Human Systems

THE AFFECT SYSTEM

This system evolved to protect our species from the dangers inherent in a brain overloaded by too many confusing stimuli. This system simplifies things for us by permitting only one stimulus at a time to enter consciousness. There are three basic "flavors" in this system: positive (inherently rewarding) and we are motivated to do things to have them continue or get them back if they should be interfered with; negative (inherently punishing) and we are motivated to do things to get rid of them and avoid things that will have them return; and neutral, which does not motivate us or do much of anything. Responses to these positive, negative and neutral motivators are innate. *Stimuli that trigger the negative almost always prevail over stimuli that triggers the positive.*

THE COGNITIVE SYSTEM

This is the system in our brain that handles a wide variety of things such as 1 + 1 = 2, the wild imagination involved in the writing of science fiction, the perceived beauty of a landscape, the love of country. It is vital for memory recall and problem solving. It both *acquires* raw data and *transforms* it into understanding and knowledge.

THE DRIVE SYSTEM

This system of brain functions deal with things going into and out of our bodies on a periodic basis. The basic drives are hunger, defecation, urination, breathing and sexuality. This drive system gives us information as to where and when something is needed but they are not especially motivating due to circumstances that my override the motivator.

THE PAIN SYSTEM

Ready in the background to react whenever it is needed. For instance, if a pin sticks into your leg, the nerve endings from that spot on the leg send a signal to the brain. You feel the hurt almost instantaneously and are motivated to locate the spot where it hurts, and remove the feeling. After rubbing the spot for a moment or two the bad feeling goes away. As soon as it is gone, this system retreats into the background again. This system, therefore is a motivator.