REWARDS

are the
Centre of Life

A synopsis of all the important points

The purpose of learning is to achieve more and better REWARDS

Schultz

Learning is rewarded by better rewards that are secured faster and more efficiently.

The day of rewards being viewed as a bonus or treat, or a "good dog" with a pat on the head being sufficient are being replaced with a deeper understanding out of which we engineer more elegant application.

Rewards are both a tool and process. We learn the skills of using the tools to shape learning and the process to enquire about what an individual finds a reward at that exact moment.

Rewards are an interwoven fabric that includes connection, engagement, satisfaction from progress, sense of accomplishment and joy of mutual learning.

REWARDS
are not defined by their physical properties but by the behavioral reactions they induce.

Schultz

Neuronal Reward and Decision Signals: from Theories to Data. ➥

Wolfram Schultz

What is a
REWARD?

Do we see approach and DESIRE for that reward at this moment?

How much is this reward worth; what is its VALUE?

How much effort will be needed? What has been learned from previous experience?

What are the POTENTIAL rewards; how do we find them and recognise them?

PLEASURE

DESIRE

Will the dog enjoy PLEASURE of consumption?

POTENTIAL

STIMULUS

Something that will stimulate the senses

OBJECTS

Toys, bones, target, people, sofa, bowl.

EVENTS

Learning, walks, classes, grooming, greeting

ACTIVITIES

Playing, jumping, chasing, searching, running

SITUATIONS

Company, approval, proximity, security, comfort

REWARDS

Any Stimulus, Object, Event, Activity or Situation that has the potential to make us APPROACH and Consume is by definition a REWARD.

Schultz

What are the REWARDS?

Physiological:

Food and liquid

Activities for mating

Caring for offspring

Comfort and security

Movement

Running, swimming, dancing with butterflies, playing: each can have their own pleasures.

"Movements produce proprioceptive stimulation in muscle spindles and joint receptors, touch stimulation on the body surface, and visual stimulation. All of which can be perceived as pleasurable and thus has reward functions"

Schultz

Psychological:

Social approval

Novelty (exploration)

Companionship

Co-operative activities (teamwork)

Connection

Control

Learning

Extrinsic REWARDS

Provide motivation for behaviour and are external to the individual: food, resources, toys.

Intrinsic REWARDS

Do not require extrinsic rewards to be rewarding: they are rewarding for their own sake.

LearningAboutDogs.com

REWARD predictor

The Reward Predicting Stimulus produces two components:
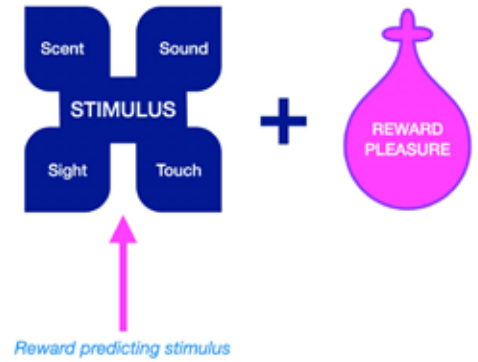
A PREDICTION OF A REWARD

and

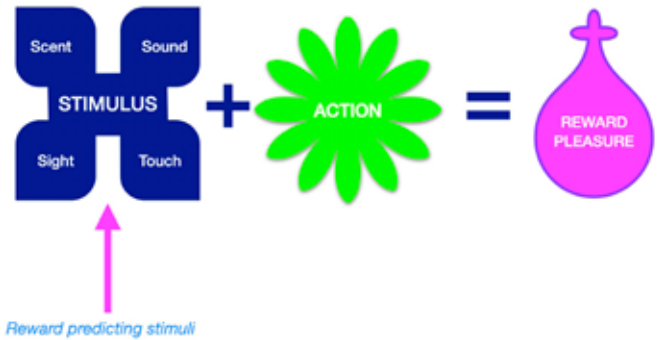## AN INCENTIVE TO PERFORM THE ACTION

On hearing a familiar cue the response will be a prediction of reward-pleasure, followed by an attentiveness, memory searching and preparedness to perform the action that matches the cue.

In all likelihood there will also be a moment of decision making whether responding to that cue is worth the effort.
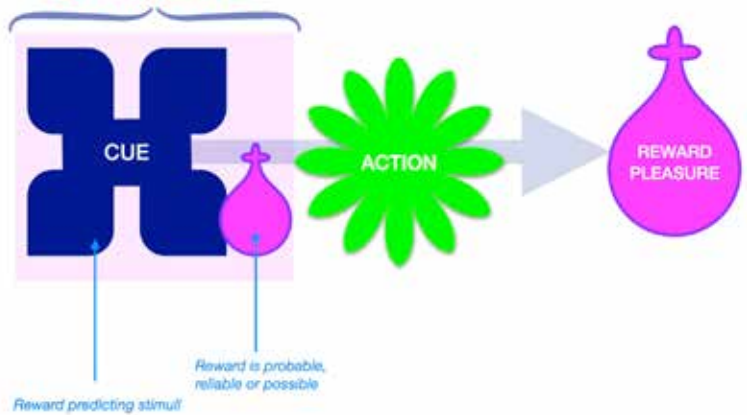

