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Good Dog! Applications of Dog Science

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Good Dog! APPLications of Dog Science

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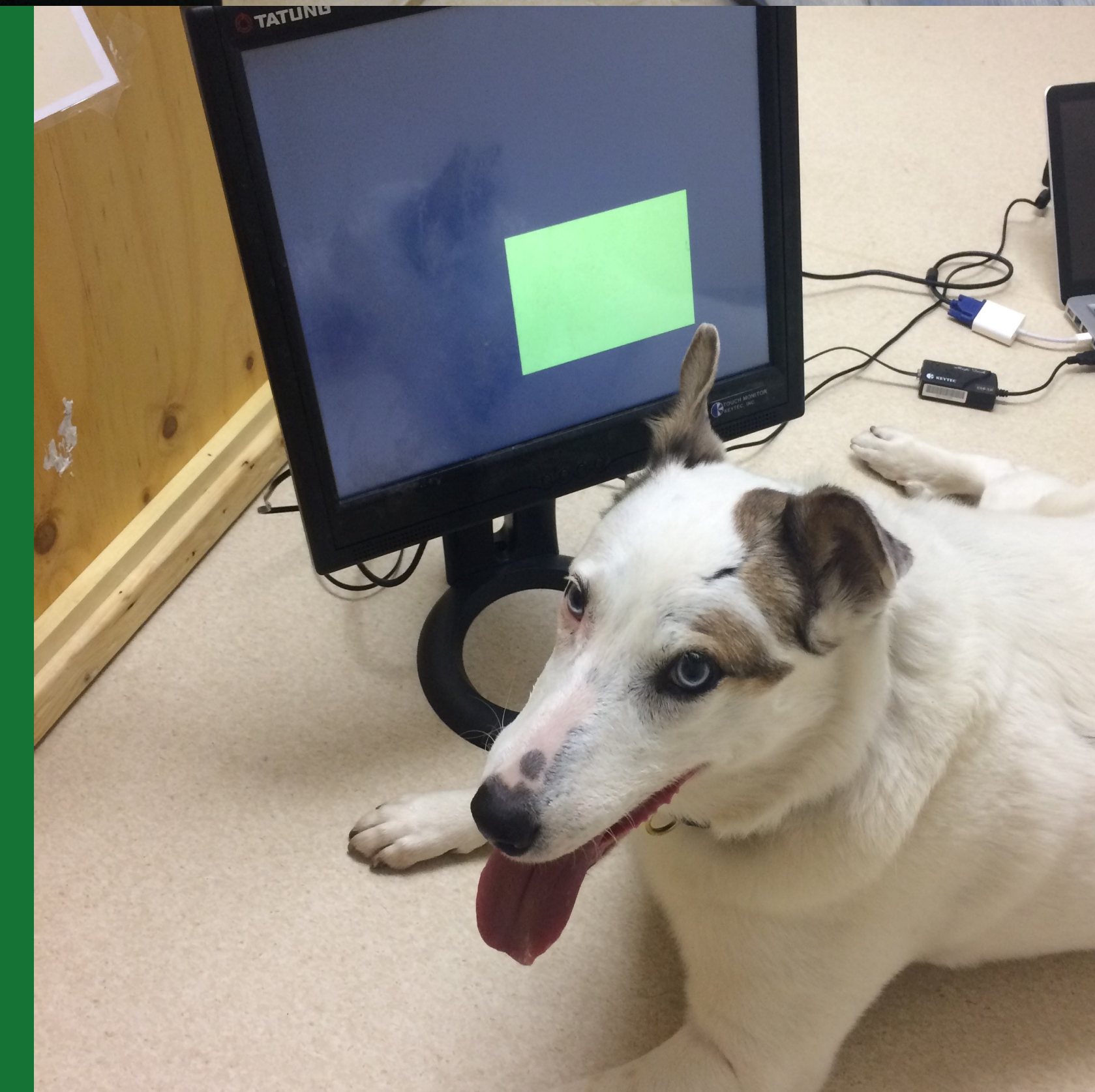
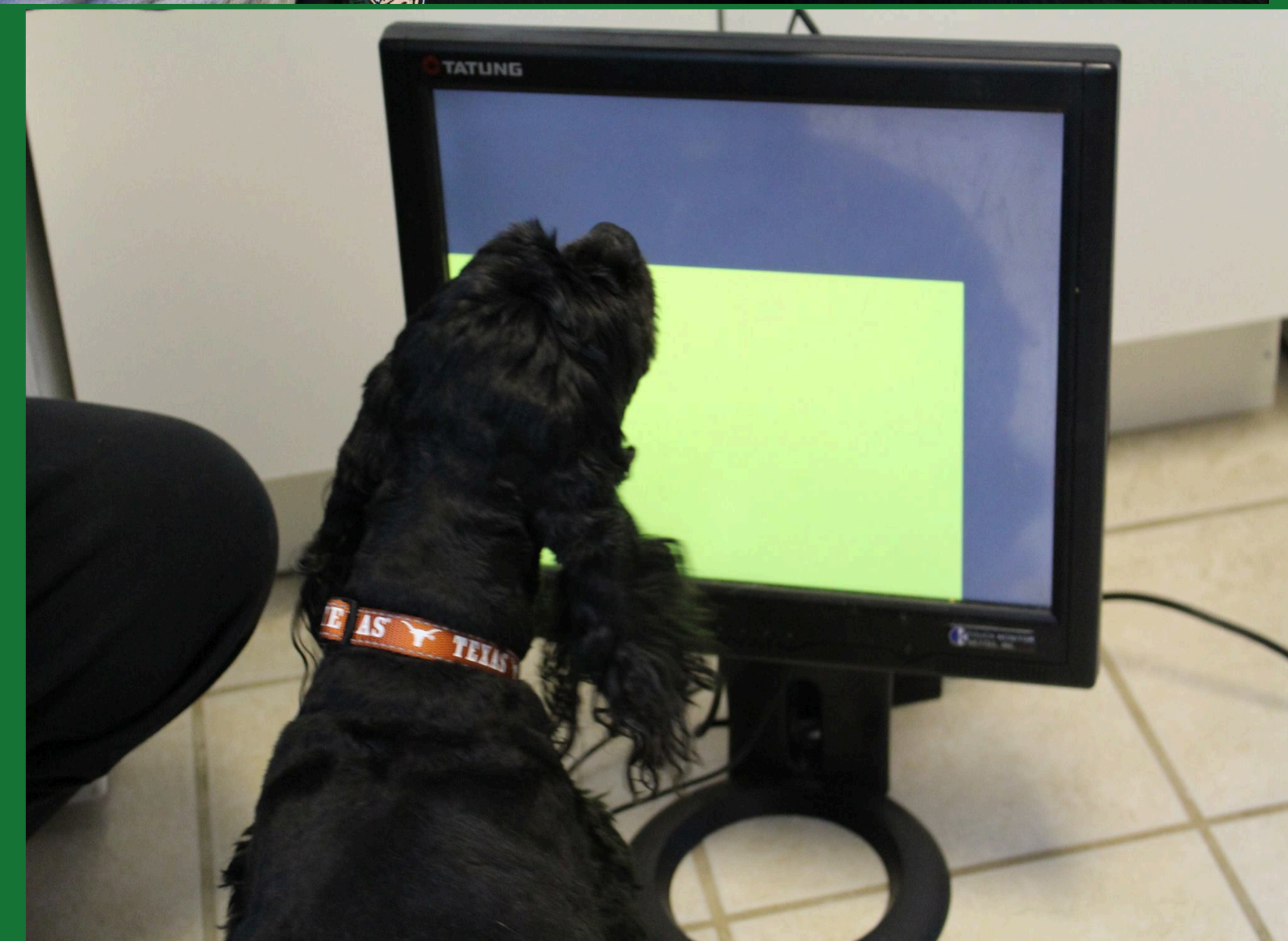
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The Problem

