks toward you.*


**Condition**

- b) Getting wet  
**Correct.** Getting wet is the negative condition.

**Behavior**

- b) Looking out the door  
**Incorrect.** Opening up the umbrella is the behavior.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Lab</i> 						
	U							

*go to next page*

**LAB 7**

*A man is hobbling along the sidewalk saying, "Ow. Ow." He stops, and bends over to take off his shoe. He holds the shoe up and shakes a stone out on to the sidewalk. He puts the shoe back on, starts walking again, and says, "Much better."*

**Condition**

- b) Walking  
**Incorrect.** Pain is the negative condition.

**Behavior**

- b) Stopping to remove the stone from the shoe  
**Correct.** Stopping to remove the stone is the behavior.


When you finish looking at the feedback, a message on the clipboard display screen asks, "Have you checked your choice 'a' answers? To check them, press the right arrow button. Have you checked your written answers? To check them, touch the special pen to the display screen. If you are finished, press the left arrow button."

**What would you like to do?**

- To [check your choice "a" answers](#), turn to page 41.  
To [check your written answers](#), turn to page 45.  
To [leave the Lab](#), turn to page 38.

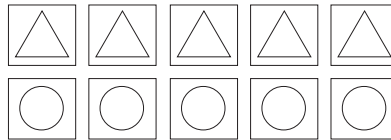
*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Lab</i>						
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You walk down the corridor to the door marked TESTS. You notice a keypad with the words “Authorized Personnel Only” written on it next to the door. The keypad has two rows of five buttons each. The buttons in the top row all have a triangle shape on them and the buttons in the bottom row have circles. The keypad screen says, “Please enter Dungeon code.” You push the keys in the correct sequence.

Place an X on the buttons below to enter the Dungeon code.



As soon as you finish entering the code, the keypad screen says, “Correct code entered...unlocking door. The door opens and you find yourself at the back of a room containing those impossibly small desks with arms for writing. All the desks are facing the chalkboard at the front. Each desk has a test booklet and a pencil on it. You choose a desk and sit down. The test booklet is the standard “Blue Book” with these words on the first two inside pages:

**NRU Examination Book**


You are about to undertake your final exam on Negative Reinforcement. There are 10 examples of which some are negative and others are not.

You will be scored upon your first chosen answer, so think thoroughly!

If you are not ready for the exam, then return to the NRU lab to review the examples.

If you are ready, then please turn this book to the next page.

Best of luck.



As soon as you turn the page, the booklet just vanishes into thin air. A panel in the desk top opens and reveals a pair of virtual reality goggles. They rise up so you can look into them. At the top, there is a band of flashing colored lights next to the word “Power”. On the bottom are two green arrow buttons pointing in different directions with an EXIT button between them. The message below appears in the lenses.

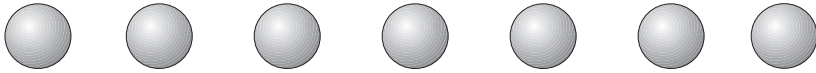
*Before leaving this page, please place a check mark in your Gizmo™.*

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*Tests*



*go to next page*



Here inside the NRU Testing Center, we are using the latest test-generating technology, the Goggle VRTester 40jxi. Your goal is to identify which of the 10 examples are truly Negative Reinforcement.

For each example, a visual image will appear in the left goggle lens. Comments about the image appear at the top of the right goggle lens. The question, "Is this an example of Negative Reinforcement?" will appear at the bottom of the right goggle lens. You will have a choice of two answers, YES or NO. You are to touch the correct answer. Each answer will have constructive feedback, but note that you will be scored on the answer you first choose!

Use the right arrow button when you are ready to proceed to the next question.

If the experience is overwhelming, we suggest that you exit and return at a later date.

*Jennifer Z. Guildhighliner*

Jennifer Z. Guildhighliner

Director of Assessment, Evaluation, Institutional Effectiveness, & Test Anxiety Administration

Touch here now!

