

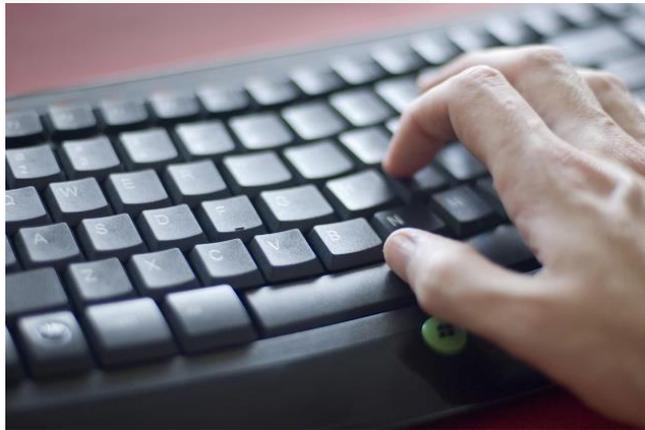
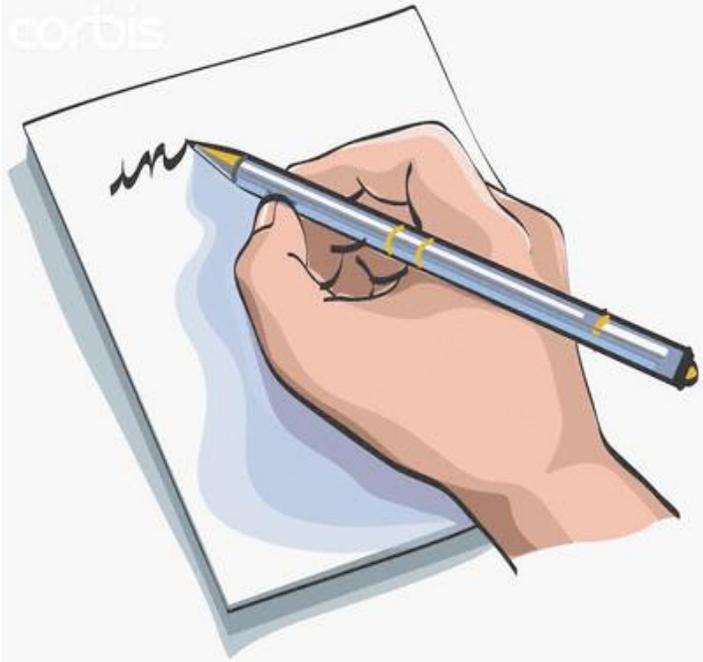
# Ways of Learning from Neuroscience & Learning Theories

**Or Why Learning Can Make  
You Happy**

Prof. Kate Goodman  
CU Denver | Inworks

**What are your assumptions  
about learning?**

corbis



## why take notes?

Taking notes is a strong method to retain what you're hearing.

