# MindTap Asset Description

**Cognitive Psychology: Connecting Mind, Research, and Everyday Experience, 5e**
**Goldstein**

| Activity | How many? | What is it? | Seat time? | Why it matters? |
|---|---|---|---|---|
| **Mastery Training, powered by Cerego** | 13 | Learning engine that presents concepts to students, adapting to each student's performance to help them learn efficiently and effectively and master core concepts. | 20 minutes to reach Level 1 mastery | Students who use this learning engine can improve their course grades by ~13% (Homer & Plass, 2013). |
| **Interactive Activities** | 13 | Students actively engage with chapter content by either participating in a small experiment or exploring diagrams and figures. Each interactive includes explanations of the concepts being addressed and finishes with two multiple choice questions to quickly check students' comprehension. | 15 minutes | Students develop a deeper and more lasting understanding of cognitive psychology topics than if they only read about the concepts in the text. These activities make learning more engaging and relevant for students by allowing them to be active participants in a learning experience. The mini-experiments make the phenomena being studied immediately relevant to the students, while the dynamic diagrams help students gain a better understanding of complex diagrams by interacting with them. |

| CogLab Experiments | 58 | Labs that illustrate the science behind key concepts by putting students inside the experiments. | 20-30 minutes | Students learn real-world relevance, compare their own data to published results, analyze the outcomes, and answer critical thinking questions to prove understanding. |
|---|---|---|---|---|
| End-of-Chapter Quizzes | 13 | After completing chapter activities, students take a multiple choice, 30-question quiz on chapter-related content. | 30 minutes | Quizzes reinforce chapter concepts and test students' knowledge and comprehension of material. |

# MindTap Table of Contents

**Cognitive Psychology: Connecting Mind, Research, and Everyday Experience, 5e**
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| Topic/Chapter | Assignments | Points |
|---|---|---|
| **Chapter 1**<br>Introduction to Cognitive Psychology | Mastery Training, powered by Cerego<br>Activity: Ebbinghaus' Forgetting Curve<br>CogLab Experiments<br>End-of-Chapter Quiz | 30<br>15<br>15<br>30 |
| **Chapter 2**<br>Cognitive Neuroscience | Mastery Training, powered by Cerego<br>Activity: Determining Functional Connections Using Resting State fMRI<br>CogLab Experiments<br>End-of-Chapter Quiz | 30<br>15<br><br>15<br>30 |
| **Chapter 3**<br>Perception | Mastery Training, powered by Cerego<br>Activity: The Importance of Top-Down Processing<br>CogLab Experiments<br>End-of-Chapter Quiz | 30<br>15<br>15<br>30 |
| **Chapter 4**<br>Attention | Mastery Training, powered by Cerego<br>Activity: Stroop Task<br>CogLab Experiments<br>End-of-Chapter Quiz | 30<br>15<br>15<br>30 |
| **Chapter 5**<br>Short-Term and Working Memory | Mastery Training, powered by Cerego<br>Activity: The Capacity of Short-Term Memory<br>CogLab Experiments<br>End-of-Chapter Quiz | 30<br>15<br>15<br>30 |
| **Chapter 6**<br>Long-Term Memory: Structure | Mastery Training, powered by Cerego<br>Activity: Implicit Memory<br>CogLab Experiments<br>End-of-Chapter Quiz | 30<br>15<br>15<br>30 |
| **Chapter 7**<br>LTM: Encoding, Retrieval, and Consolidation | Mastery Training, powered by Cerego<br>Activity: The Generation Effect<br>CogLab Experiments<br>End-of-Chapter Quiz | 30<br>15<br>15<br>30 |
| **Chapter 8**<br>Everyday Memory and Memory Errors | Mastery Training, powered by Cerego<br>Activity: The DRM Effect<br>CogLab Experiments<br>End-of-Chapter Quiz | 30<br>15<br>15<br>30 |
| **Chapter 9** | Mastery Training, powered by Cerego | 30 |

| Conceptual Knowledge | Activity: A Network Model of Semantic Memory | 15 |
|---|---|---|
|  | CogLab Experiments | 15 |
|  | End-of-Chapter Quiz | 30 |
| **Chapter 10** Visual Imagery | Mastery Training, powered by Cerego | 30 |
|  | Activity: Imagery and Perception | 15 |
|  | CogLab Experiments | 15 |
|  | End-of-Chapter Quiz | 30 |
| **Chapter 11** Language | Mastery Training, powered by Cerego | 30 |
|  | Activity: Phonemic Restoration | 15 |
|  | CogLab Experiments | 15 |
|  | End-of-Chapter Quiz | 30 |
| **Chapter 12** Problem Solving & Creativity | Mastery Training, powered by Cerego | 30 |
|  | Activity: Insight Problems | 15 |
|  | End-of-Chapter Quiz | 30 |
| **Chapter 13** Judgment, Decisions, and Reasoning | Mastery Training, powered by Cerego | 30 |
|  | Activity: Conjunction Fallacy | 15 |
|  | CogLab Experiments | 15 |
|  | End-of-Chapter Quiz | 30 |
|  | **Total** | **1,155** |