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Tests</i>						
	U							

*go to next page*

You touch and the message goes away. **TEST EXAMPLE 1** appears in the goggles.

The following image appears in the left goggle:

*It is a picture of a man in a blue shirt sitting at a table, holding his head in his hand, and drinking from a mug.*

The following comments appear in the right goggle:

*Hate feeling groggy in the morning? Wish you could wake up? Drinking strong coffee in the morning helps our student get rid of that groggy feeling.*

*Is this an example of negative reinforcement? You touch your answer.*

**Please fill in the circle next to your answer.**

- Yes
- No

You press the right arrow and **TEST EXAMPLE 2** appears in the goggles.

The following image appears in the left goggle:

*You see the arm of a person sticking out from under the covers and reaching for the button on the top of the alarm clock next to the bed.*

The following comments appear in the right goggle:


*How fast do you turn off that obnoxious alarm clock in the morning? Here our student learns to turn it off quickly to avoid that annoying sound.*

*Is this an example of negative reinforcement? You touch your answer.*

**Please fill in the circle next to your choice of the best answer.**

- Yes
- No

**Before leaving this page, please place a check mark in your Gizmo™.**

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Tests</i>						
	U							

*go to next page*

You press the right arrow and **TEST EXAMPLE 3** appears in the goggles.

The following image appears in the left goggle:

*It is a picture of a man who is sitting at a table writing in an open notebook and holding a calculator.*

The following comments appear in the right goggle:

*What is the usual consequence of studying hard for an exam? Most likely, our student will get good grades.*

*Is this an example of negative reinforcement? You touch your answer.*

**Please fill in the circle next to your choice of the best answer.**

- Yes  
 No

You press the right arrow and **TEST EXAMPLE 4** appears in the goggles.

The following image appears in the left goggle:

*A man is shaking pills from a bottle into his hand.*

The following comment appears in the right goggle:


*We learn that by taking aspirin, or some other pain medication, we can make pain go away.*

*Is this an example of negative reinforcement? You touch your answer.*

**Please fill in the circle next to your choice of the best answer.**

- Yes  
 No

**Before leaving this page, please place a check mark in your Gizmo™.**

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Tests</i>						
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*go to next page*

You press the right arrow and **TEST EXAMPLE 5** appears in the goggles.

The following image appears in the left goggle:

*A man, sitting in the driver's seat of a car, is buckling his seat belt.*

The following comment appears in the right goggle:

*People can avoid the potentially fatal consequences of a car accident by learning to use their seat belts.*

*Is this an example of negative reinforcement?* You touch your answer.

**Please fill in the circle next to your choice of the best answer.**

- Yes
- No

You press the right arrow and **TEST EXAMPLE 6** appears in the goggles.

The following image appears in the left goggle:

*The picture is one of an instructor shaking the hand of an excited-looking student and handing the student a paper which has "Extra Credit A+" written on the front page.*

The following comments appear in the right goggle:


*You do some extra work in a class because you want more information on a particular topic. For this work the professor gives you extra-credit.*

*Is this an example of negative reinforcement?* You touch your answer.

**Please fill in the circle next to your choice of the best answer.**

- Yes
- No

**Before leaving this page, please place a check mark in your Gizmo™.**

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Tests</i>						
	U							

*go to next page*

You press the right arrow and **TEST EXAMPLE 7** appears in the goggles.

The following image appears in the left goggle:

The picture shows an adult and a child standing on the sidewalk. The adult is looking at the child and gesturing with his left hand. The child's hair is swinging across her face, and she is looking away from the adult.

The following comments appear in the right goggle:

*Adults often give in to a child's tantrums. Thus the child learns to throw tantrums to get what he or she wants.*

*Is this an example of negative reinforcement? You touch your answer.*

**Please fill in the circle next to your choice of the best answer.**

- Yes  
 No

You press the right arrow and **TEST EXAMPLE 8** appears in the goggles.