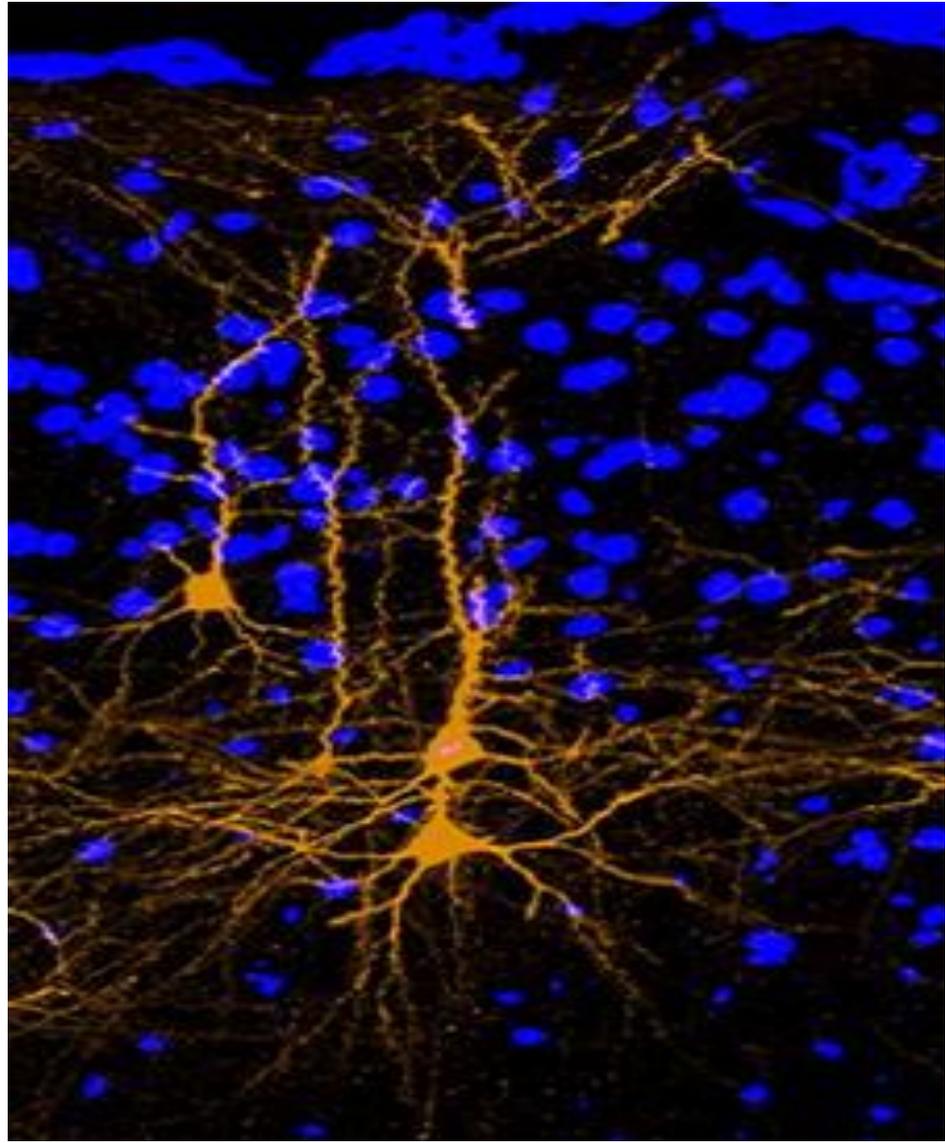
People taking notes by hand **retain better conceptual understanding** than people who typed their notes.

Mueller, P. a, & Oppenheimer, D. M. (2014). The Pen Is Mightier Than the Keyboard: Advantages of Longhand Over Laptop Note Taking. *Psychological Science*, 25, 1159–1168. <https://doi.org/10.1177/0956797614524581>

# Meta- Cognition!

## Thinking about Thinking

*The act of noticing how you are thinking, what leads to **productive work** and what leads to a **dead end***



# What's happening inside the brain when we learn?

Image source: <http://www.brainfacts.org>,  
Nelson, et al. The Journal of  
Neuroscience, 2013.

## Exercise : a memory

- With a partner discuss a time you learned something
  - Can you recall events, sensation relating to senses other than vision?
  - How long ago was this memory?

# Episodic Memory

# Exercise: Remember a fact

- With a partner:
  - List all the states that have a common boundary with Colorado
  - List their capitals

**Semantic Memory**

For those who  
really want an  
answer:



# Declarative Memories

- Episodic (I can tell you the episode or story)
- Semantic (I can tell you the fact I know)

**“remembering something”**



**“learning something”**

## Exercise: repeat a skill

- List daily tasks you don't have to really think about to do.

**Non-declarative or  
Procedural  
Memory**

# Neurons learn in 2 ways

- Error-driven Learning

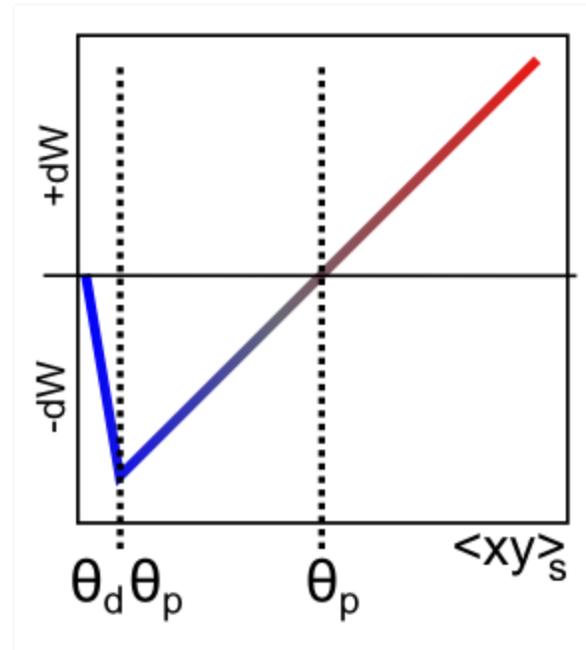
*“Well, that didn’t go like I expected”*

