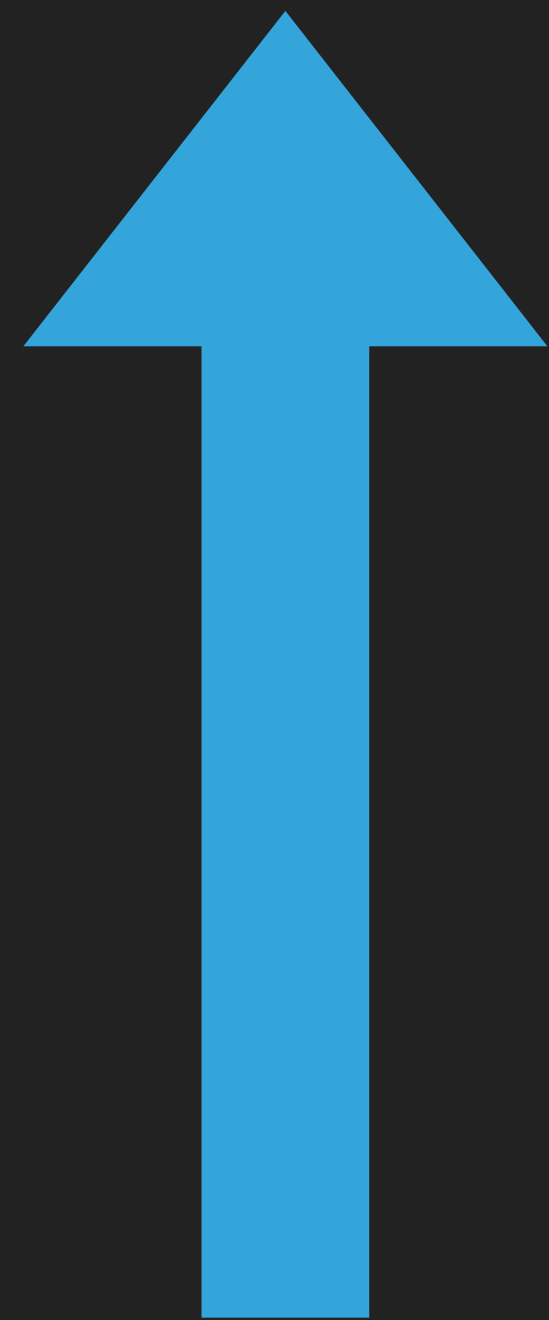




AWESOMER TRAINING

HANNAH BRANIGAN

AWESOMER TRAINING

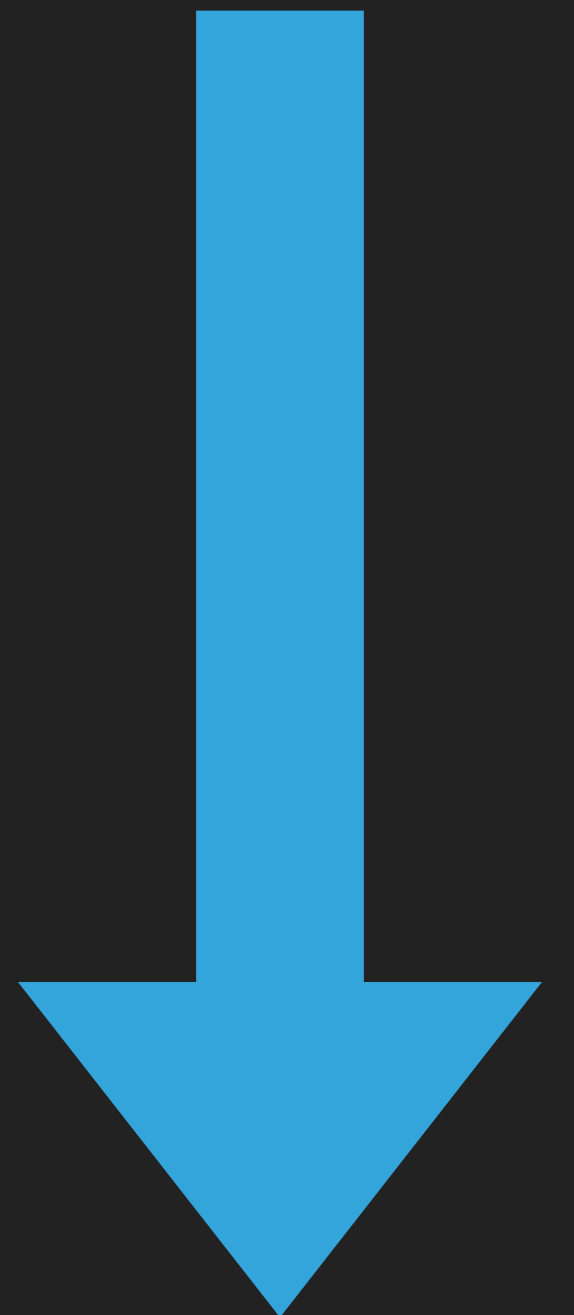


Efficiency

Enthusiasm

Errors

Frustration



HOW TO TRAIN AWESOME(R)

- ▶ Teach efficient reinforcement procedures
- ▶ Structure sessions to eliminate gaps
- ▶ Teach switching between sources of reinforcement
- ▶ Isolate cues
- ▶ Split SMALLER
- ▶ Alternate easy/hard

PREREQUISITES

- ▶ Reinforcement strategy
- ▶ Clean mechanics
- ▶ Good timing

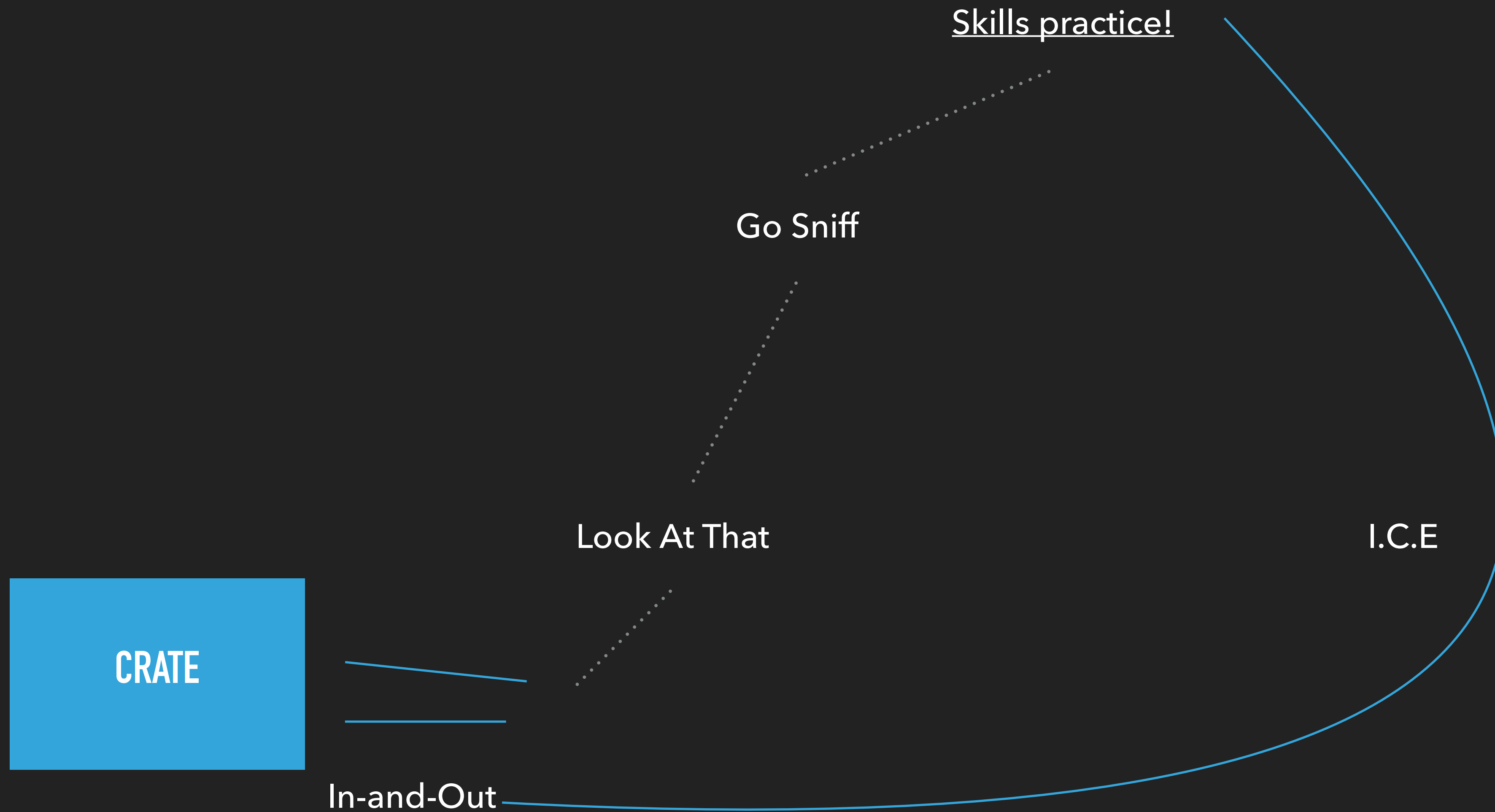
STRUCTURING SESSIONS

- ▶ Clear beginning and end
- ▶ Establishing reinforcement
- ▶ Transition/Transport Plan
- ▶ In Case of Emergency

ENGAGEMENT

1. Interested in training reinforcers
2. Understands the contingency
3. Mentally and physically able to devote attention

STRUCTURE OF A TRAINING SESSION



COMMON SOURCES OF GAPS

- ▶ Entering a new space
- ▶ After a reinforcer
- ▶ Moving the next thing
- ▶ End of the session

THE POWER OF PATTERNS

- ▶ Patterns increase predictability
- ▶ Allow us to automate many tasks
- ▶ Leave more brain cells to the important stuff
- ▶ Humans and dogs find rhythm and predictability soothing

DISCONNECT DURING A TRAINING SESSION

- ▶ Reinforcement isn't working
- ▶ How to get it isn't clear

DIAGNOSTIC TOOLS

- ▶ Training pattern games at home gives us tools to measure dog's emotional state on the road
- ▶ Look for changes in responses
- ▶ Can you identify specific locations or events that change the response?

