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| Term | Definition | Real World Example |
| 1. Sensation
 |  |  |
| 1. Perception
 |  |  |
| 1. Bottom-up processing
 |  |  |
| 1. Top-down processing
 |  |  |
| 1. Selective

A**ttention** |  |  |
| 1. Inattentional blindness
 |  |  |
| 1. Change blindness
 |  |  |
| 1. Transduction
 |  |  |
| 1. Psychophysics
 |  |  |
| 1. Absolute threshold
 |  |  |
| 1. Signal detection theory
 |  |  |
| 1. Subliminal
 |  |  |
| 1. Priming
 |  |  |
| 1. Difference threshold
 |  |  |
| 1. Weber’s law
 |  |  |
| 1. Sensory adaptation
 |  |  |
| 1. Perceptual set
 |  |  |
| 1. Extrasensory perception (ESP)
 |  |  |
| 1. Parapsychology
 |  |  |
| 1. Wavelength
 |  |  |
| 1. Hue
 |  |  |
| 1. Intensity
 |  |  |
| 1. Pupil
 |  |  |
| 1. Iris
 |  |  |
| 1. Lens
 |  |  |
| 1. Retina
 |  |  |
| 1. Accommodation
 |  |  |
| 1. Rods
 |  |  |
| 1. Cones
 |  |  |
| 1. Optic nerve
 |  |  |
| 1. Blind spot
 |  |  |
| 1. Fovea
 |  |  |
| 1. Feature detectors
 |  |  |
| 1. Parallel processing
 |  |  |
| 1. Young-H**elmholtz trichromatic (three color theory)**
 |  |  |
| 1. Opponent-process theory
 |  |  |
| 1. Gestalt
 |  |  |
| 1. Figure-ground
 |  |  |
| 1. Grouping
 |  |  |
| 1. Depth perception
 |  |  |
| 1. Visual cliff
 |  |  |
| 1. Binocular cues
 |  |  |
| 1. Retinal disparity
 |  |  |
| 1. Monocular cues
 |  |  |
| 1. Phi phenomenon
 |  |  |
| 1. Color constancy
 |  |  |
| 1. Perceptual adaptation
 |  |  |
| 1. Audition
 |  |  |
| 1. Frequency
 |  |  |
| 1. Pitch
 |  |  |
| 1. Middle ear
 |  |  |
| 1. Cochlea
 |  |  |
| 1. Inner ear
 |  |  |
| 1. Sensorineural hearing loss
 |  |  |
| 1. Conduction hearing loss
 |  |  |
| 1. Cochlear hearing loss
 |  |  |
| 1. Cochlear implant
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| 1. Place theory
 |  |  |
| 1. Frequency theory
 |  |  |
| 1. Gate-control theory
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| 1. Kinesthesia
 |  |  |
| 1. Vestibular sense
 |  |  |
| 1. Sensory interaction
 |  |  |
| 1. Embodied cognition
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