



TOPIC:
1. PROXIMATE AND ULTIMATE CAUSES
2. ANTHROPOMORPHISM

➤ Proximate and ultimate causes



- Behavioral scientists want to know why animals do different things. These can be two causes of doing different things. These are:
 1. Proximate cause
 2. Ultimate Cause

✓ Proximate cause



- More immediate ecological and physiological causes of behavior are called proximate causes.
 1. It is the combination of ecological and physiological causes.
 2. It includes eating to satisfy hunger.

➤ Ultimate cause



- ❖ It is another level of causation in behavior.
It occurs on the evolutionary time scale.

Example:

A display attracts a mate. It also increase the chance of passing genetic information to the next generation.

Proximate and ultimate behavior diagram



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BEHAVIOR: Young geese follow and imprint on their mother.



PROXIMATE CAUSE: During an early, critical developmental stage, the young geese observe their mother moving away from them and calling.

ULTIMATE CAUSE: On average, geese that follow and imprint on their mother receive more care and learn necessary skills, and thus have a greater chance of surviving than those that do not follow their mother.

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Anthropomorphism



- It is Greek word. Gr. Stand for Anthrops,man_morphe,form
The application of human characteristics to any thing not human is called anthropomorphism.

✓ Anthropomorphism



- The human feelings cannot be assigned to animal behavior. These animals especially invertebrates do not give accurate human behavior.
Example:
an earthworm is placed on a fishhook. It can be explained in two ways.
1. Anthropomorphic explanation
Fish can hurt and or it can cause pain. Hurt and pain are human feelings. These are present in our conscious form. Thus application of hurt and pain to earthworm is anthropomorphism.

2. Physiological explanation



- We can explain this problem in other way. It reduces the anthropomorphic interpretation. When earthworm is placed on hook receptor are stimulated . Receptor generates nerve impulse . It causes neuron and reflex action. So this gives the actual mechanism of reflex. It does not give the feelings to earthworm.

Diagram



Anthropomorphism



- Definition – assuming that animals have the same thoughts, emotions, motives, and feelings that we do
- For example, do animals think like us? Do they feel pain like we do? Can they be happy and sad? Are they aware of their place in the world?
- What do you think?