The following image appears in the left goggle:

*A young man is sitting at a table eating from a bowl containing cereal and milk.*

The following comments appear in the right goggle:


*Do you have hunger pangs after a long night of fasting? We can think of eating as a way of getting rid of those unpleasant feelings.*

*Is this an example of negative reinforcement? You touch your answer.*

**Please fill in the circle next to your choice of the best answer.**

- Yes  
 No

**Before leaving this page, please place a check mark in your Gizmo™.**

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Tests</i>						
	U							

[go to next page](#)

You press the right arrow and **TEST EXAMPLE 9** appears in the goggles.

The following image appears in the left goggle:

*The image is one of a man working at a computer in an office. There is a clock next to the computer, and on the desk next to the man's arm is a memo pad with the words "PAY DAY" written on it.*

The following comments appear in the right goggle:

*One reason you work, perhaps the primary reason, is to get paid. Your work behavior is followed by a paycheck.*

*Is this an example of negative reinforcement? You touch your answer.*

**Please fill in the circle next to your choice of the best answer.**

- Yes
- No

You press the right arrow and **TEST EXAMPLE 10** appears in the goggles.

The following image appears in the left goggle:

*There is a white car parked on the street under a large, shady tree.*

The following comments appear in the right goggle:


*People learn to park their cars in the shade if they can. Why? During the hot summer months, the inside temperature of a car parked in the sun can rise to well over 100 degrees.*

*Is this an example of negative reinforcement? You touch your answer.*

**Please fill in the circle next to your choice of the best answer.**

- Yes
- No

**Before leaving this page, please place a check mark in your Gizmo™.**

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Tests</i>						
	U							

*go to next page*

You press the right arrow. A message appears in the right goggle. It says, "You have reached the last question of the test. Touch the EXIT button to check your scores!" You touch the Exit button.

A message appears in the left goggle. It says, "For feedback on Test examples for which you chose YES as your answer, touch the right arrow. For feedback on Test examples for which you chose NO as your answer, press the left arrow."

Be sure you have answered all ten test items before checking the feedback.


*Which would you like to look at first?*

To [look at YES feedback](#), turn to page 60.

To [look at NO feedback](#), turn to page 65.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Tests</i>						
	U							



When you pressed EXIT, these words appeared in the left goggle, “A score of 7 or better meets the standard of an NRU degree. Press the right arrow button to get your diploma if you got a score of 7 or better. If you didn’t do that well, press the left arrow button.”


You press the appropriate arrow button based on your test score.

*What was your score?*

If you correctly answered 7 or more of the test items, turn to page 71.  
If you correctly answered 7 or fewer of the test items, turn to page 64.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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The following feedback appears in the right goggle. You press the right arrow to scroll through all ten examples. (Test examples begin on page 53.)

**TEST EXAMPLE 1**

IMAGE: *It is a picture of a man in a blue shirt sitting at a table, holding his head in his hand, and drinking from a mug.*

COMMENTS: *Hate feeling groggy in the morning? Wish you could wake up? Drinking strong coffee in the morning helps our student get rid of that groggy feeling.*

YES. **Correct.** The unpleasant condition of grogginess is stopped by the behavior of drinking coffee.


**TEST EXAMPLE 2**

IMAGE: *You see the arm of a person sticking out from under the covers and reaching for the button on the top of the alarm clock next to the bed.*

COMMENTS: *How fast do you turn off that obnoxious alarm clock in the morning? Here our student learns to turn it off quickly to avoid that annoying sound.*

YES. **Correct.** The annoying noise of the alarm clock is stopped by the behavior of turning off the alarm quickly.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Tests</i>						
	U							

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**TEST EXAMPLE 3**

IMAGE: *It is a picture of a man who is sitting at a table writing in an open notebook and holding a calculator.*

COMMENTS: *What is the usual consequence of studying hard for an exam? Most likely, our student will get good grades.*

YES. **Incorrect.** The behavior of studying is being reinforced by a positive condition, good grades.

