

Live! Psych: Sensation and Perception

Name: _____

ID: _____

Course: Psych 1100 Section: _____

Date: _____

Simulation: Structures of the Human Eye

1. Briefly describe the following:

Cornea

Iris

Lens

Retina

Fovea

Optic nerve

Optic disc

2. Describe the functions of rods and cones in the human retina.

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Simulation: Gestalt Principles

1. Explain how the Gestalt principles of grouping work in perceiving “wholes” or “units” in perception.

2. What are the four Gestalt grouping principles? Draw and describe an example for each that is not given by *Live!Psych*.

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3. Imagine that your professor was looking at a classroom full of students. Using Gestalt grouping principles, describe what your professor might see.

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Simulation: Perceptual Illusions

1. Define what a perceptual illusion is and explain why illusions are useful to Psychologists.
2. Explain why the Ames room creates a perceptual illusion.
3. Explain why the Ponzo illusion creates a perceptual illusion.
4. Explain why the Penrose stairway creates a perceptual illusion.
5. Please check M.C. Escher's Waterfall (1961) from:
<http://www.nga.gov/cgi-bin/pimage?61019+0+0+ggescher>
and analyze the drawing with the concept from this simulation.

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Simulation: Structures of the Human Ear

1. What are the bones found in the human ear? What function do they serve?

2. Complete the following chart:

Structures of Human Ear	Description and Function
Cochlea	
Oval Window	
Eardrum	
Auditory Nerve	

Experiment: Weber's Law

1. What is an absolute threshold?

2. Click the experiment tab (blue), to complete the trials and give a brief summary of your result.

3. Did your data replicate Weber's Law? Discuss why or why not.