DEVELOP A RITUAL

- ▶ Begin and end training sessions with set games
- ▶ Always start the same way
- ▶ Use this ritual on game day, too.

IN-AND-OUT

Use this game to begin any session in a new and distracting environment

1. Dog in crate, reward several times with door closed
2. Open door, reward in crate.
3. Release dog from crate, click the instant dog breaks then plane of the door.
4. Cue back into crate, reward.
5. Repeat.

TRAIN DOGS

**REINFORCEMENT
DRIVES
BEHAVIOR**

THOUGHTS ON REINFORCEMENT

- ▶ Reinforcement is behavior
- ▶ You can train like any behavior
- ▶ Sometimes it's more than one behavior
- ▶ You can put it on cue
- ▶ It works a lot better this way

FURTHER THOUGHTS ON REINFORCEMENT

- ▶ Multiple reinforcers are often in play
- ▶ Access to desired stimuli often conflicts with avoidance of undesired stimuli
- ▶ What is the most relevant reinforcer in play right now?

REINFORCEMENT SKILLS

- ▶ What to do after the treat
- ▶ Switching from one reinforcer to another
- ▶ Remote/stationed reinforcement
- ▶ Cued access to environmental reinforcers

EVENT MARKER

BRIDGING STIMULUS

MARKER WORD

VERBAL MARKER

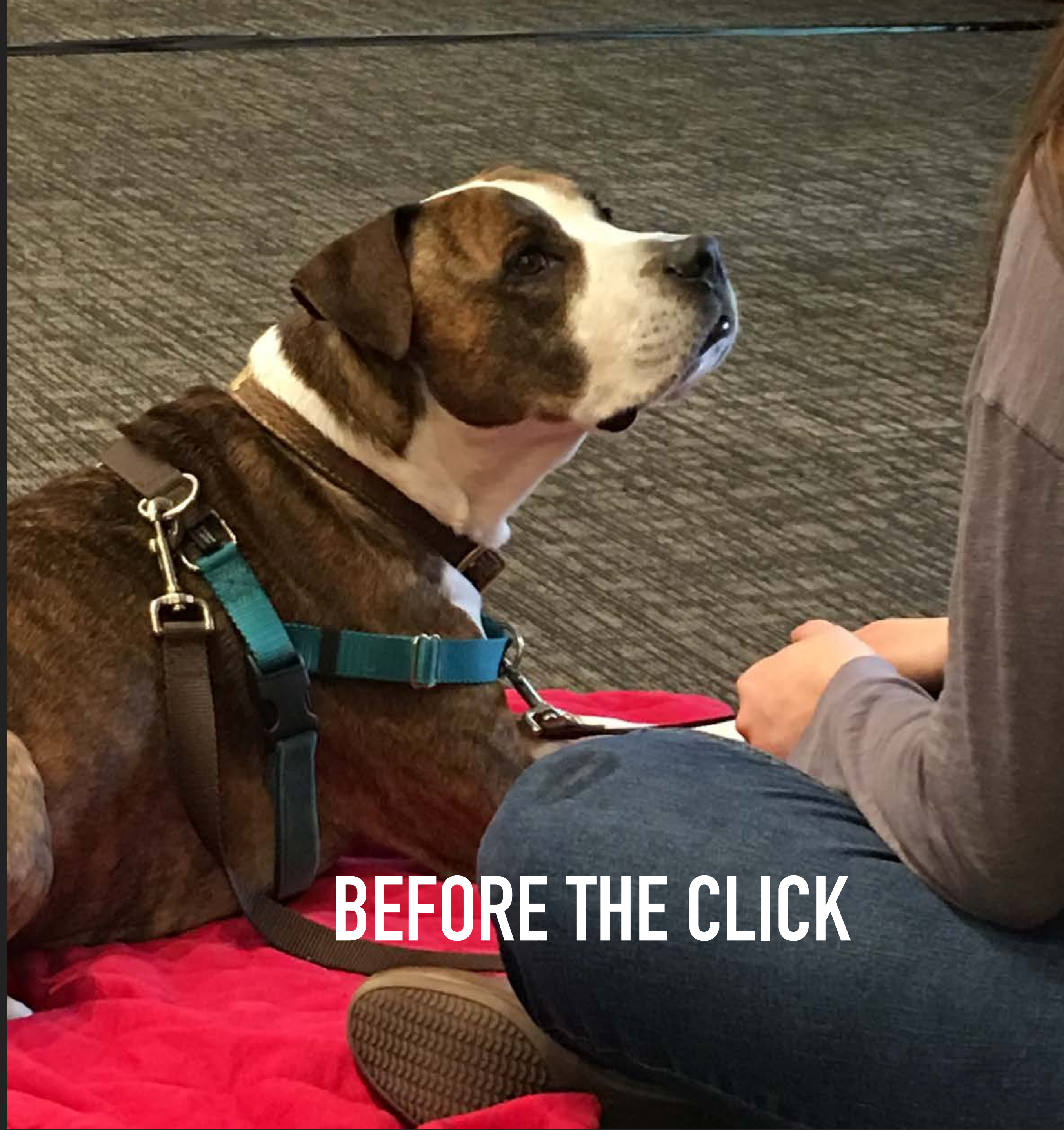
CONDITIONED REINFORCER

THE “CLICK” IS...

- ▶ an event marker
- ▶ a conditioned reinforcer
- ▶ a cue



**WHAT DOES THE DOG DO
WHEN HE HEARS THE CLICK?**

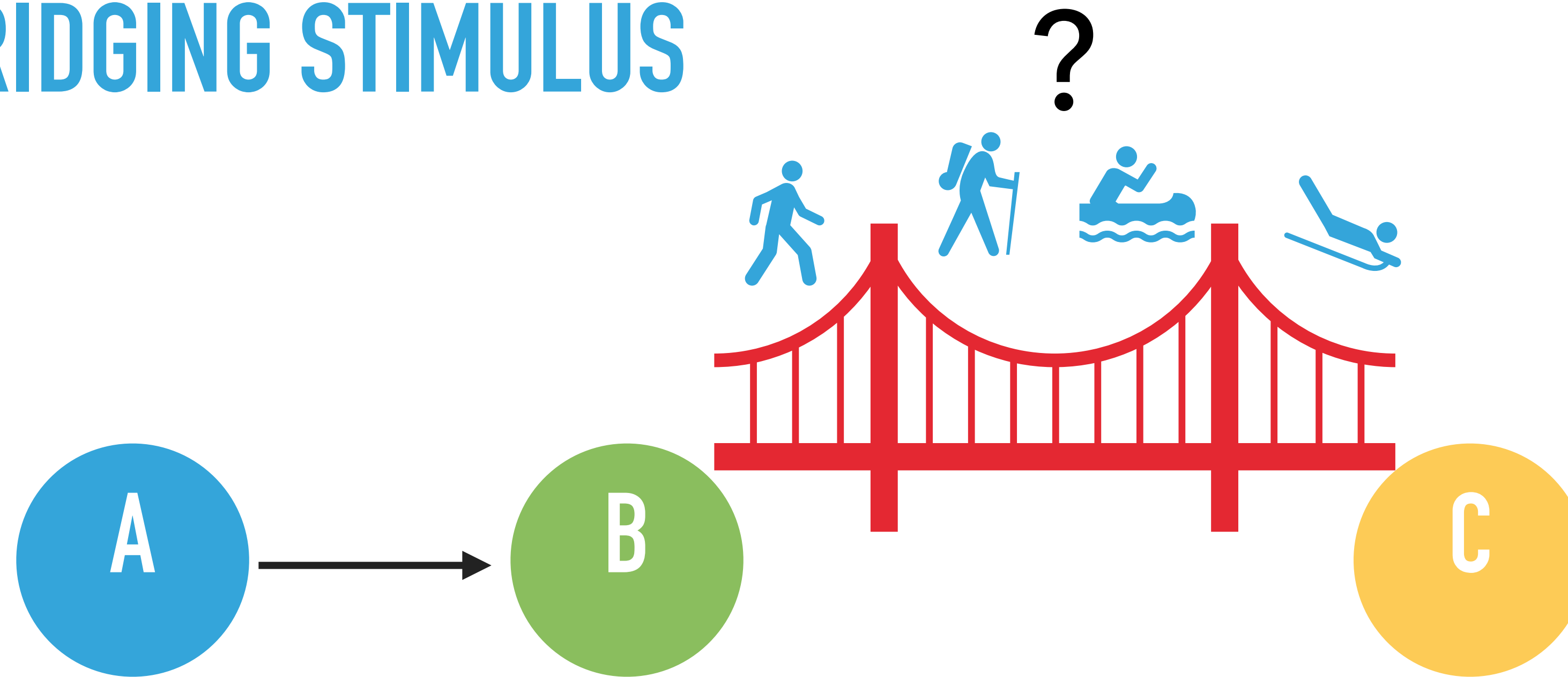


BEFORE THE CLICK



AFTER THE CLICK

BRIDGING STIMULUS



ORIENTING TOWARD REINFORCEMENT

- ▶ Dog turns toward hand
- ▶ Stares at door
- ▶ Runs ahead
- ▶ Anticipatory behaviors



