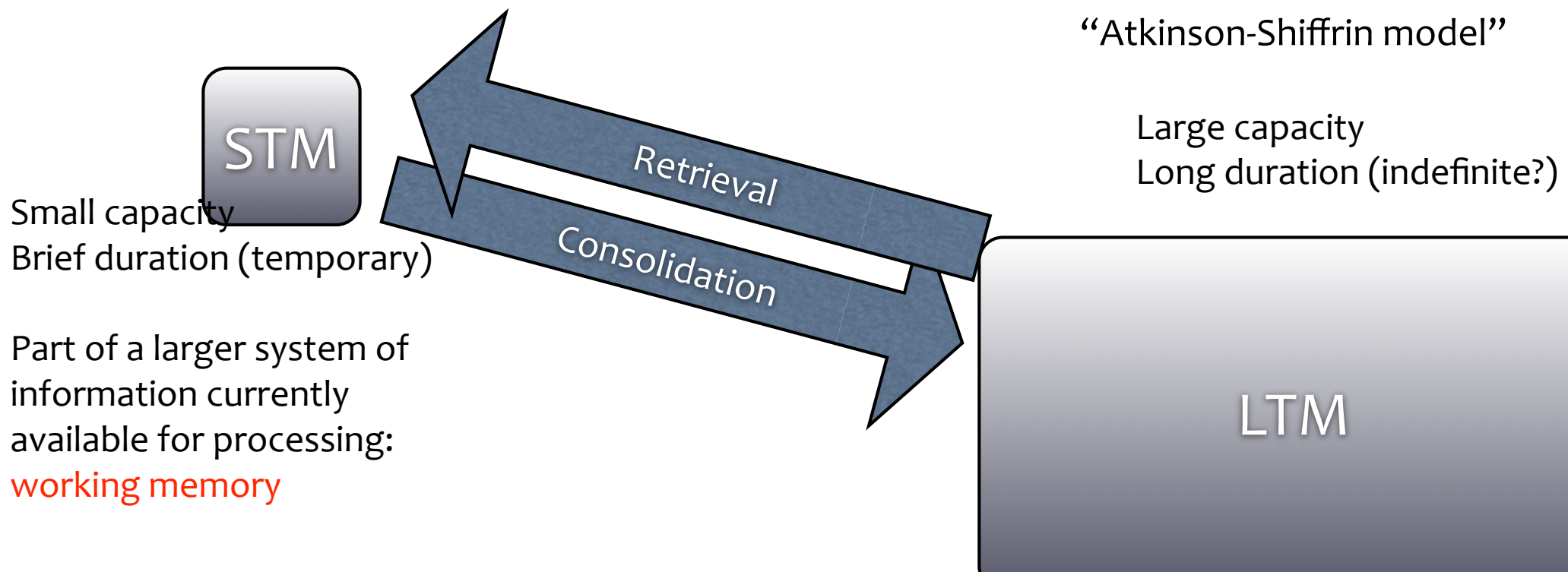


# Memory systems

- **Recency effect** suggests that items are temporarily held in a small, short-term buffer (STM)
- **Primacy effect** suggests that **rehearsal** is required to **consolidate** items to long-term memory (LTM)



## Key ideas from free recall experiment:

**Interference** -- competition between items, decreasing the likelihood of consolidation

**Rehearsal** -- repetition of an item to facilitate consolidation

**Consolidation** -- movement of information from short-term memory to long-term memory

- Also: **reconsolidation; massed vs. spaced training**

**Encoding** -- representation of information to be consolidated

**Primacy effect** -- early items are recalled better (because of less interference)

**Recency effect** -- last few items are recalled better (because they are still in working memory)

# What is forgetting?

- Library metaphor
  - > Access cues are like indexes in the card catalog
- Failure to **consolidate** vs. failure to **retrieve**
- **Interference** among access cues
  - generally not “decay”