**TEST EXAMPLE 4**

IMAGE: *A man is shaking pills from a bottle into his hand.*

COMMENTS: *We learn that by taking aspirin, or some other pain medication, we can make pain go away.*

YES. **Correct.** Pain is stopped by the behavior of taking aspirin.


**TEST EXAMPLE 5**

IMAGE: *A man, sitting in the driver's seat of a car, is buckling his seat belt.*

COMMENTS: *People can avoid the potentially fatal consequences of a car accident by learning to use their seat belts.*

YES. **Correct.** Injury, should an accident occur, will be avoided by the behavior of putting on a seat belt.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R							
	U							

Tests

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## TEST EXAMPLE 6

IMAGE: *The picture is one of an instructor shaking the hand of an excited-looking student and handing the student a paper which has "Extra Credit A+" written on the front page.*

COMMENTS: *You do some extra work in a class because you want more information on a particular topic. For this work the professor gives you extra-credit.*

YES. **Incorrect.** The behavior of doing extra work was followed by a positive condition, extra-credit.

## TEST EXAMPLE 7

IMAGE: *The picture shows an adult and a child standing on the sidewalk. The adult is looking at the child and gesturing with his left hand. The child's hair is swinging across her face, and she is looking away from the adult.*

COMMENTS: *Adults often give in to a child's tantrums. Thus the child learns to throw tantrums to get what he or she wants.*

YES. **Incorrect.** The child's behavior of throwing a tantrum is reinforced by the adult giving in, a positive condition.


## TEST EXAMPLE 8

IMAGE: *A young man is sitting at a table eating from a bowl containing cereal and milk.*

COMMENTS: *Do you have hunger pangs after a long night of fasting? We can think of eating as a way of getting rid of those unpleasant feelings.*

YES. **Correct.** Those unpleasant hunger pangs are stopped by the behavior of eating.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Tests</i>						
	U							

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TEST EXAMPLE 9

IMAGE: *The image is one of a man working at a computer in an office. There is a clock next to the computer, and on the desk next to the man's arm is a memo pad with the words "PAY DAY" written on it.*

COMMENTS: *One reason you work, perhaps the primary reason, is to get paid. Your work behavior is followed by a paycheck.*

YES. **Incorrect.** The behavior of working is followed by the positive condition of being paid.

TEST EXAMPLE 10

IMAGE: *There is a white car parked on the street under a large, shady tree.*

COMMENTS: *People learn to park their cars in the shade if they can. Why? During the hot summer months, the inside temperature of a car parked in the sun can rise to well over 100 degrees.*

YES. **Correct.** The undesirable condition of a superheated car interior is avoided by the behavior of parking in the shade.

When you finish looking at the feedback, a message in the left goggle asks, "Have you checked your NO answers? To check them, press the left arrow button. To complete your NRU studies, press EXIT."

*What would you like to do?*

- To [check your NO answers](#), turn to page 65.
- To [complete your NRU studies](#), turn to page 59.

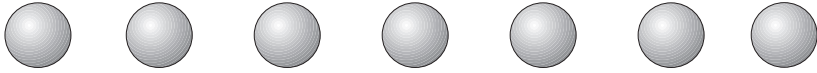
*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi


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*Tests*



You press the left arrow button and the following message appears in the left goggle.

“Your score of less than 7 out of 10 does not meet the standard for an NRU degree. Press the left arrow button to retake the test. Or, you may press the EXIT button to turn off the NRU test goggles and leave the testing room.”


*What would you like to do?*

To [retake the test](#), turn to page 52.

To [leave the testing room](#), turn to page 70.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Tests</i>						
	U							



The following feedback appears in the left goggle. You press the left arrow to scroll through all ten examples. (Test examples begin on page 53.)

**TEST EXAMPLE 1**

IMAGE: *It is a picture of a man in a blue shirt sitting at a table, holding his head in his hand, and drinking from a mug.*

COMMENT: *Hate feeling groggy in the morning? Wish you could wake up? Drinking strong coffee in the morning helps our student get rid of that groggy feeling.*

NO. **Incorrect.** The unpleasant condition of grogginess is stopped by the behavior of drinking coffee.