Click = Food

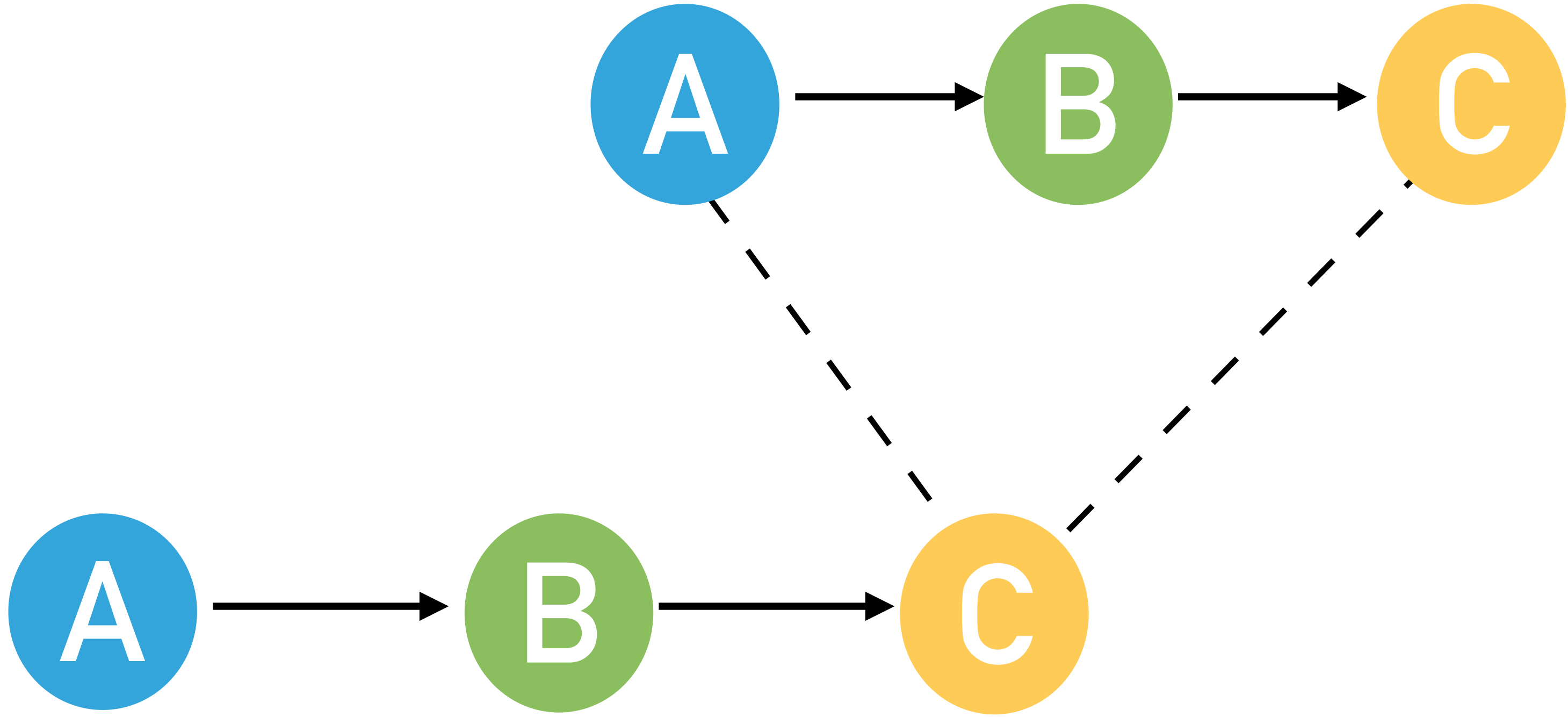
Click = EAT Food

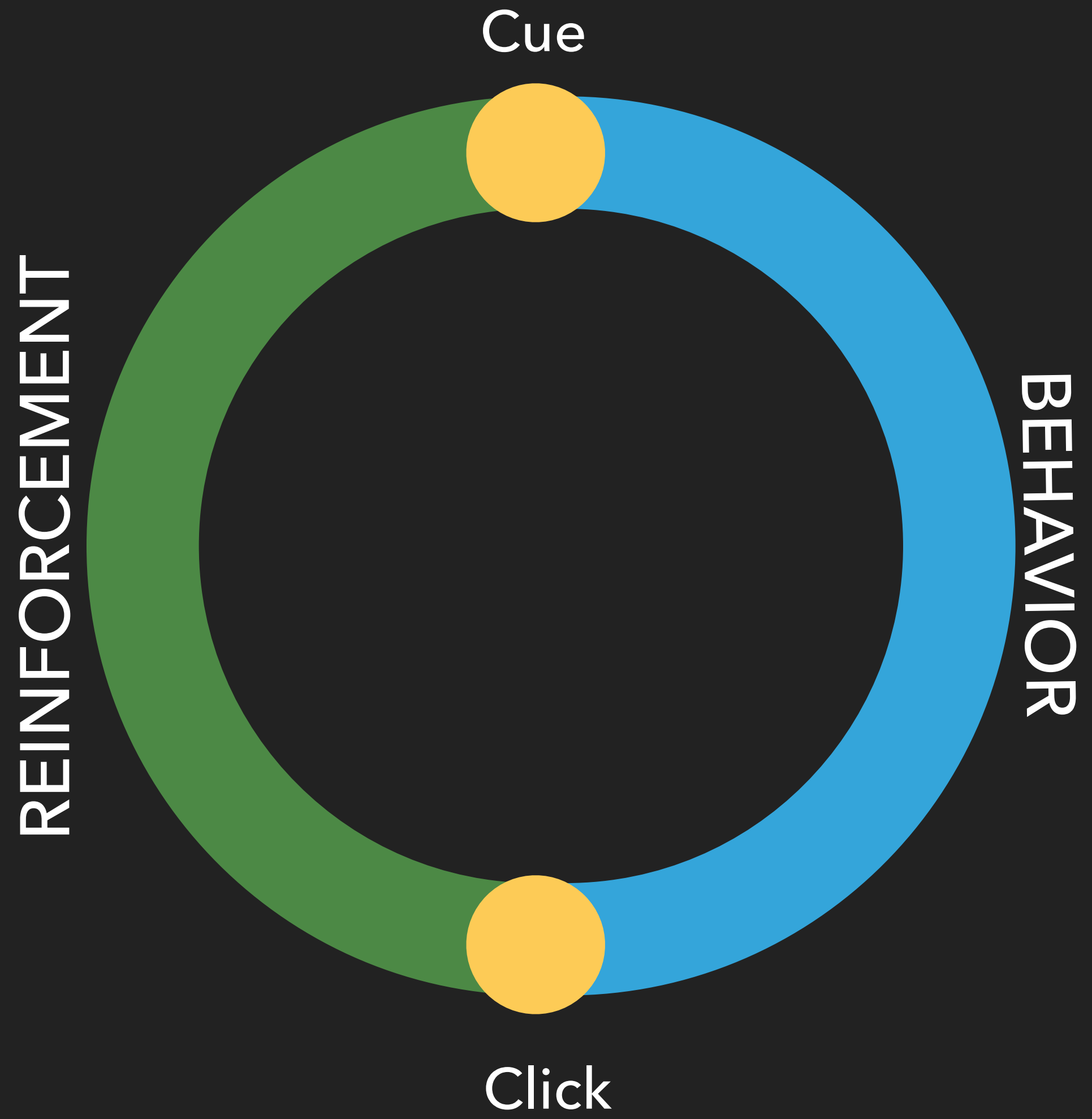
Catch = Ball

Catch = CHASE Ball

Say Hi = Person

Say Hi = **GREET** Person





FLUENCY

- ▶ Without hesitation
- ▶ In context
- ▶ Low latency
- ▶ Ready to repeat

WE CAN TRAIN FOOD EATING

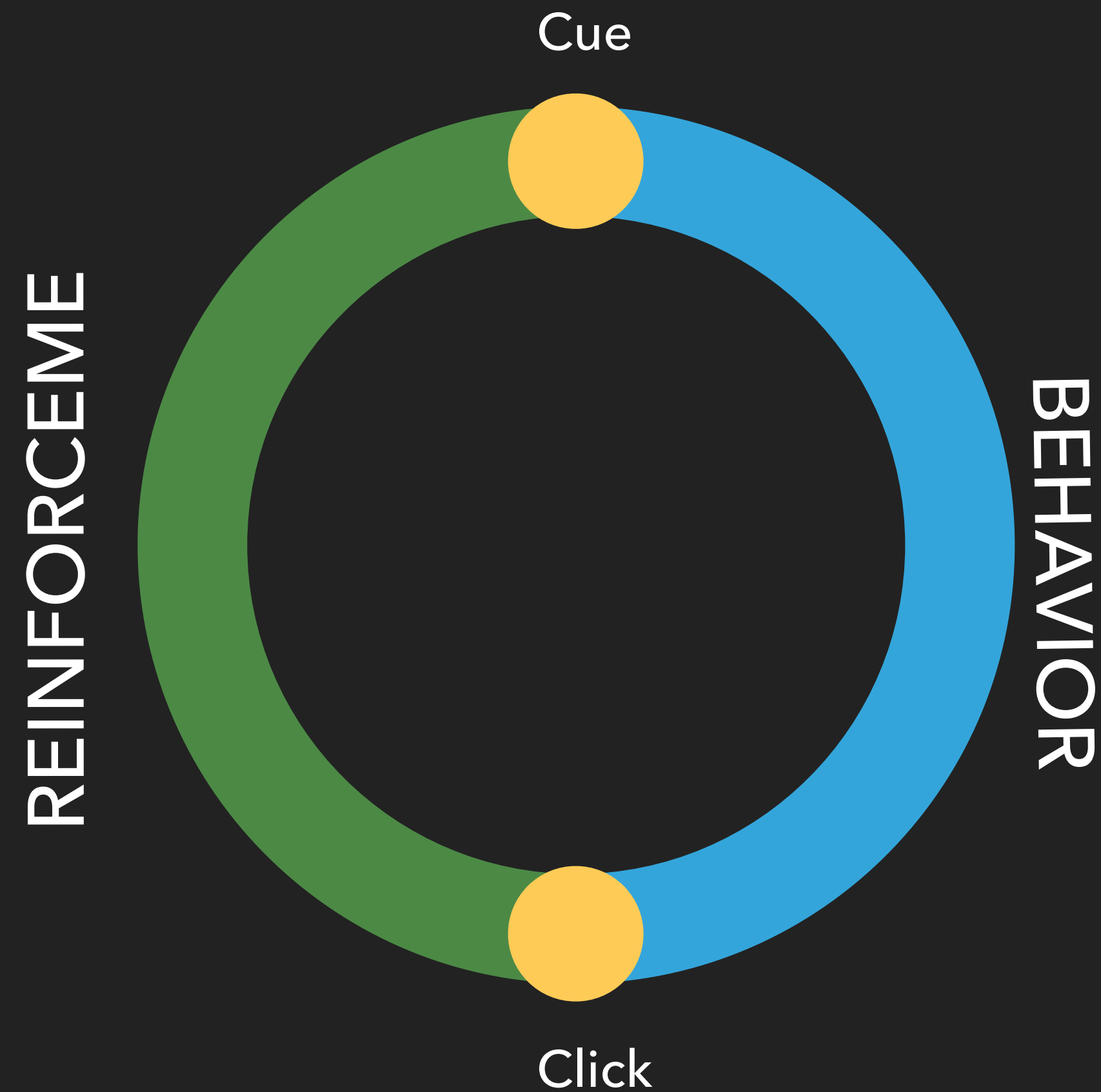
- ▶ Respond to the cue
- ▶ Take the food
- ▶ Swallow the food
- ▶ Look back to handler

