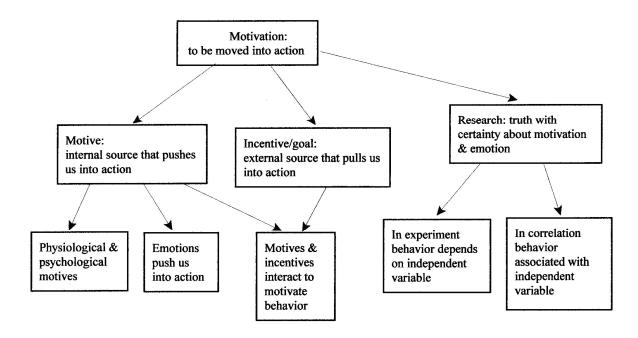
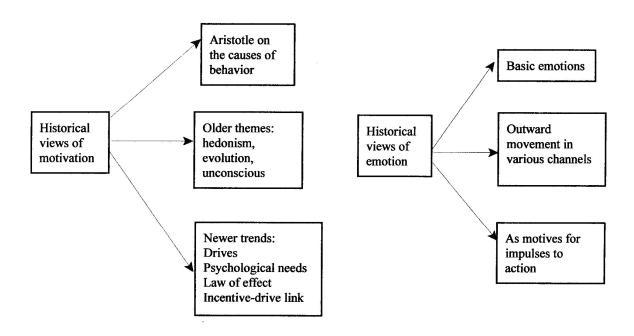
# **Chapter 1. Introduction to Motivation and Emotion** Concept Map



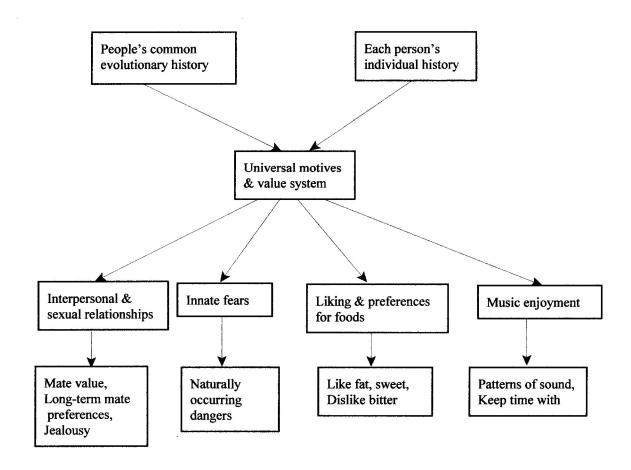
- 1. Describe what motivation is
- 2. Differentiate between internal and external sources of motivation
- 3. Illustrate how internal and external sources combine to motivate behavior
- 4. Explain how a person's evolutionary and personal past determine what is currently motivating
- 5. Exemplify different behaviors that reflect motivation
- 6. Differentiate between biological and psychological aspects of motivation.
- 7. Describe what an emotion is and why it is considered a motive
- 8. Describe how psychologists conduct research in motivation and emotion

# **Chapter 2. The History of Motivation and Emotion** Concept Map



- 1. Describe what hedonism is and how it motivates behavior.
- 2. Use evolution theory to explain why humans are alike and different in what motivates them
- 3. Differentiate between unconscious and conscious motivation
- 4. Differentiate between physiological needs and psychological needs
- 5. Describe results of early research on the effects of drive level, reward magnitude and delay
- 6. Provide historical views on the physiology, impulsiveness, and facial expressions of emotions

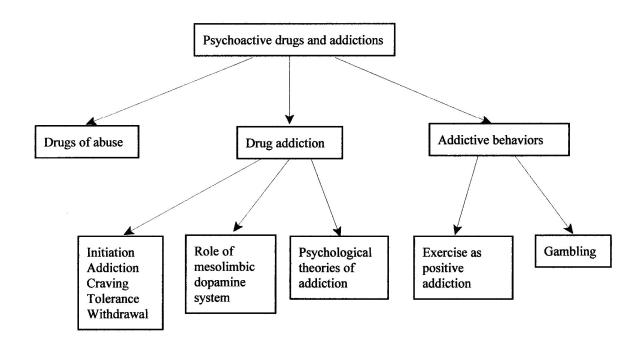
**Chapter 3. Evolutionary Antecedents of Motivation** Concept Map



