

Term	Definition
Habituation	The waning of a response as a result of repeated stimulation but not fatigue
Socialisation	The process by which macaques learning to successfully interact with members of their own species (conspecifics) and humans
Desensitisation	Systematically pairing positive reward with an uncomfortable or aversive experience or stimulus in order to reduce any associated fear or anxiety response
Training	The shaping of the behaviour of a macaque so that it responds in a way that is desired by the trainer
Positive reinforcement	The process of <i>increasing</i> the frequency of a desired behaviour by <i>introducing</i> a rewarding stimulus (e.g. food treat) contingent on its performance
Negative reinforcement	The process of <i>increasing</i> the frequency of a desired behaviour by <i>removing</i> a noxious stimulus (e.g. the cage squeeze-back mechanism) contingent on its performance
Positive punishment	The process of <i>decreasing</i> the frequency of an undesirable behaviour by <i>introducing</i> a noxious stimulus on its performance (e.g. verbal command “No!”)
Successive approximation	The process of rewarding small steps that will eventually lead to performance of the desired behaviour
Primary reinforcer	Typically food
Secondary reinforcer	A verbal reward (e.g. “good”) or the use of a clicker or whistle – these are conditioned reinforcers which are not naturally appetitive for the animal but may be more powerful than the primary reinforcer
Clicker	A hand-held noisemaker used as a secondary, or conditioned, reinforcer. Clickers are ideal as a reinforcer as their sound is consistent. Clicker training uses operant conditioning and act as an event marker
Cue	A stimulus which elicits a behaviour – a cue may be verbal, physical (i.e. a hand gesture), or environmental (i.e. the presence of a stimulus within the environment that elicits a particular behaviour)
Latency	The time between a cue and a response, and between the response and the reinforcement – ideally, the time between both should be as close to zero as possible
Chaining	The process of combining the multiple behaviours into a continuous sequence linked together by cues, and maintained by a reinforcer at the end of the chain. Each cue serves as the marker and the reinforcer for the previous behaviour, and the cue for the next behaviour. Back-chaining involves training the last behaviour in the chain first, taking advantage of the Premack principle
Fixed ratio	A schedule of reinforcement in which the trainer reinforces a desired behaviour after a specific number of responses
Interval reinforcement	The reinforcement of a desired behaviour according to a time schedule, which may be fixed (e.g. rewarding a behaviour every

minute) or variable (e.g. rewarding a behaviour after varying periods of time within a certain timeframe)

Differential reinforcement	A process in which a particular type of behaviour is rewarded but others are ignored. For example, hand presentation is only rewarded when the left hand is given
Extinction	The weakening of a behaviour by ignoring it (i.e. not reinforcing it)
Aversive	Something the animal is willing to work to avoid
Luring	Using food or a physical cue to guide the animal to a location or producing a desired behaviour