

MEMORY



MEMORY

Memory: the capacity to acquire, retain and recall knowledge and skills

Amnesia: a partial or total loss of memory

THREE BASIC PROCESSES

- ***Encoding/Acquiring*** – the process of readying information for storage
- ***Storage/Retaining*** – the saving of information for use in the future – memory
- ***Retrieval/Recall*** – recalling information from storage – continuous process

DIFFERENT TYPES OF MEMORY

Episodic

- Ability to remember events from the past
- Memory of one's own life
- Everyone's episodic memory is unique

Semantic

- Knowledge of how the world works
- Knowledge of language, rules, words and meanings

DIFFERENT TYPES OF MEMORY

Procedural

- Memory of how to do things
- Memory of learned skills that does not require conscious recollection

Declarative

- Memory of knowledge that can be called forth consciously as needed

THREE LEVELS OF MEMORY

1. SENSORY MEMORY

- Receives information from the environment through each of the senses: sight, hearing, smell, taste and touch.
- Records information from these senses for only a few seconds – long enough to record what is necessary from the environment.

THREE LEVELS OF MEMORY

2. SHORT-TERM MEMORY

- If information catches your attention and you think it is important, it may be transferred to STM.
- Holds information for up to 15-20 seconds. If you continue to work with the information, it will stay longer.
- Information in STM will either be discarded or stored in long term memory.
- It can store about 7 separate, unorganized items.
- The three ways to store information in STM are by ***sound, picture and personal meaning.***

THREE LEVELS OF MEMORY

3. LONG-TERM MEMORY

- Items that are *important to you* and *have meaning* are stored in LTM.
- No one has reached the outer limits of LTM as a computer might when it reaches the end of its storage capacity.
- Information can be retained for as long as we want, however we cannot always recall everything at will.
- Sometimes we cannot forget things we wish we could.

Maintenance rehearsal

Sensory input



Attention



Encoding



Retrieval



Unattended information is lost.

Unrehearsed information is lost.

Some information may be lost over time.

MEMORY

Confabulation: making things up to fill gaps in memory