

# Psychology 293

## The “Problem(s)” of Perception

In the first class (last time) we looked at a video of dominos falling.

The dominos exhibit what we call CAUSE and EFFECT.

When a domino falls, it CAUSES the next domino to fall. A domino's falling is the EFFECT of being hit by the domino that fell against it.

A chain of falling dominos is an example of what is called a CAUSAL CHAIN.

Since Isaac Newton, finding causes and cause-effect relations is regarded as the basic method of science.

Science: What causes what?

Here, we will look at what is called THE CAUSAL THEORY of PERCEPTION

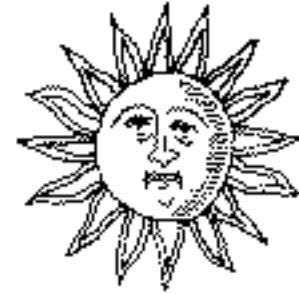
If you want to read more about this reflectively, read Bertrand Russell. If you want to see lots of examples, then read almost anything in current psychology, and especially neuroscience.

# Traditional Elements

1. Light
2. Receptors (Rods and Cones)
3. Neurons
4. Experience

# Four Truisms

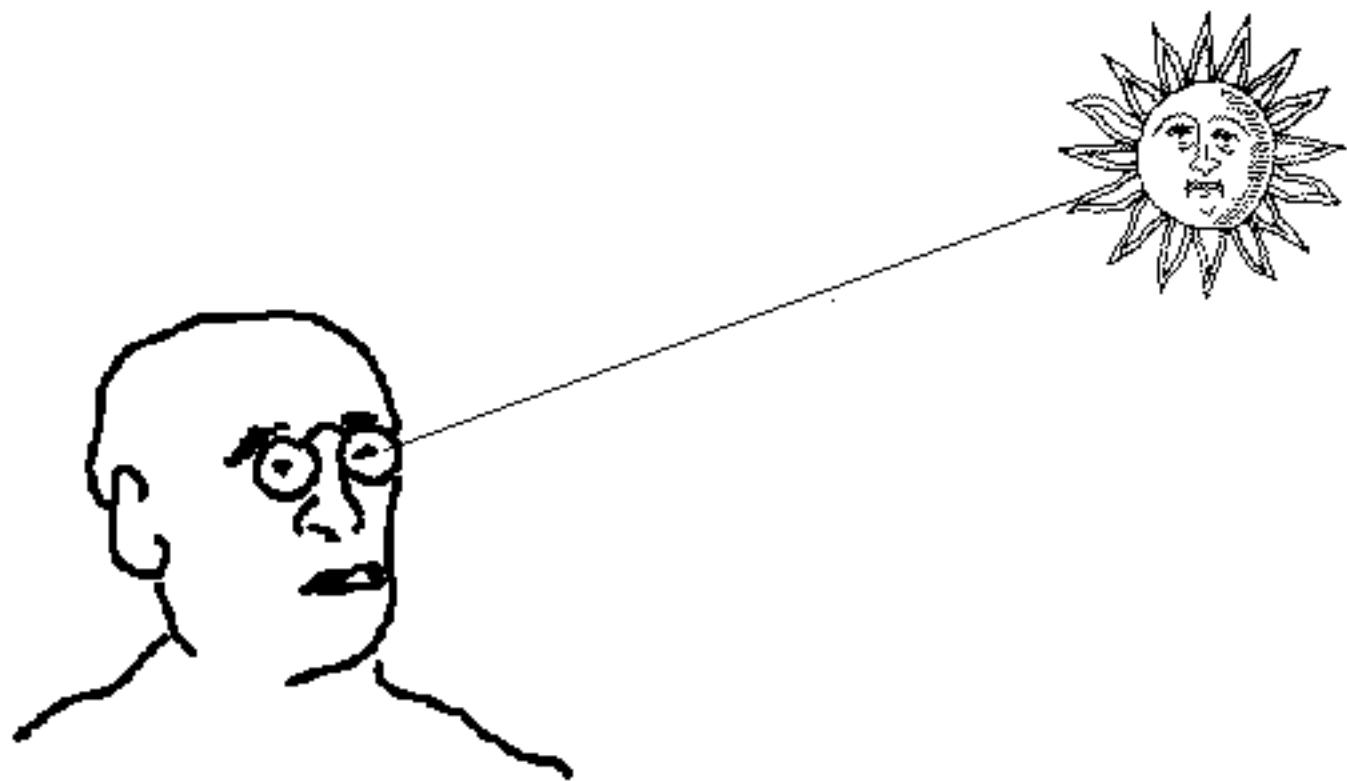
1. A ray of light is a ray of light
2. A receptor firing is a receptor firing
3. A neuron firing is a neuron firing
4. An experience is an experience