BOTH DOG AND HUMAN

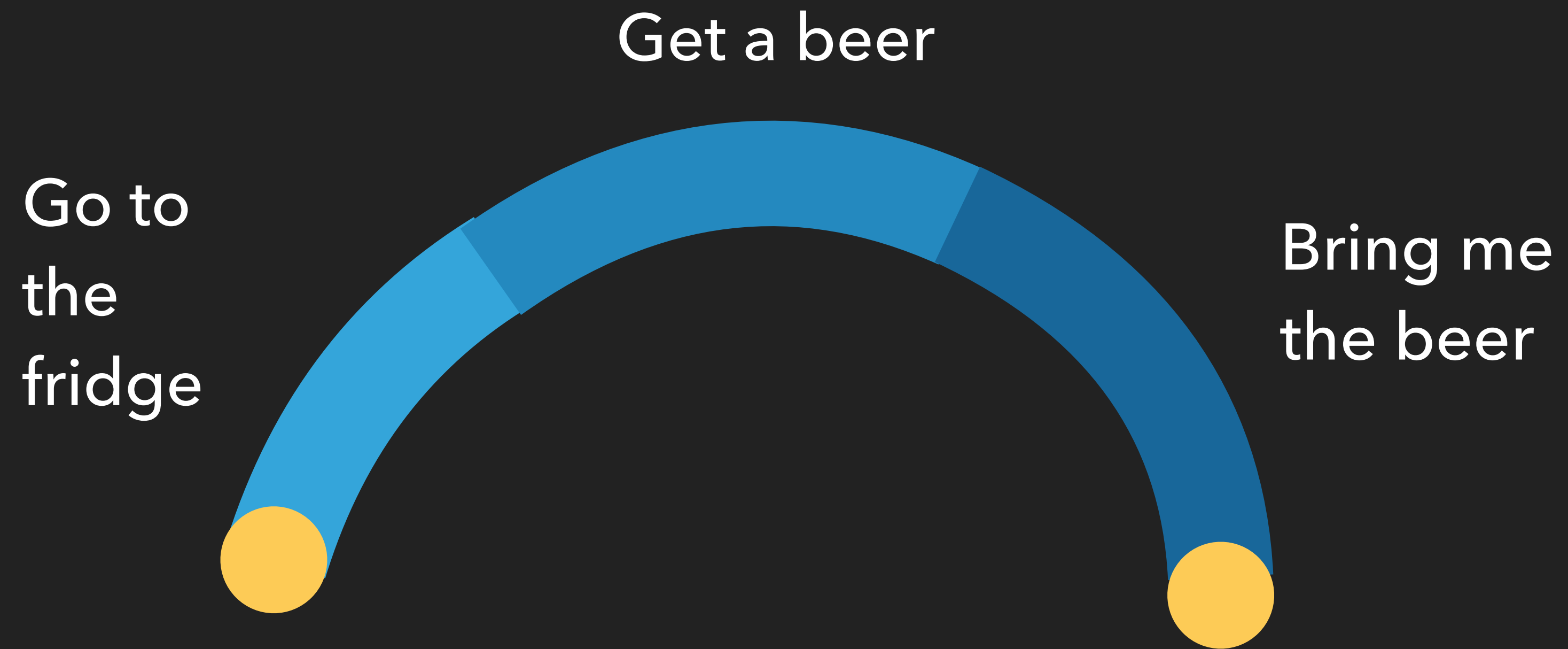


MOVEMENT CYCLE

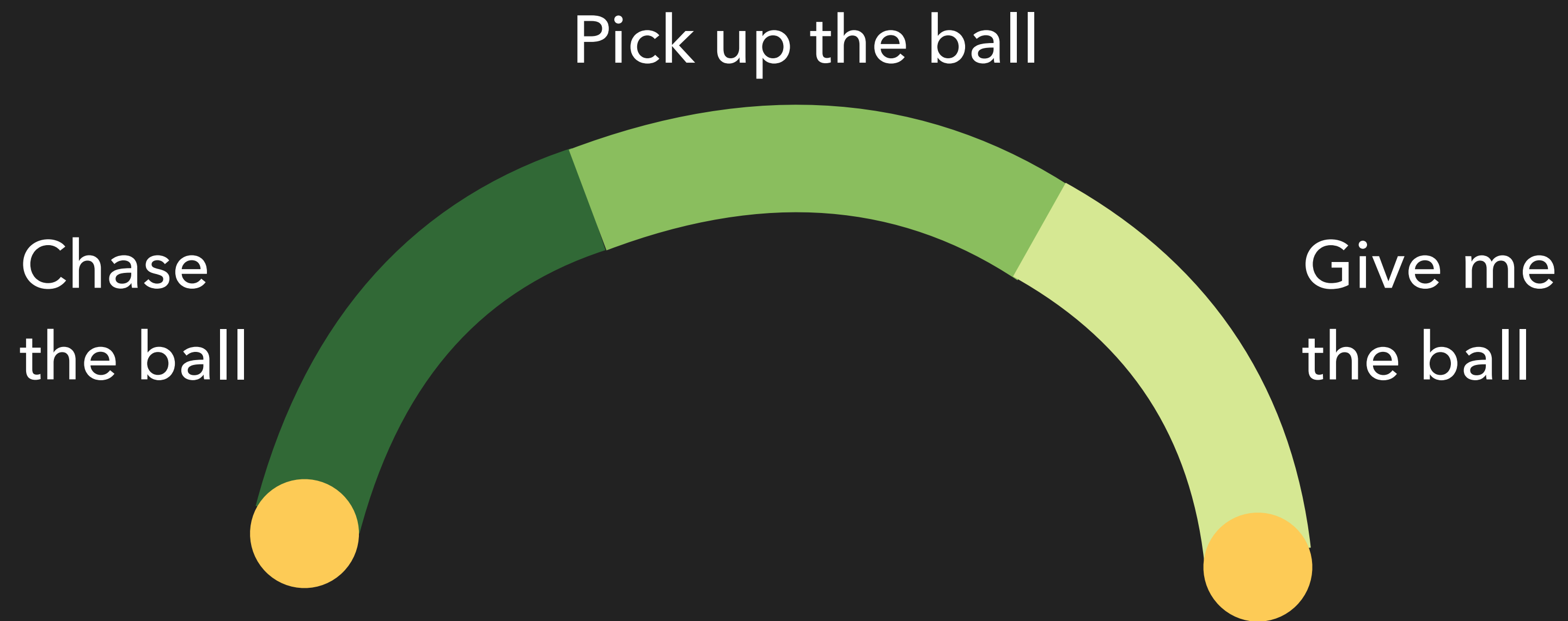
- ▶ Job isn't done when the dog eats the treat
- ▶ He has to get back to the starting point again