CLASSICAL CONDITIONING

Scent | Sound
STIMULUS
Sight | Touch
+
REWARD PLEASURE

Reward predicting stimulus

OPERANT CONDITIONING

Scent | Sound
STIMULUS
Sight | Touch
+ ACTION = REWARD PLEASURE

Reward predicting stimuli

OPERANT CONDITIONING

CLASSICAL EFFECT

CUE → ACTION → REWARD PLEASURE

Reward is probable, reliable or possible

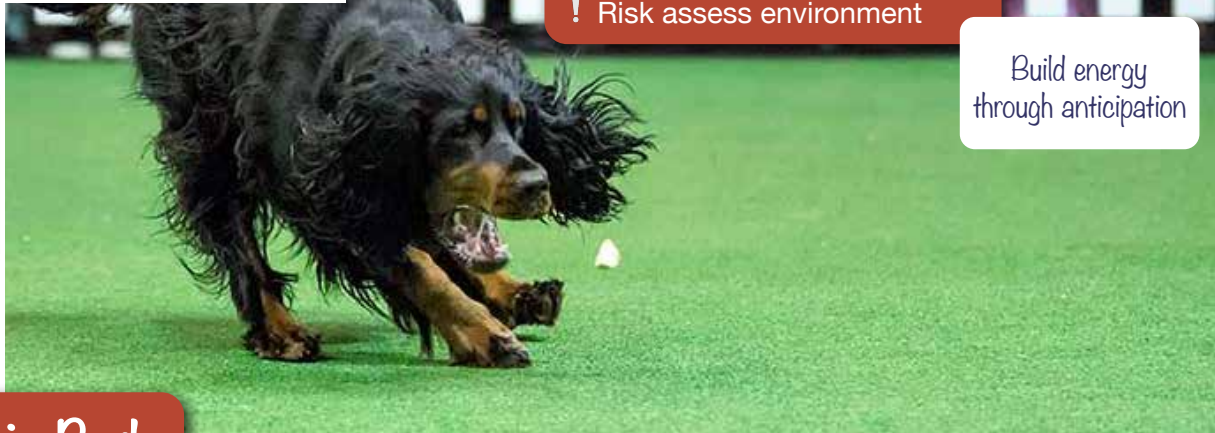Reward predicting stimuli

Want to explore
REWARD PREDICTION ERROR?
A key change in your understanding and application:

REWARDS SKILLS COURSE

The way a REWARD is delivered is as important as the REWARD itself

Chaser
😁 Food thrown along floor
😁 Chaser-treats clearly visible
❗ No hunting required
❗ Risk assess environment

Build energy through anticipation

😁 Always a clear Delivery Cue first

Breakfast in Bed
👉 Full service where food is delivered direct
👉 Dog should not reach, step or stretch for the food.

Ideal for passive learning

For REWARD on station

Ideal for resetting a new start position

Catch
🙄 Thrown for the perfect, easy catch
❗ No risky jumping
✓ Tossing skills need practise: over arm & underarm

Table Service
👉 Placed nearby and collect from floor or hand.

Perfect when carrying no food

Shopping?
👉 Food in a container nearby
👉 Both travel to collect
😁 Build the anticipation and length of the REWARD process.

Always deliver with your full attention and take time to enjoy the pleasure the dog is experiencing

Behavioural scientists explored every scenario of reinforcement:

the quantity;

the ratio of behaviours to reinforcement:

every time, every other time;

as a result of certain criteria;

after a certain number of seconds regardless of the behaviour;

for everything else but the behaviour;

thinning of reinforcement.

Have sympathy for those rats and pigeons.

But. Our world cannot possibly live with such precision of reinforcement management. We can add, layer up and wear different colours, but we cannot strip off all the underlying reinforcers. Our animals are not living in boxes deprived of all other reinforcement opportunities.

Work on the one to one ratio:
If there is a cue there will be REWARD if the response is successful

What that REWARD is may vary from situation to situation. This variety gives flavour and dynamics to the process. The craft of a good trainer is to be able to provide the REWARDS that the animal regards as most spicy and colourful at that time it must match the behaviour, the effort, and nurture the future of that behaviour.

It will change over the life of that behaviour. The promise that there will always be REWARD is the foundation of trust. Cue, get the desired response, if you do not then deliver the reinforcer it will break one of the little strands of your trust threads.

Think of those suspension bridges made up of thousands and thousands of threads that together provide superb strength and flexibility under extreme conditions. Don't mess about with seeing how few threads you need. One day it may be your vehicle going over that bridge.

CONTINUOUSLY VARIABLE REWARDS

Rewards need to be planned to complement the learning and the achievement. They need to be delivered in varied patterns, stimulating and interesting.

🔥

If this has sparked your interest use the coupon "Chaser66" for 50% off to join the Rewards Skills course for all the material.

The effect of errors, jackpot myths, why the 3 second rule never existed, and how to obtain the very best for all your rewards

REWARDS SKILLS

Learn about the fascinating landscape of rewards and how to make them the centre of your training and relationship.

COURSE DETAILS

Setter Membership includes this course

Setter Members

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Setter Library with 12 courses, over 70 lessons, covering over 150 topics
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