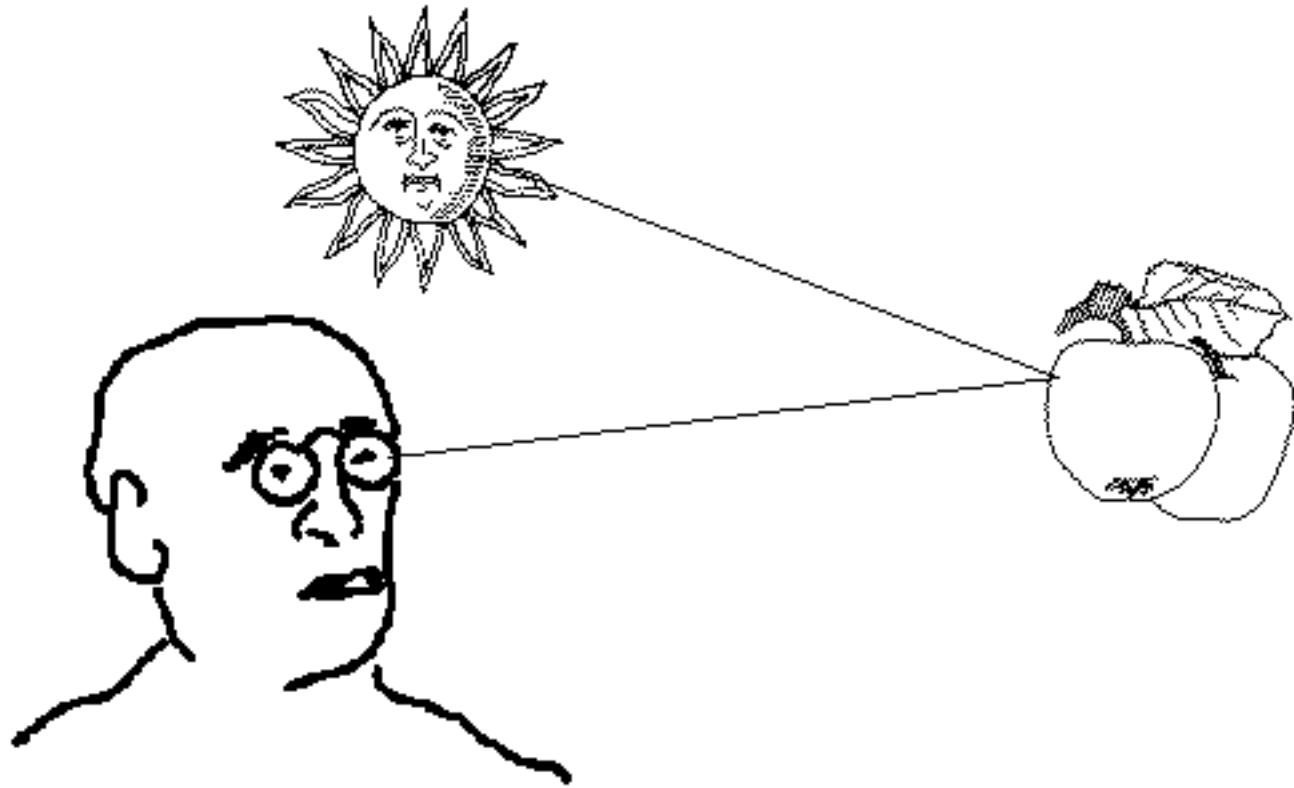
Light Source



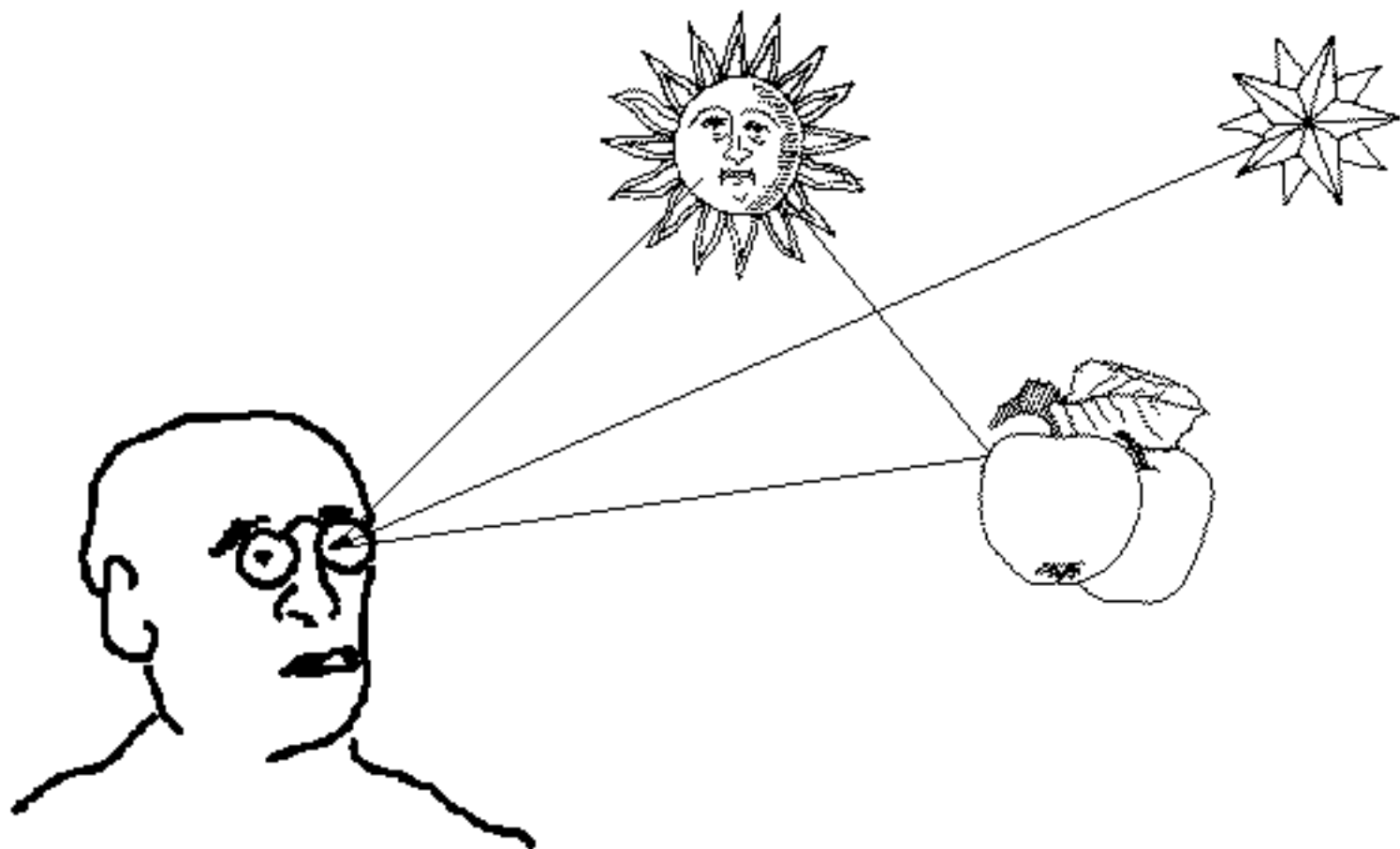
Perceiver

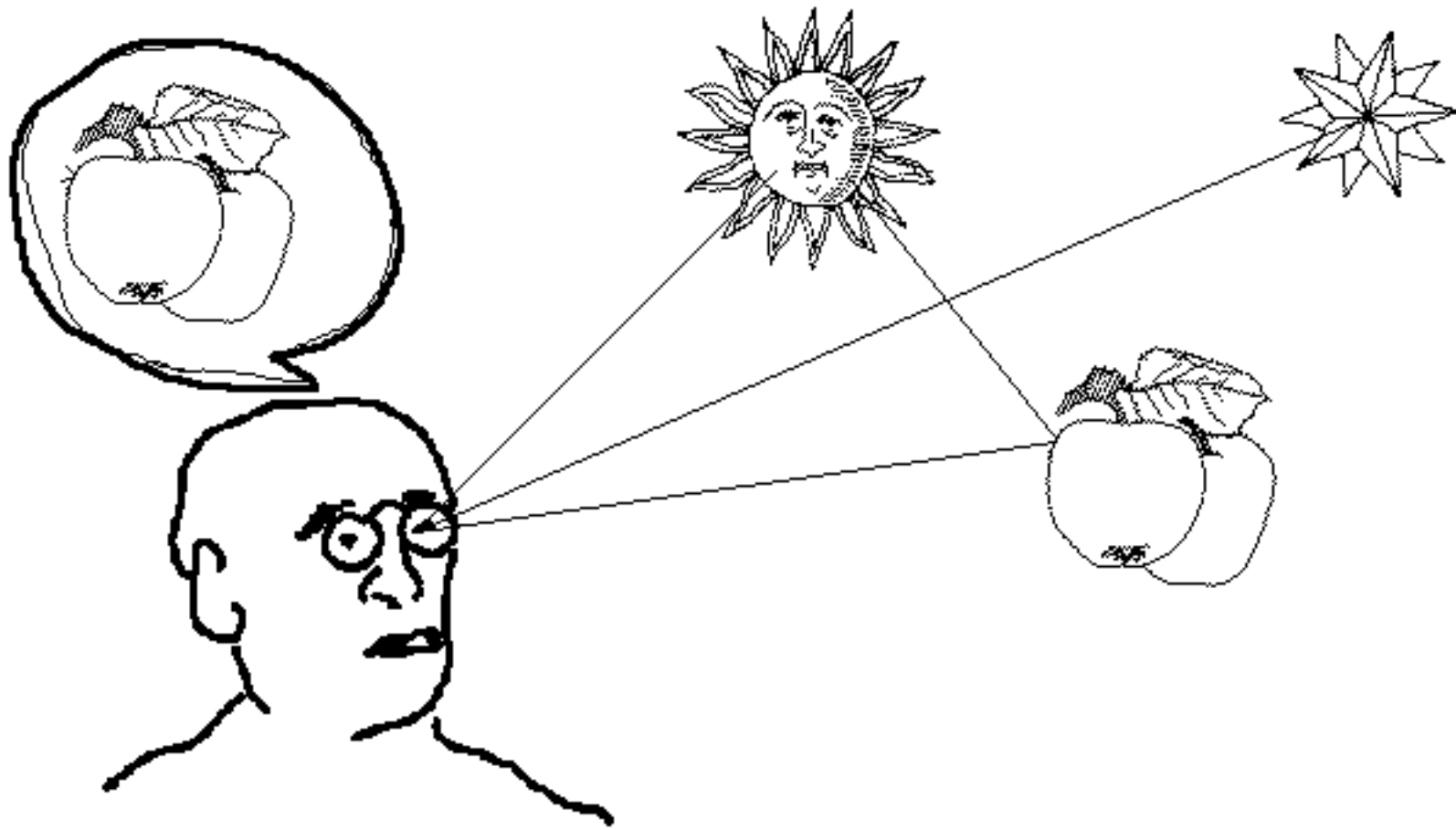






Reflected Light





Why do things look as they do?

---Koffka

Physical properties (measurements)

“Projected” properties -- the light  
at the eye

Experience

Perception refers to experience

But experience of the WORLD

obviously refers to the world

Example numbers to go with previous diagram

Andromeda Galaxy

> 2,000,000 Light Years

150,000,000 km

93,205,679 miles

300,000 km per second

186,411 miles per hour



500 seconds

8.33 minutes