- Hebbian Learning

*“What fires together wires together”*

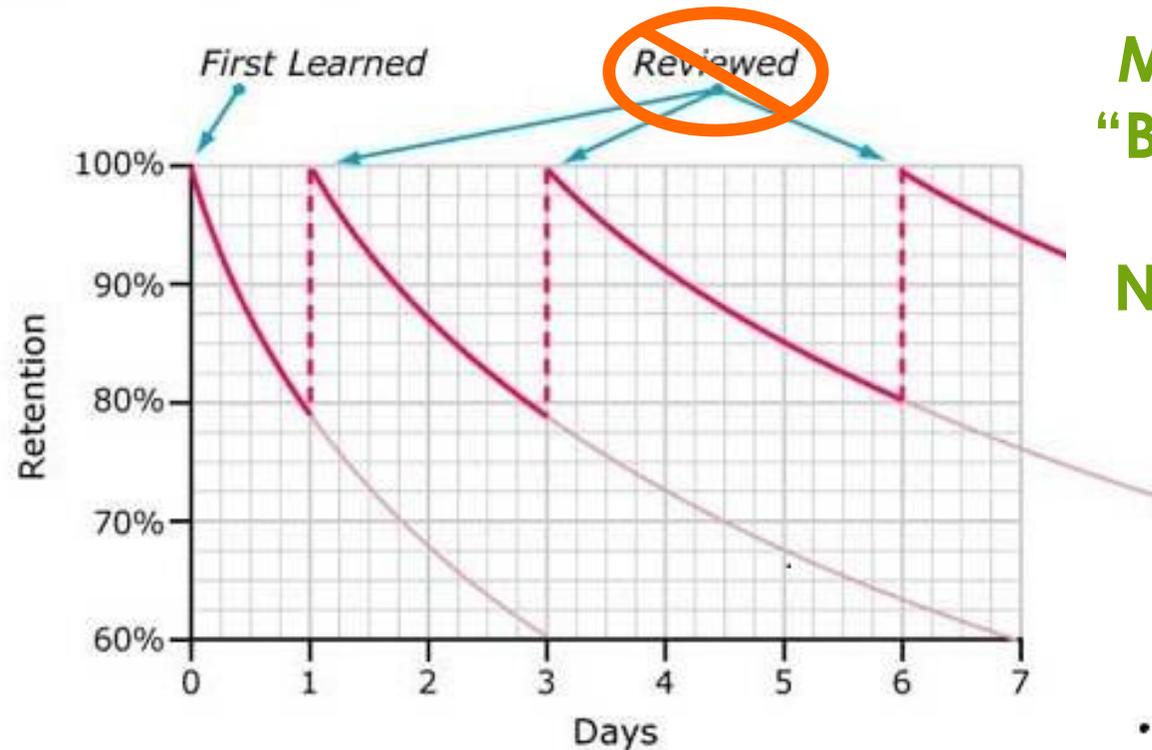
# Error-Driven Learning

- Neurons require a certain amount of neuro-transmitter to fire. That threshold ( $\Theta$ ) is flexible
- When something unexpected happens, it resets to a new level