BEHAVIOR



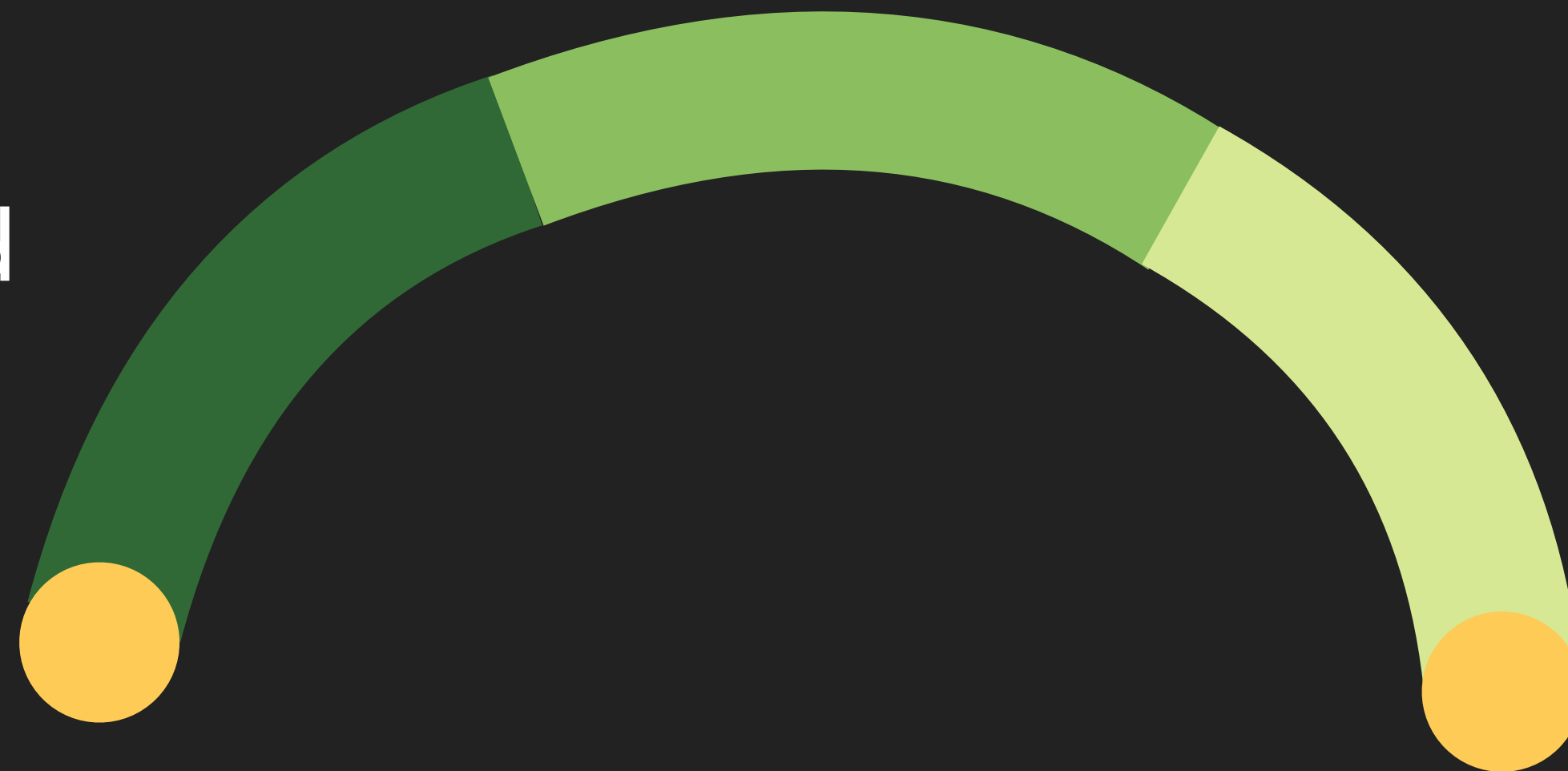
REINFORCEMENT



REINFORCEMENT

Collect Reinforcement

Respond
to cue

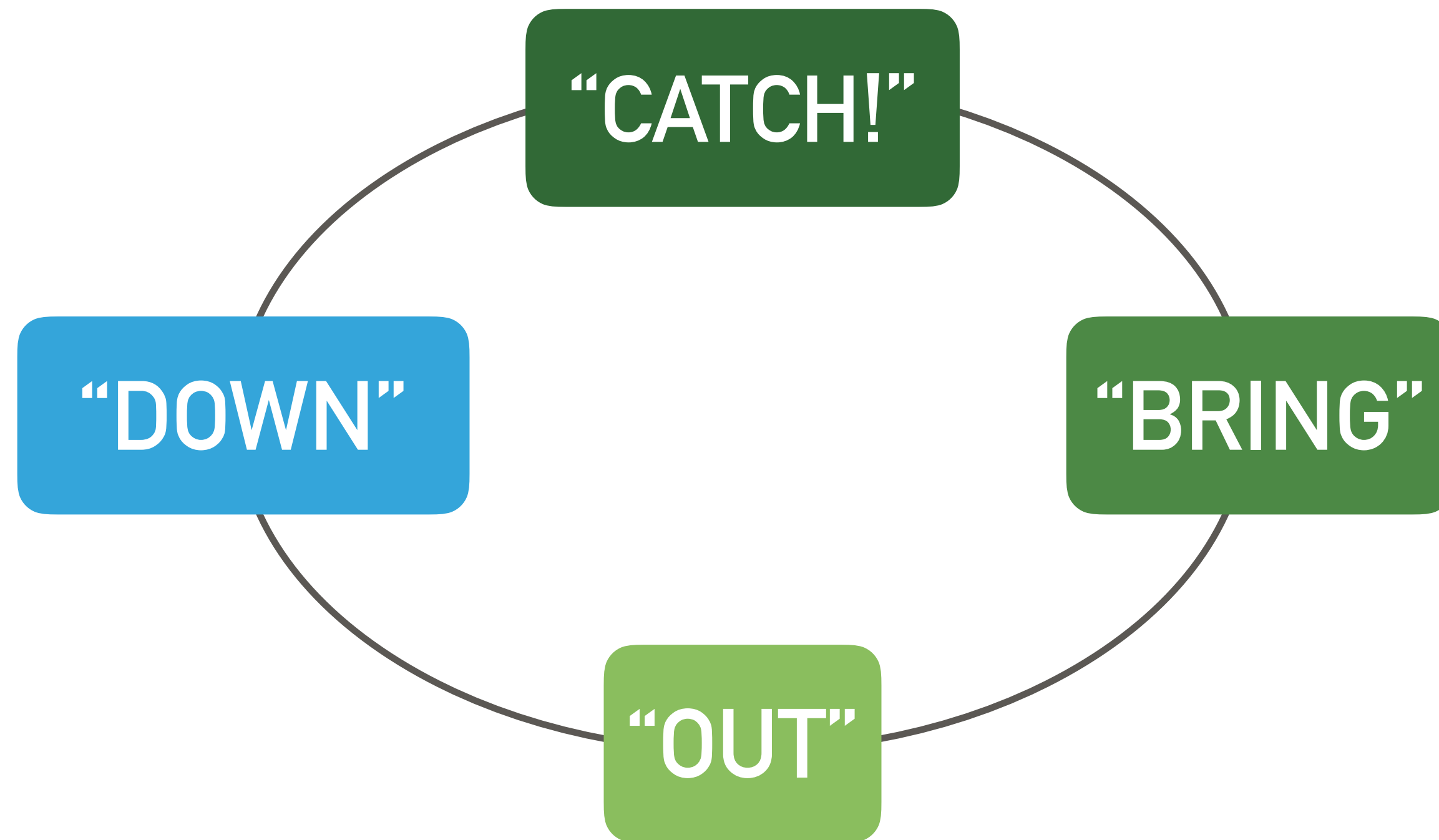


Return to
starting
position

BEHAVIOR CHAIN

- ▶ Look for hand
- ▶ Nose to treat
- ▶ Follow treat
- ▶ Line up

BEHAVIOR CHAIN/TRAINING LOOP



FOR THIS TO WORK, WE NEED . . .

