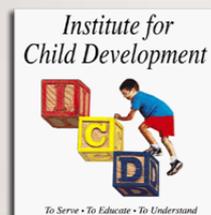




Chapter 3.2 Part 4

Motivational Procedures:

Token Economy



Learning Objectives

- Define token economy.
- Define backup reinforcers.
- Define generalized conditioned reinforcer.
- Identify 1 advantage of token economies.

What is a Token Economy?

- A **token economy** is a reinforcement system in which conditioned reinforcers, called tokens, are given to individuals for desirable behaviors. These tokens can be exchanged later for other items, also called backup reinforcers (Cooper et al., 2007).
- Token economies are widely used and have shown success in most educational and clinical **settings** (Cooper et al., 2007).

Token Economy

- In a token economy, the tokens serve as a generalized conditioned reinforcer to be traded for backup reinforcers.
- A **generalized conditioned reinforcer** is a type of conditioned reinforcer that is paired with many backup reinforcers (Cooper et al., 2007).
- **Backup reinforcers** are tangible objects, activities, or privileges that are reinforcers (Cooper et al., 2007).

Example of Generalized Conditioned and Backup Reinforcers

A commonly used generalized reinforcer in our society is money!

Money is a very powerful reinforcer because it is associated with almost unlimited backup reinforcers, such as cars, food, and clothing.



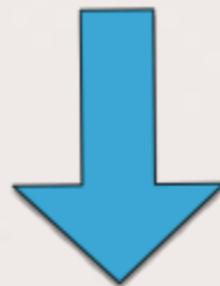
Why Use A Token Economy?

(Cooper et al., 2007)

- Token economies offer several advantages over other methods for reinforcement:
 - Easier to use for immediate reinforcement.
 - Easy to carry and collect.
 - Easier to use consistently.
 - Represents a variety of reinforcers.

Example of a Token Economy

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
John	★	★		★	
Susan	★	★	★	★	★
Mary		★	★		



Additional Examples of Token Economy

(Christophersen, Arnold, Hill, & Quilitch, 1972)

Some token economies also use non-tangible tokens or “points”.

The picture to the right shows a menu indicating what behaviors or tasks will earn points, as well as what activities will be available when points are cashed in.

Points	10 pt	20 pt	30 pt
Tasks that earn points	Making the bed	Sweep rug	Clean bathroom
Desired Activities Available	Snack of choice	Extra 30 minutes of TV	Rent a movie
Behaviors that will lose points	Teasing	Whining	Bickering