# Spaced Recall uses Error-Driven Learning

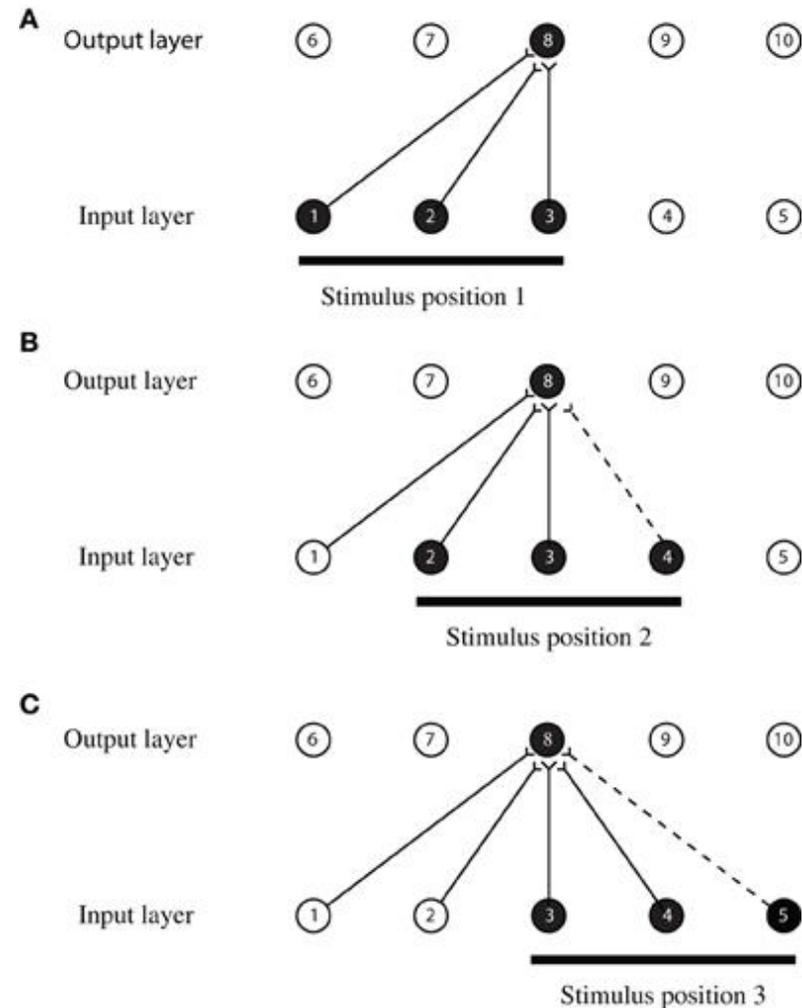
Typical Forgetting Curve for Newly Learned Information



**Moments of  
“Blank Page”  
Testing  
NOT REVIEW**

# Hebbian Learning

- Sets of neurons fire together
- If one part of a neural sequence fires, the others that often fire with it will weakly activate



## Error-Driven

- Learning a new fact can happen in a single instance
- Long-term learning assisted by repeated error-driven moments
- Placed into long term memory from working memory by your hippocampus during sleep

## Hebbian

- Skills are learned through repeat exposure
- Method of “remembering” not completely understood

Source: <https://grey.colorado.edu/CompCogNeuro/index.php/CCNLab>

**Long term memory is structural** –  
your neurons are wired in a new  
configuration

**Short term (working) memory**  
**is (somewhat) electrical** –  
which is why something can  
“slip your mind”

# **Learning Theories**

**or**

**what do we think learning is on a whole-person scale?**

# Two Metaphors for Knowing

## Plato

- We draw knowledge up out of ourselves
- Socratic method – guided questioning draws out knowing
- **Recollection** from *Meno*

## Aristotle

- We settle down into knowing
- We experience things outside ourselves, and by settling into a particular context, learn it.
- Greek **hexis**, often translated as **habit**

(Aristotle never said)

We are what we  
repeatedly do. Excellence  
is not an act, but a habit.”

- William Durant

(1926, summing up part of Aristotle's *Ethics*)

# Problem: Recall & Habit - too Passive

Plato's *Recollection* is better described as introspection or **reflection**

## Piaget's **Constructivism**

Focuses on learners *assimilating* new concepts to regain *equilibrium*

Highlights the need for *reflection*

(Piaget, 1964)