- ▶ Dog standing
- ▶ You have the ball
- ▶ Dog does not have the ball



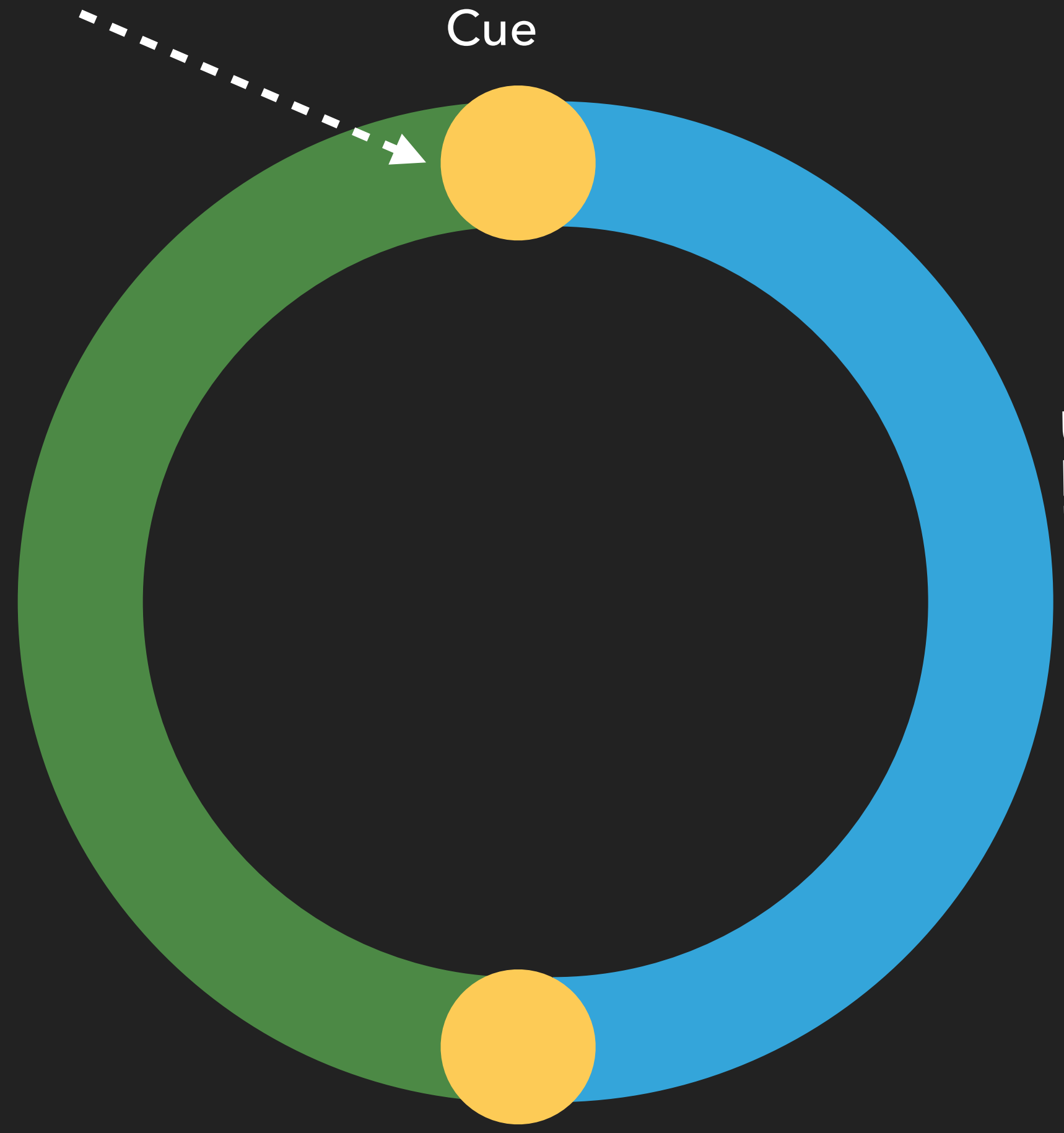
Starting position

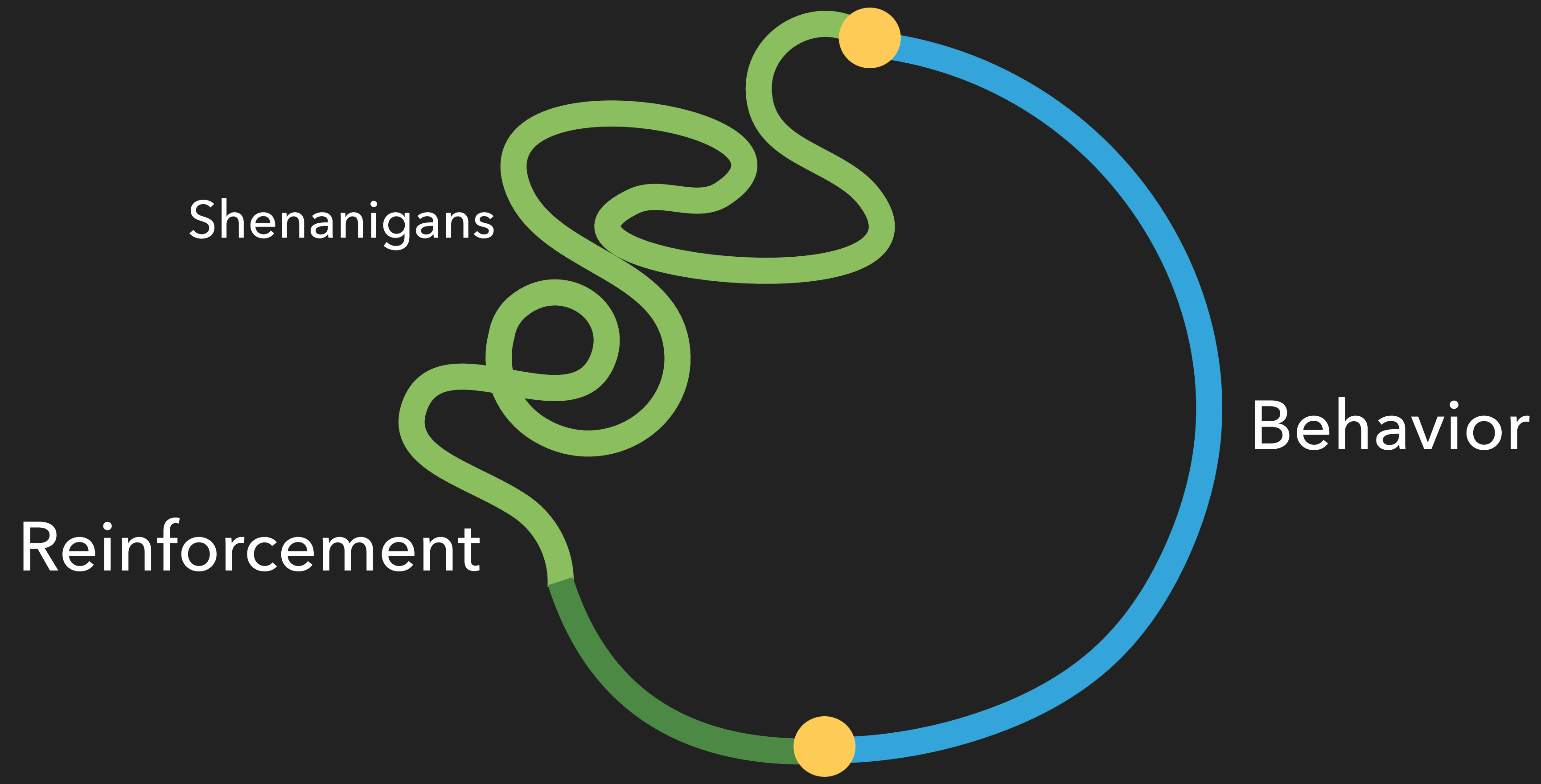
Cue

Click

REINFORCEMENT

BEHAVIOR

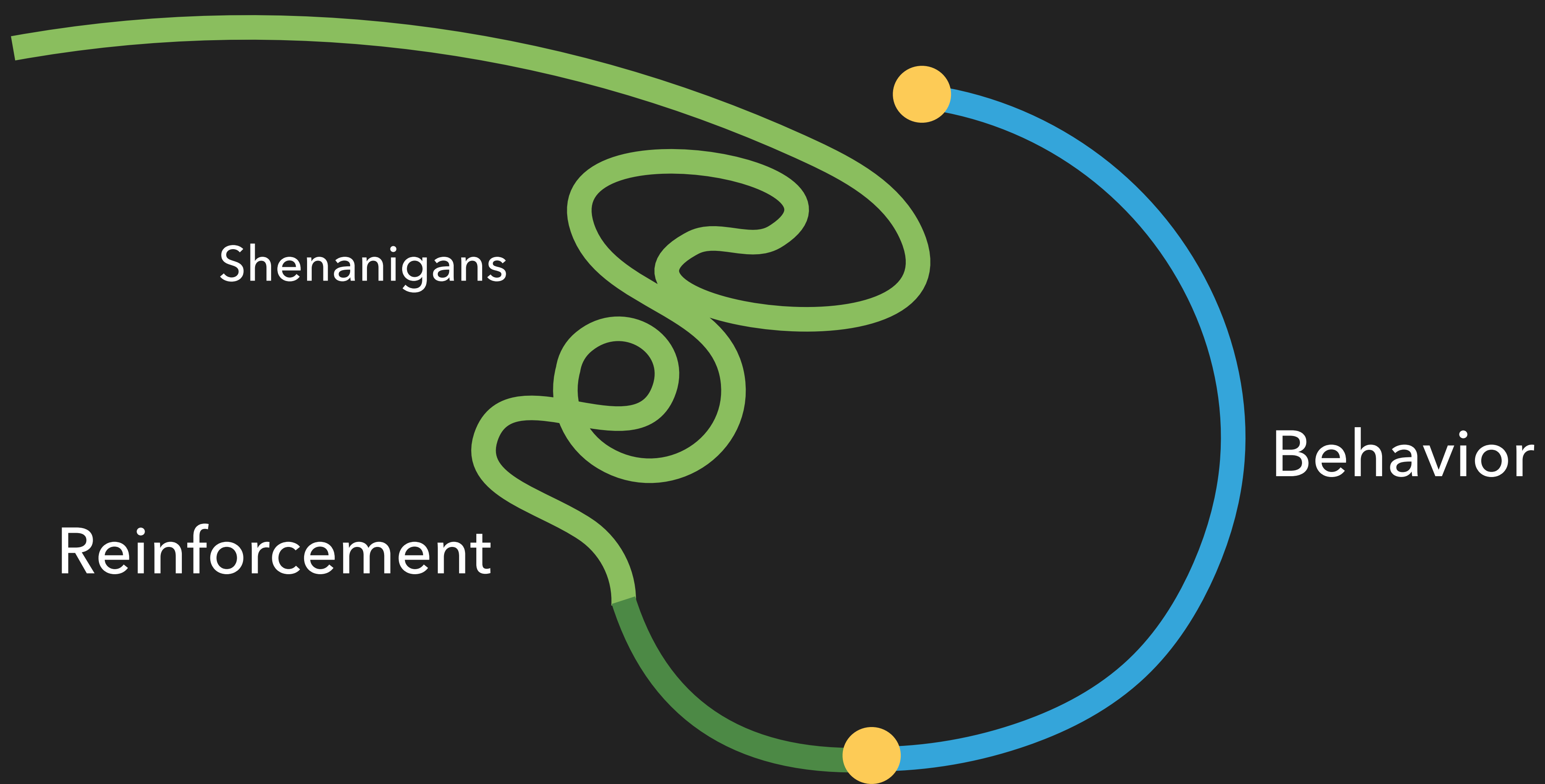




Shenanigans

Reinforcement

Behavior

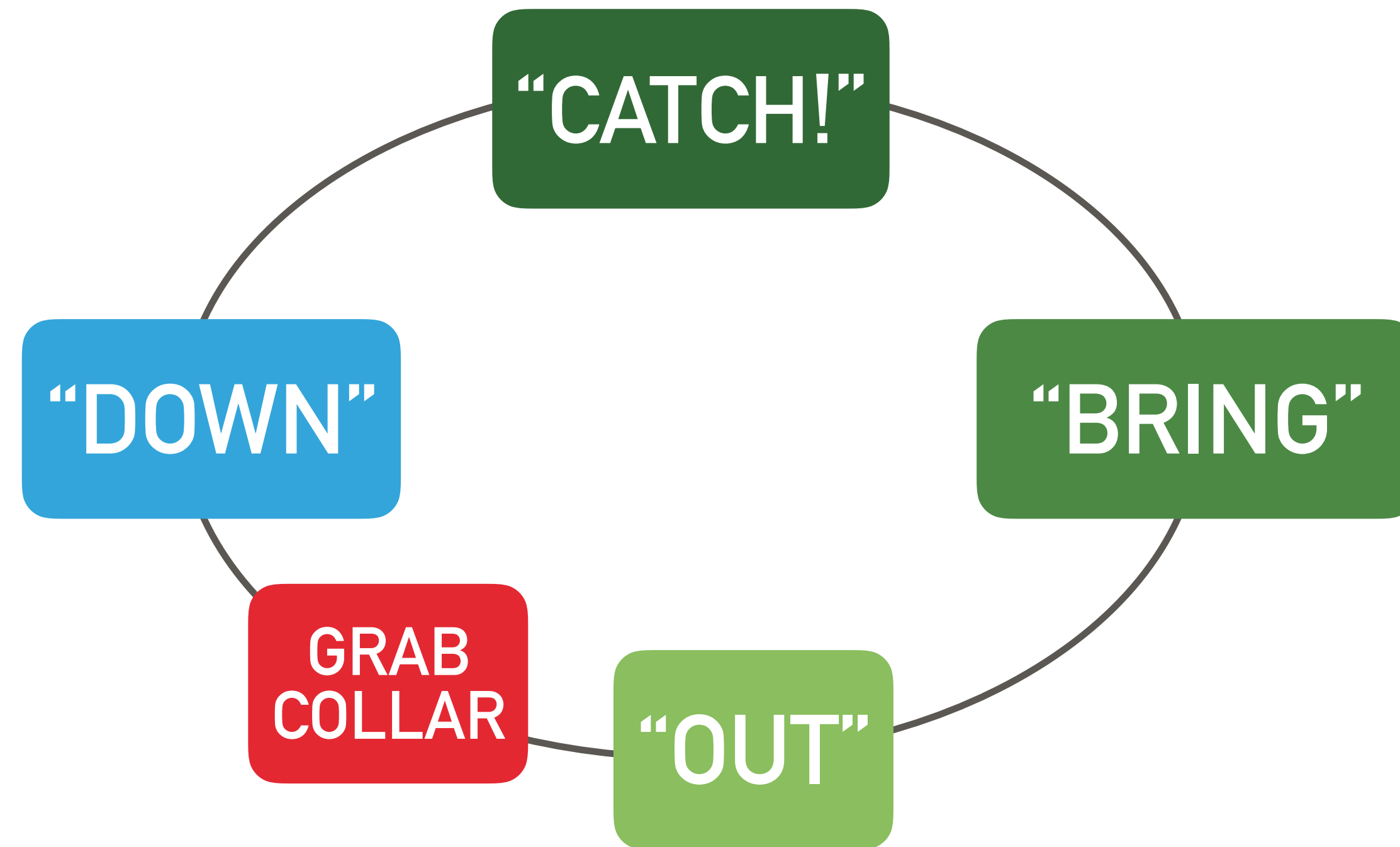


Shenanigans

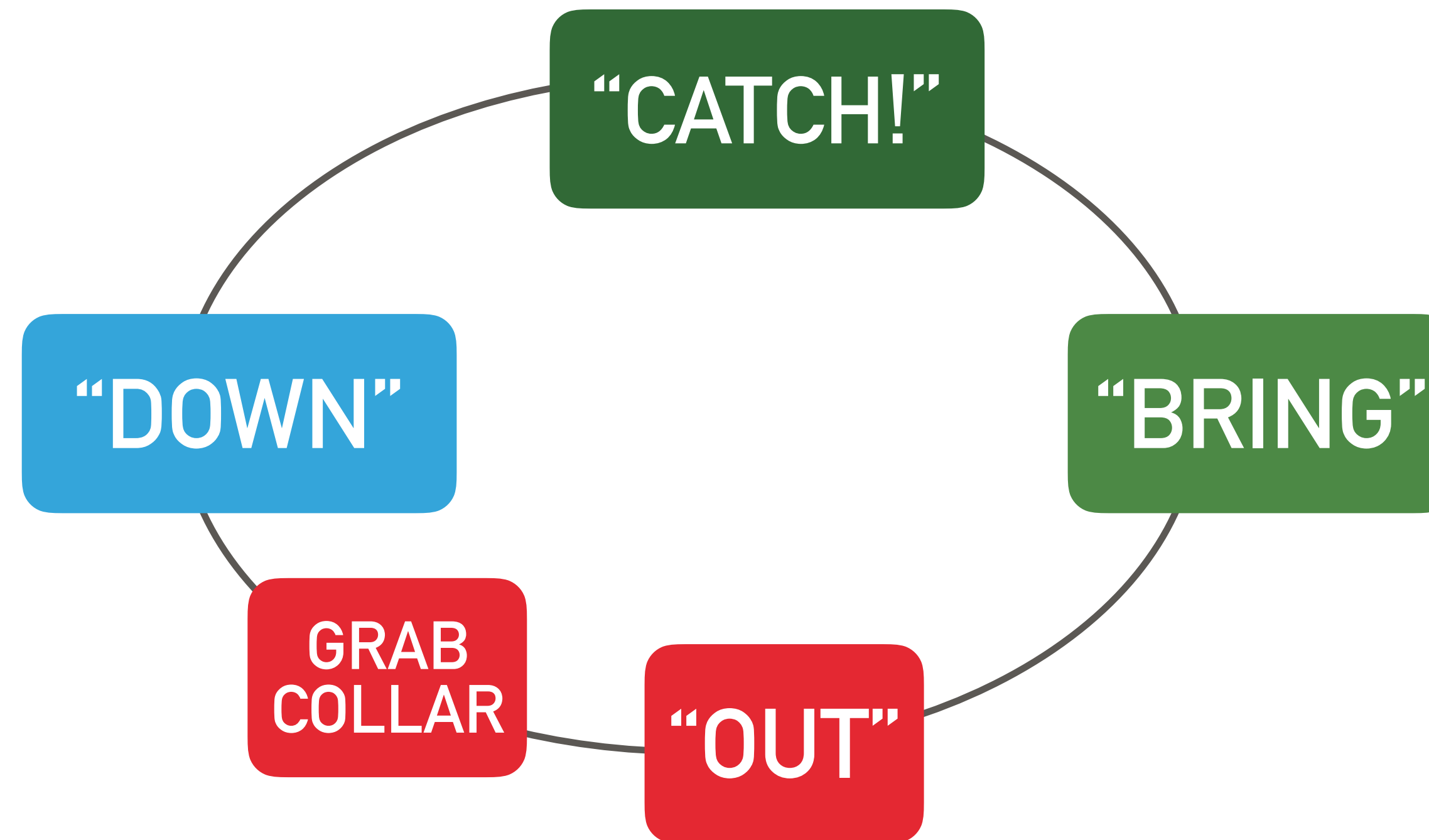
Reinforcement

Behavior

