




No Problem!

Problem-solving in
and for the real world


Steve White
www.ProActiveK9.com

Here we go!



- The problem with problem-solving
- Universal model
- Perception vs. Reality

**Problem-solving should
feel as easy as breathing**



PRO
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K9

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Problem-solving pitfalls

- Focusing on the ~~“problem”~~ **symptom!**
- Starting from the wrong baseline
- Going too fast or too slow
- Cuing errors
- Reinforcer errors



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Problems Are Not “Failure”

- **“Failure” Is Your Friend**
- **Dogs do not “fail”**
- **They perform as trained**



Dogs “fail” when we ask them to perform that for which we have not adequately prepared them



Rat Right



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Universal 5-step problem-solving model

DIP – IT

- **D**efine the problem
 - Get the real baseline
- **I**solate the problem
- **P**lan your remediation
- **I**mplement your plan
- **T**ake another look
 - Δ change from baseline



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5-step skill-building model

DIP – IT

- **D**efine the problem
 - Get the real baseline
- **I**solate the skill component
- **P**lan your shaping
- **I**mplement your plan
- **T**ake another look
 - Δ change from baseline

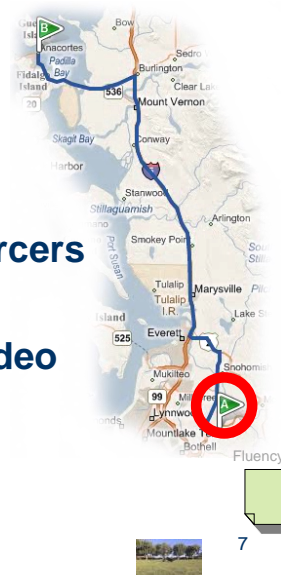


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Define the skill (“problem”)

- “Reverse” the problem
- Identify:
 - skill deficit, triggers, reinforcers
- Establish accurate baseline
- Don’t trust your eyes—use video



Isolate the problem

- Eliminate:
 - Triggers, problem reinforcers, & chains
 - Reintroduce them systematically



Plan your remediation

Plan is just a framework

- Be flexible
- Adapt
- Overcome

Baseline

Goal

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Implement your plan

Plan is just a framework

- Be flexible
- Adapt
- Overcome

Baseline

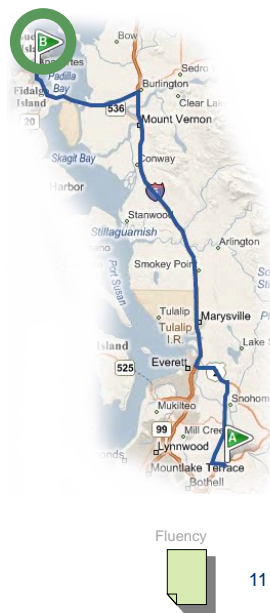
Goal

Steps within steps

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Take another look

- **Baseline** \triangle
- **The dog is ALWAYS right**
- **Re-DIPIT**



The Fallacy of Sudden Progress

- **Fluency and generalization**
 - Front-load vs back-load effort
- **Repertoire**
 - Width vs Depth



Salience, Proximity, Vector, Intensity

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Compounding

- **Chains**
 - **Predictability**
 - **“Internally” reinforced**
 - **“Randomly” reinforced**
- **Unknowingly created**
- **Knowingly disassembled**



Wrapping Up



- **Problem-solving is skill-building**
 - **Both have a 5-step process**
- **Triggers have 4 essential qualities**
- **Perception drives behavior**
- **Be aware of stimuli & reinforcers involved**
 - **Many are hidden**



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