# Problem: Recall & Habit - too Passive

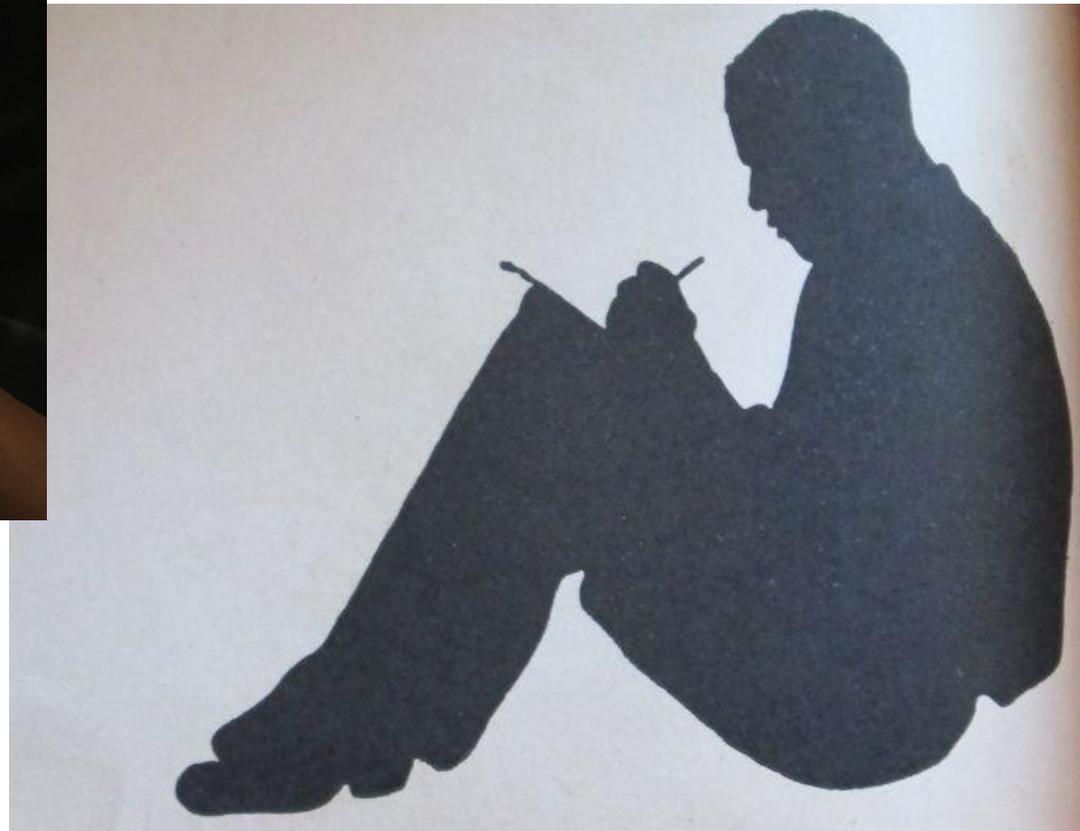
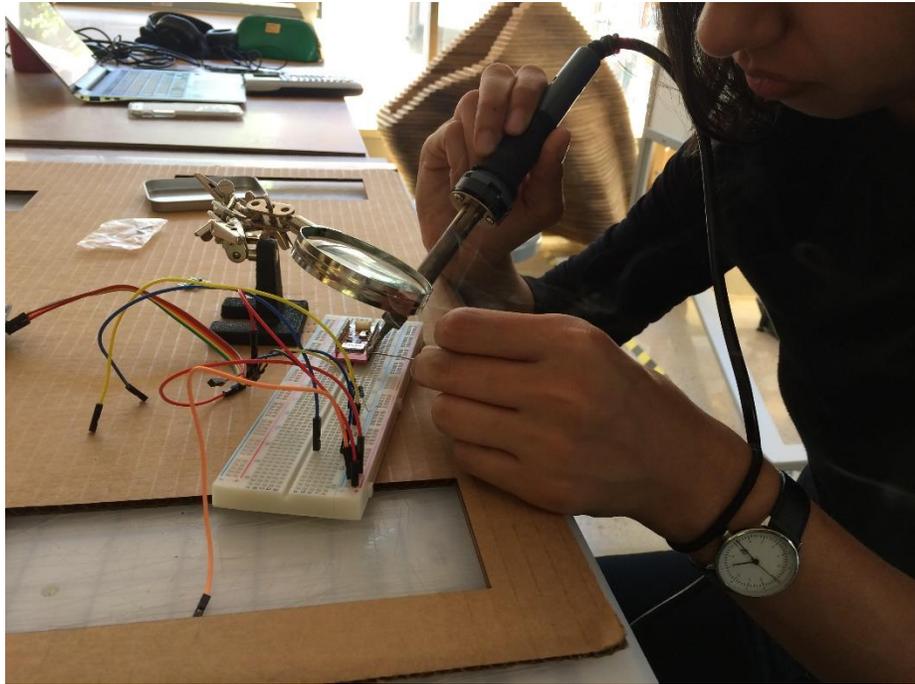
Aristotle's *Habit* better described as **immersion**