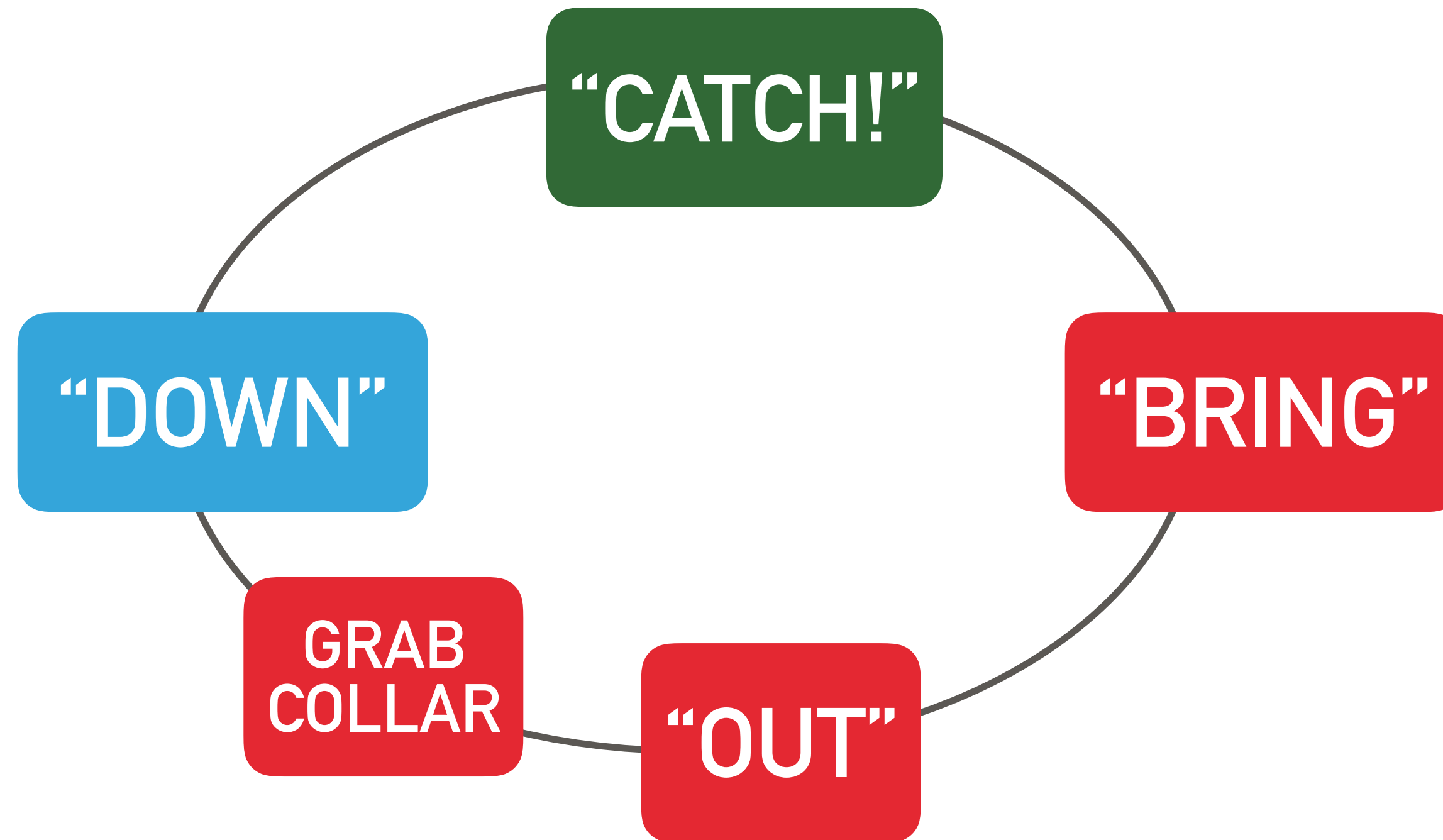
BEHAVIOR CHAIN/TRAINING LOOP



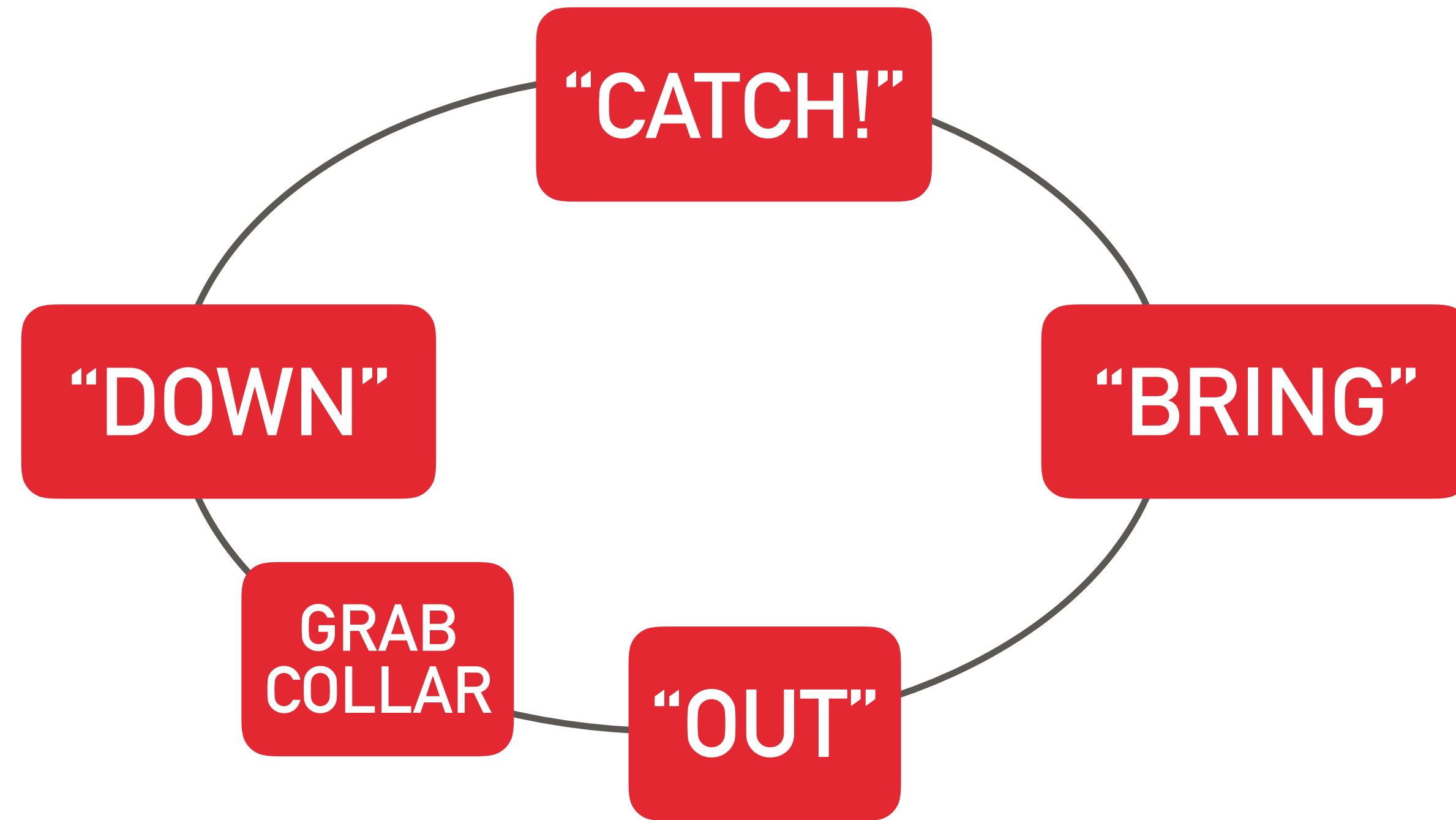
BEHAVIOR CHAIN/TRAINING LOOP



BEHAVIOR CHAIN/TRAINING LOOP



BEHAVIOR CHAIN/TRAINING LOOP



INCORPORATING INTO A SESSION

- ▶ New reinforcement procedures = new variable
- ▶ Increases challenge (on you both)
- ▶ One criterion at a time

STEPS

1. Fluent behavior

2. Add a cue

3. Stimulus control