- 1. Differentiate between evolutionary history and personal history
- 2. Describe what universal motives are and explain how they evolved
- 3. Describe the differences between men and women regarding long-term mate selection
- 4. Explain the function of love and jealousy for maintaining a relationship
- 5. Explain the function of fear as a universal motive
- 6. Describe the evolutionary significance of taste preferences in very young infants
- 7. State why psychologists have difficulty explaining the evolutionary significance of music

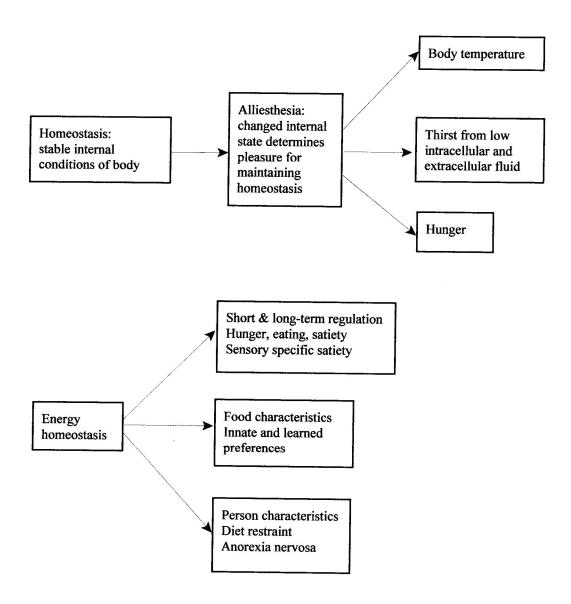
## **Chapter 4. Addictions and Addictive Behaviors**

Concept Map



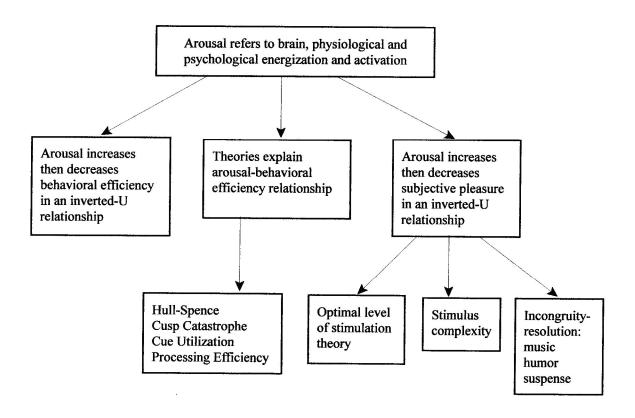
- 1. Describe what psychoactive drugs are and what psychoactive drugs do
- 2. Elucidate the characteristics of drug addiction or drug dependence
- 3. Follow the path of a drug from ingestion, to the brain, and to the emergence of pleasure
- 4. Describe ways environmental stimuli contributes to drug craving and drug use
- 5. Differentiate between positive reinforcement and negative reinforcement of drug use
- 6. Differentiate between negative addiction and positive addiction
- 7. Elucidate the parallels between drug addiction and gambling addiction

**Chapter 5. Homeostasis: Temperature, Thirst, Hunger, and Eating** Concept Map



- 1. Describe how pleasure from dressing, drinking, and eating depends on one's internal state
- 2. Illustrate how the negative feedback system works to maintain temperature homeostasis
- 3. Follow the chain of events that govern energy homeostasis
- 4. List physiological and environmental factors that determine the start and end of eating
- 5. Describe food characteristics that determine what and how much a person eats
- 6. Differentiate between innate and experiential factors that determine what a person likes to eat
- 7. Describe differences among people that indicate when they start and stop eating

**Chapter 6. Behavior, Arousal, and Affective Valence** Concept Map



- 1. Describe what arousal is in the realm of physiology, the brain, and psychology
- 2. List various source of arousal
- 3. Describe how the efficiency of behavior changes with arousal intensity and task complexity
- 4. Explain why behavioral efficiency depends on the level of arousal
- 5. Describe what is affective valence is and how it motivates behavior
- 6. Describe how does affective valence change with stimulus intensity, complexity, and arousal
- 7. Explain changes in people's stimulus preferences as a result of their experiences
- 8. Explain why people enjoy of humor, music, and suspense.