**TEST EXAMPLE 2**

IMAGE: *You see the arm of a person sticking out from under the covers and reaching for the button on the top of the alarm clock next to the bed.*

COMMENTS: *How fast do you turn off that obnoxious alarm clock in the morning? Here our student learns to turn it off quickly to avoid that annoying sound.*

NO. **Incorrect.** The annoying noise of the alarm clock is stopped by the behavior of turning off the alarm quickly.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi N R U	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
	Tests
	

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**TEST EXAMPLE 3**

IMAGE: *It is a picture of a man who is sitting at a table writing in an open notebook and holding a calculator.*

COMMENTS: *What is the usual consequence of studying hard for an exam? Most likely, our student will get good grades.*

NO. **Correct.** The behavior of studying is being reinforced by a positive condition, good grades.

**TEST EXAMPLE 4**

IMAGE: *A man is shaking pills from a bottle into his hand.*

COMMENTS: *We learn that by taking aspirin, or some other pain medication, we can make pain go away.*

NO. **Incorrect.** Pain is stopped by the behavior of taking aspirin.


**TEST EXAMPLE 5**

IMAGE: *A man, sitting in the driver's seat of a car, is buckling his seat belt.*

COMMENTS: *People can avoid the potentially fatal consequences of a car accident by learning to use their seat belts.*

NO. **Incorrect.** Injury, should an accident occur, will be avoided by the behavior of putting on a seat belt.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Tests</i>						
	U							

*go to next page*

TEST EXAMPLE 6

IMAGE: *The picture is one of an instructor shaking the hand of an excited-looking student and handing the student a paper which has "Extra Credit A+" written on the front page.*

COMMENTS: *You do some extra work in a class because you want more information on a particular topic. For this work the professor gives you extra-credit.*

NO. **Correct.** The behavior of doing extra work was followed by a positive condition, extra-credit.

TEST EXAMPLE 7

IMAGE: *The picture shows an adult and a child standing on the sidewalk. The adult is looking at the child and gesturing with his left hand. The child's hair is swinging across her face, and she is looking away from the adult.*

COMMENTS: *Adults often give in to a child's tantrums. Thus the child learns to throw tantrums to get what he or she wants.*

NO. **Correct.** The child's behavior of throwing a tantrum is reinforced by the adult giving in, a positive condition.


TEST EXAMPLE 8

IMAGE: *A young man is sitting at a table eating from a bowl containing cereal and milk.*

COMMENTS: *Do you have hunger pangs after a long night of fasting? We can think of eating as a way of getting rid of those unpleasant feelings.*

NO. **Incorrect.** Those unpleasant hunger pangs are stopped by the behavior of eating.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R							
	U							

*Tests*

*go to next page*

## TEST EXAMPLE 9

IMAGE: *The image is one of a man working at a computer in an office. There is a clock next to the computer, and on the desk next to the man's arm is a memo pad with the words "PAY DAY" written on it.*

COMMENTS: *One reason you work, perhaps the primary reason, is to get paid. Your work behavior is followed by a paycheck.*

NO. **Correct.** The behavior of working is followed by the positive condition of being paid.

## TEST EXAMPLE 10

IMAGE: *There is a white car parked on the street under a large, shady tree.*

COMMENTS: *People learn to park their cars in the shade if they can. Why? During the hot summer months, the inside temperature of a car parked in the sun can rise to well over 100 degrees.*


NO. **Incorrect.** The undesirable condition of a superheated car interior is avoided by the behavior of parking in the shade.

When you finish looking at the feedback, a message in the right goggle asks, "Have you checked your YES answers? To check them, press the right arrow button. If you are ready to complete your NRU studies, press EXIT."

*What would you like to do?*

To [check your YES answers](#), turn to page 60.  
To [complete your NRU studies](#), turn to page 59.