H. M.



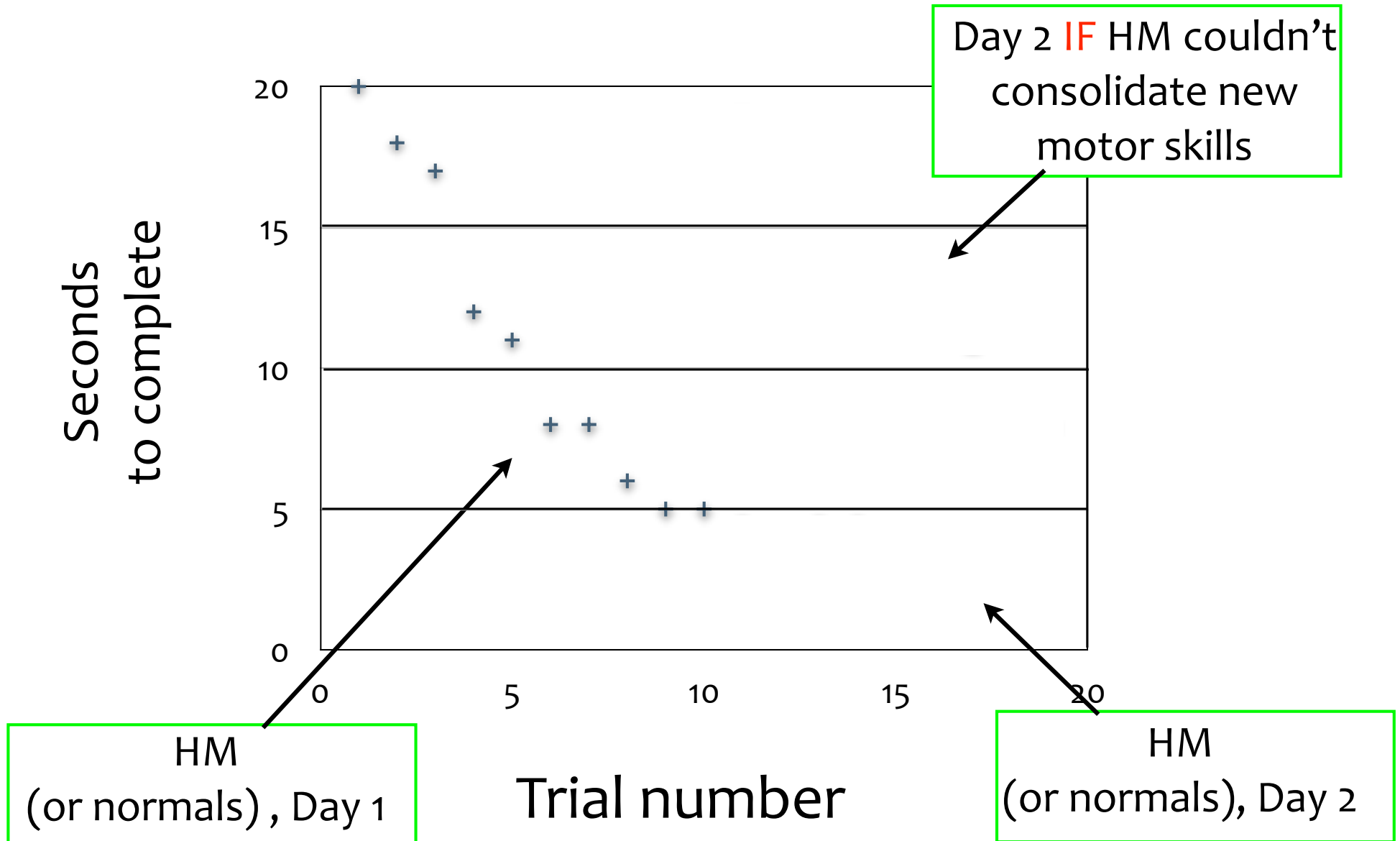
Hippocampus removed due to epilepsy

*Result: unable to form new memories\**

**Retrograde** vs. **Anterograde** (HM) amnesia

Conclusions: **hippocampus performs consolidation**

# Mirror drawing



Conclusion: **Procedural memory** is encoded separately

# Memory systems by manner of encoding

- Declarative (explicit)
  - Episodic - first-person memory of experiences
  - Semantic/propositional/conceptual -  
knowledge of facts
- Procedural (implicit)- how to do things, including motor procedures
- Mental imagery - knowledge of the appearance of things
- etc.