
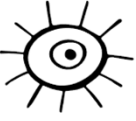
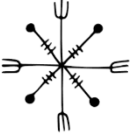










# Levels of Perceptual Control

Perceptual Level	Regulation system – regular control	Examples	Reorganisation
 1. Intensities	Intensity of sensory information at the level of a single neuron.	Loudness of sound, intensity of pressure	<i>Awareness</i>
 2. Sensations	Sensory information compounded as a single sensation or feeling.	Taste of lemonade, the sensation of pain	<i>Feeling</i>
 3. Configurations	Order in patterns and shapes. Objects are perceived as unity.	The shape of a chair, the feeling of an emotion	<i>Spatial attention</i>
 4. Transitions	Time, movement, or change as configurations vary.	Water warming up, increasing pitch	<i>Temporal attention</i>
 5. Events	Chunks lower-level continuous signal into separate short-term experience. Something happens.	A sip, a crash, a word	<i>Noticing</i>
 6. Relationships	Connects lower-level perceptions: Events - events = process Transition-transition = time Configuration-configuration = space	Up, under, below, after, before, behind	<i>Associating</i>
 7. Categories	Clustering of perceptions that share properties, making distinctions.	A goat or not a goat?	<i>Out-of-the-box</i>
 8. Sequences	Fixed order of underlying perceptions into time, space, or process. Predicting, orientate in space or time.	Following a trail, a melody	<i>Shifting attention</i>
 9. Programs	Structure of if/then choices between lower-level perceptions, branching possibilities. Exploring decisions.	Add pasta when the water boils. Plan a field trip	<i>Adding choices</i>
 10. Principles	Fuzzy concepts such as values and principles. Sense of meaning, what is important.	Safety, justice, being a good parent	<i>Insight</i>
 11. System concepts	A coherent organisation of principles as a single unit. Sense that something is true.	Worldview, identity, personality	<i>Curiosity</i>