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Tests</i> 						
	U							

Oh, dear! The water is rising rapidly. Just as it reaches your chin, the water rushes out almost pulling you with it. A note has appeared on the wall next to the door. You go closer and read the following message:

Oh my...don't just stand there and dawdle! You must work faster my friend! The water will keep drowning you and flushing you back to level 1.


You are still in **level 1**. Funny thing, though. While everything else in the room looks the same, both the triangle button and the circle button seem to be in different places.

*Which button do you choose?*

- If it is the [triangle](#), go to page 2.
- If it is the [circle](#), go to page 7.
- If you are [having trouble deciding](#), turn to page 5.

*Before leaving this page, please place a check mark in your Gizmo™.*

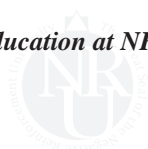
Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Dungeon Level 1</i>						
	U							



You press the EXIT button, the NRU test goggles turn off, and you leave the testing room. [You head down the hallway and out of the building.](#)

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	R	<i>You have completed your education at NRU.</i>						
	U							



You press the right arrow button and this memo appears in the right goggle.

MEMO

TO: NRU STUDENTS

FROM: Associate Dean of Diplomas

RE: GRADUATION

CONGRATULATIONS.

YOU HAVE EARNED YOUR DEGREE IN NEGATIVE REINFORCEMENT. READ THIS MEMO CAREFULLY, THEN TOUCH HERE TO DISCARD IT.


YOU ARE NOW DONE WITH YOUR STUDIES HERE. YOU MAY MAKE YOUR WAY BACK TO THE FRONT DOOR AND EXIT BACK TO THE WORLD.

*Johnny F. Gilkgierd, Sr.*  
Johnny F. Gilkgierd, Sr.  
Associate Dean of Diplomas

You touch the memo and as it fades away, a picture of your diploma appears in its place.

*Please enter the following information in the document below: your name, your score on the final exam, and today's date.*

*Before leaving this page, please place a check mark in your Gizmo™.*

Gizmo 3000xi	N	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	R	<i>Tests</i>						
	U							

*go to next page*

Negative Reinforcement University


To all to whom these letters shall come:  
By virtue of the authority invested in it, by law and  
on recommendation of the University faculty Does hereby confer on

\_\_\_\_\_

who has satisfactorily completed  
(by the score of (\_\_\_/10 )  
the study prescribed.

Therefore the Degree of  
Master of Negative Reinforcement

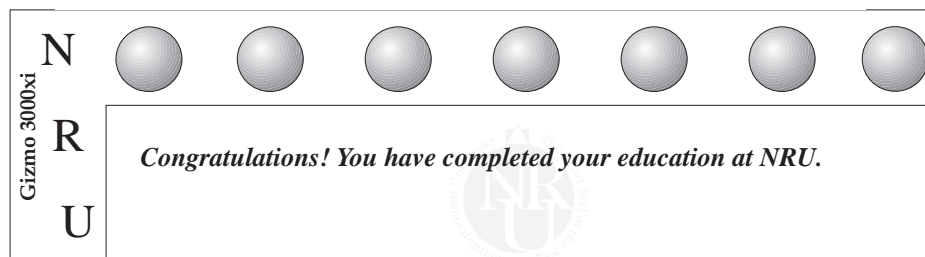
With all the rights, privileges, and honors pertaining is given  
In witness whereof the seal of the University is  
hereby affixed on the Day \_\_\_\_\_



President of the University

Another message appears, this time in the left goggle. It says, "Press EXIT to print your diploma."

You press the EXIT button. Your diploma prints out at a printer in the back of the room, and the goggles lower back into the desktop. You leave the TESTS room with your diploma in hand, **and make your way down the hallway and out of the building.**





**negative  
reinforcement**

**university**

# **negative reinforcement university**

**a studio 1151 project**

<http://www.mcli.dist.maricopa.edu/studio/>

**concept and design**

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David Luce (Scottsdale Community College)**

**studio 1151**

**Naomi Story, Mogul  
Alan Levine, Vice President of Development  
Karen McNally, Executive Project Coordinator  
Kurt Leinbach, 3D Models**