4. Put in the chain

TEACH AND USE

- ▶ Teach these at home until both you and dog can do them without thinking
- ▶ Take on the road
- ▶ Measure response
- ▶ Incorporate goal behavior into loop

TRAIN DOGS

THANK YOU!

For more info, you can find me on the web at:

<http://www.hannahbranigan.dog>

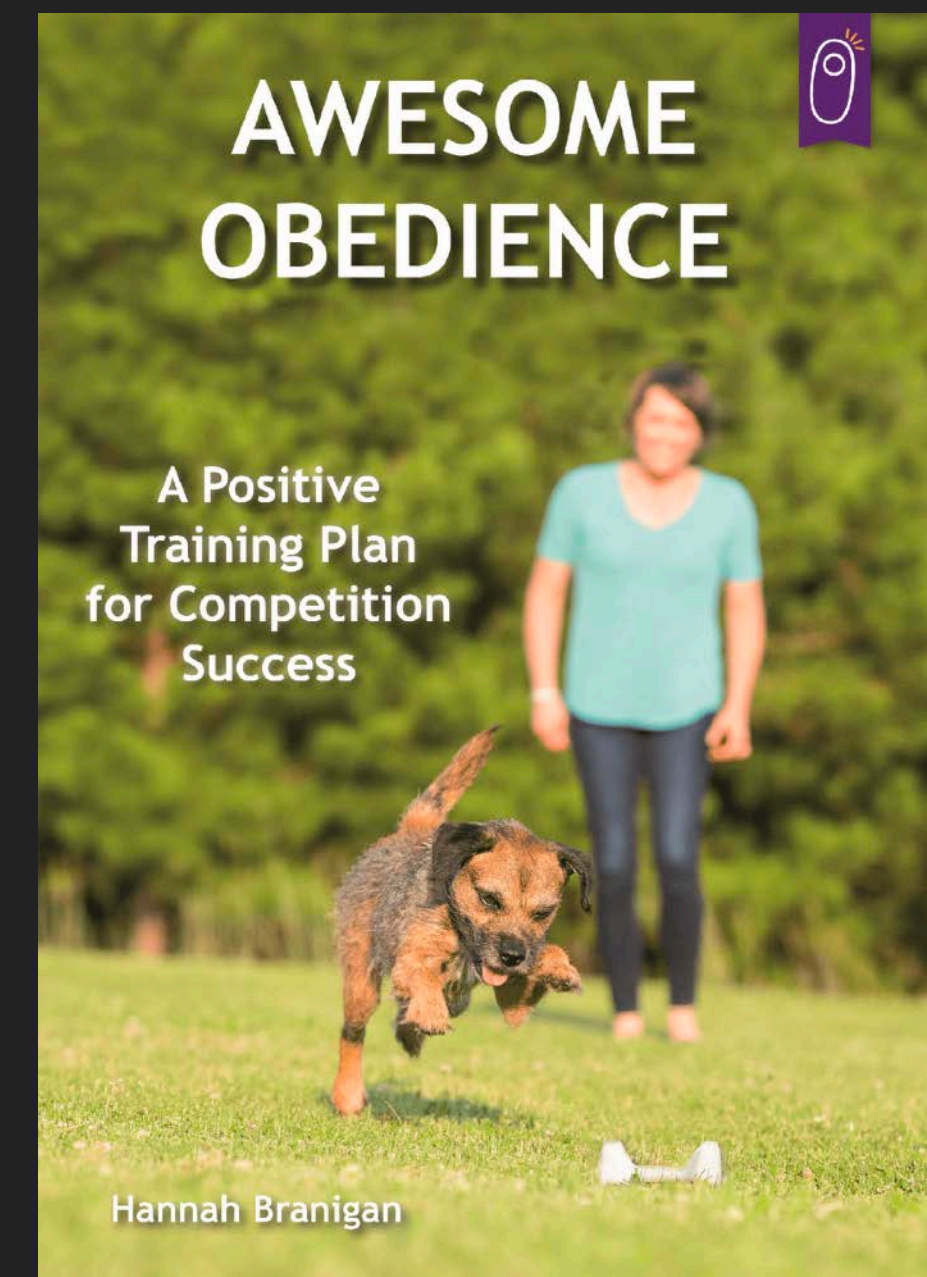


Podcast!

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Book!