## Papert's **Constructionism**

- Focuses on learners need to construct new ideas as structures in their minds; this is most easily accomplished while building things
- Highlights the need for *immersion*

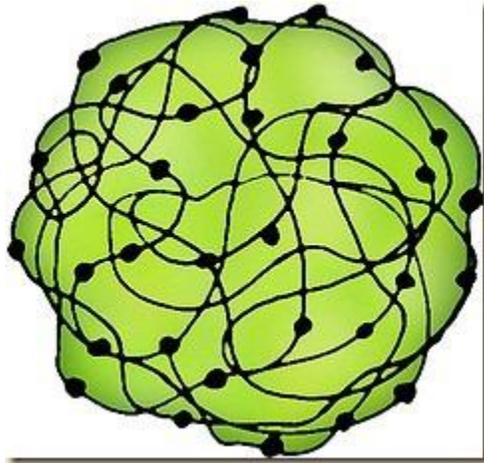
(Papert & Harel, 1991)

We need both reflection  
& immersion

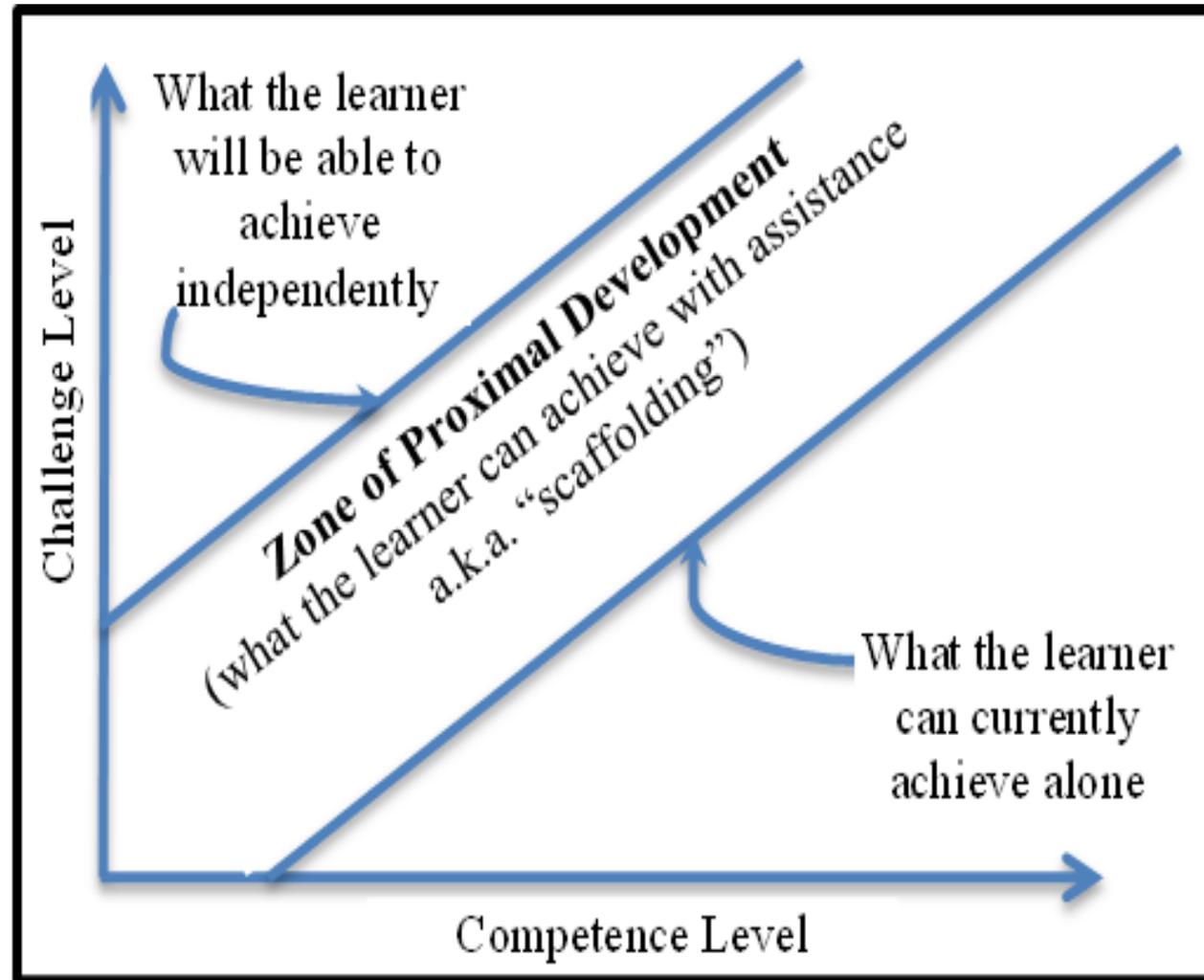


**When do you allow your  
mind to wander?**

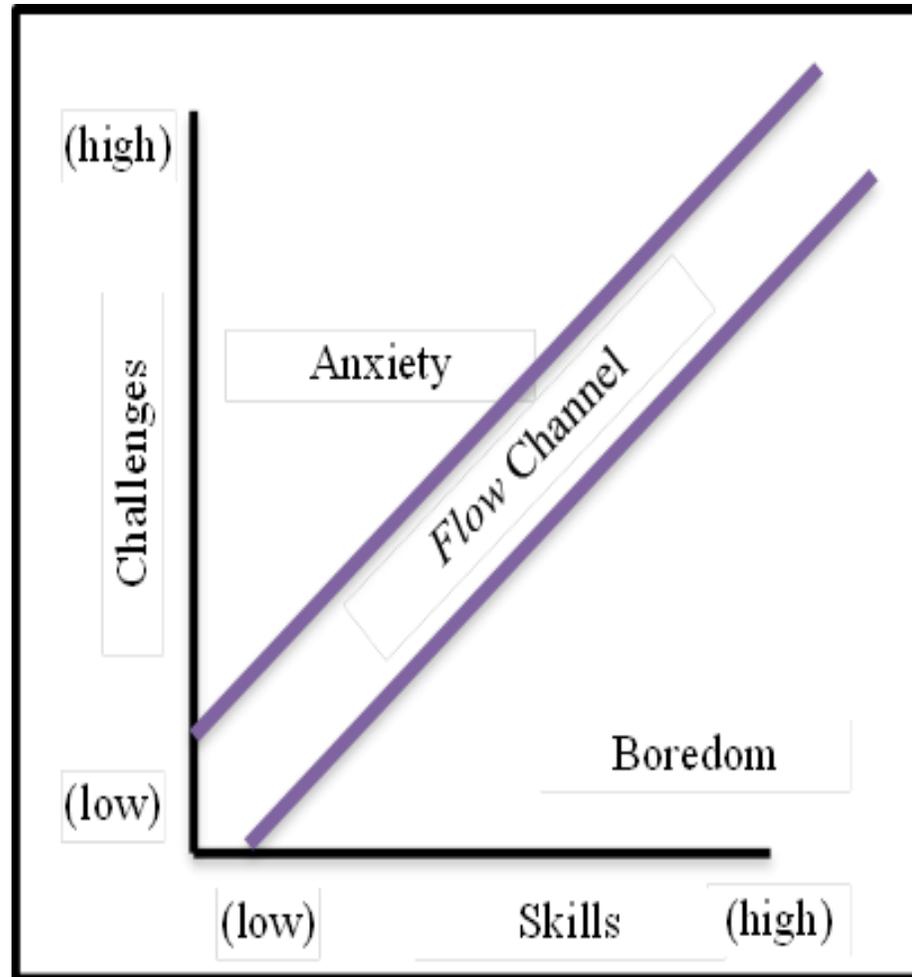
**Why is this important?**



# Vygotsky and the Zone of Proximal Development (ZPD)



# Flow by Csikszentmihalyi



What are you doing when you report being the happiest?

## So what?

- Being **self-aware** about how you learn will help you learn (meta-cognition)
- Declarative memory requires **sleep** to encode;
- **Blank Page** Quizzing helps (creates a moment of error-driven learning)
- Skills (non-declarative memory) require **repetition** (encourages Hebbian / habit forming)
- Challenging yourself to learn more puts you in your ZPD – and also leads to **flow**

# The “So What” for Engineers

- Introducing people to a new design or system often **requires that they learn** how to use it.
- How can we design in ways that naturally work with how people learn, to reduce frustration / **increase usage of our work?**