- 6 to 8 million dogs per year enter shelters
- Behavioral problems such as fear, aggression, or separation anxiety lead to dogs being taken to these shelters and/or euthanized (Rohlf and Toukhasti 2010).
- Exercise can alleviate some of these behavioral problem (Coppinger and Zuchotti 1999).

Potential Solution: Mental Stimulation

- What is Mental Stimulation:
 - Occupying the dogs mind to an extent that it does not require physical exercise (Milgram 2003).
- Computer Tasks:
 - Computer tasks will be modified as an application for owners
 - This application's goal is to prevent behavioral problems



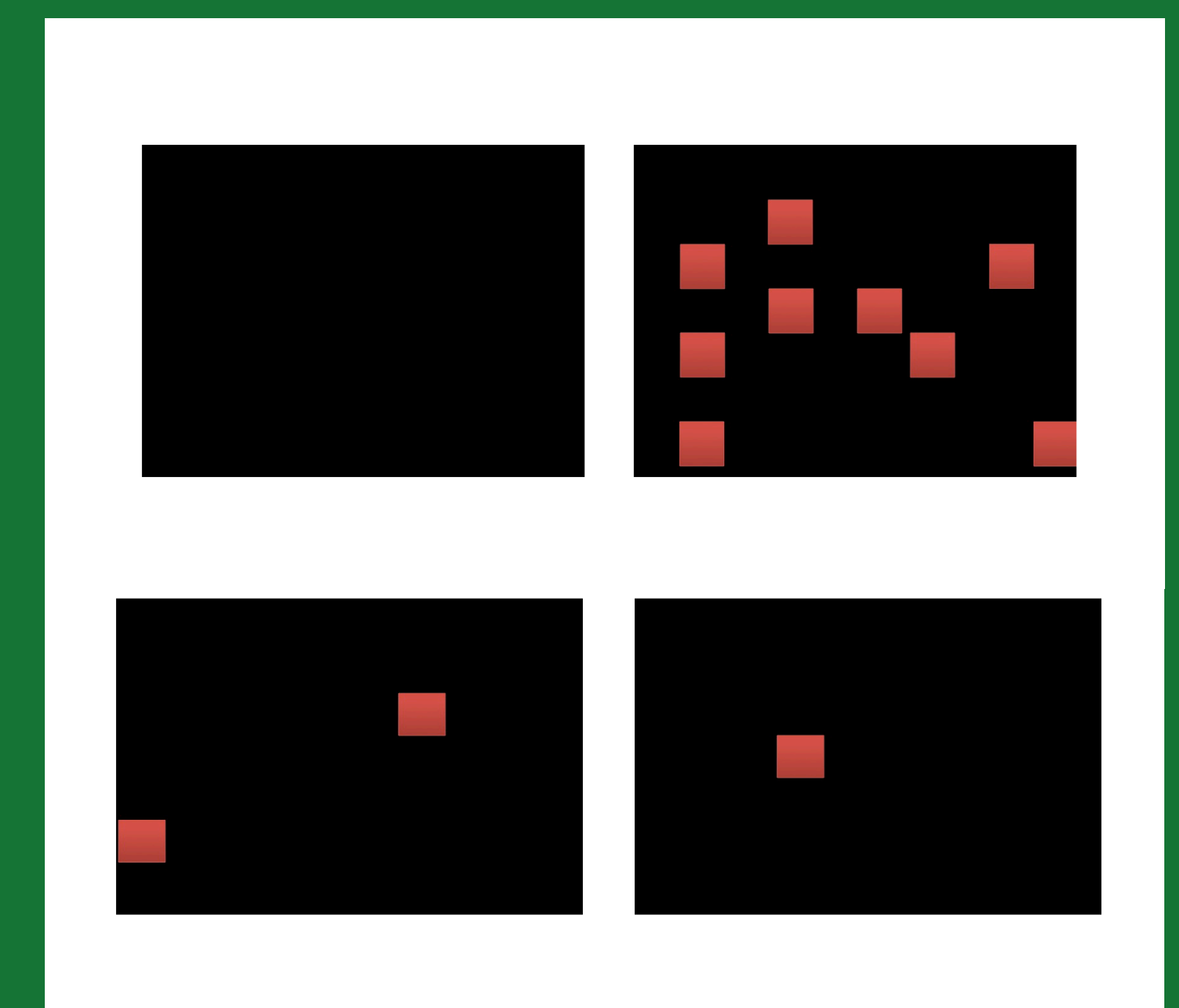
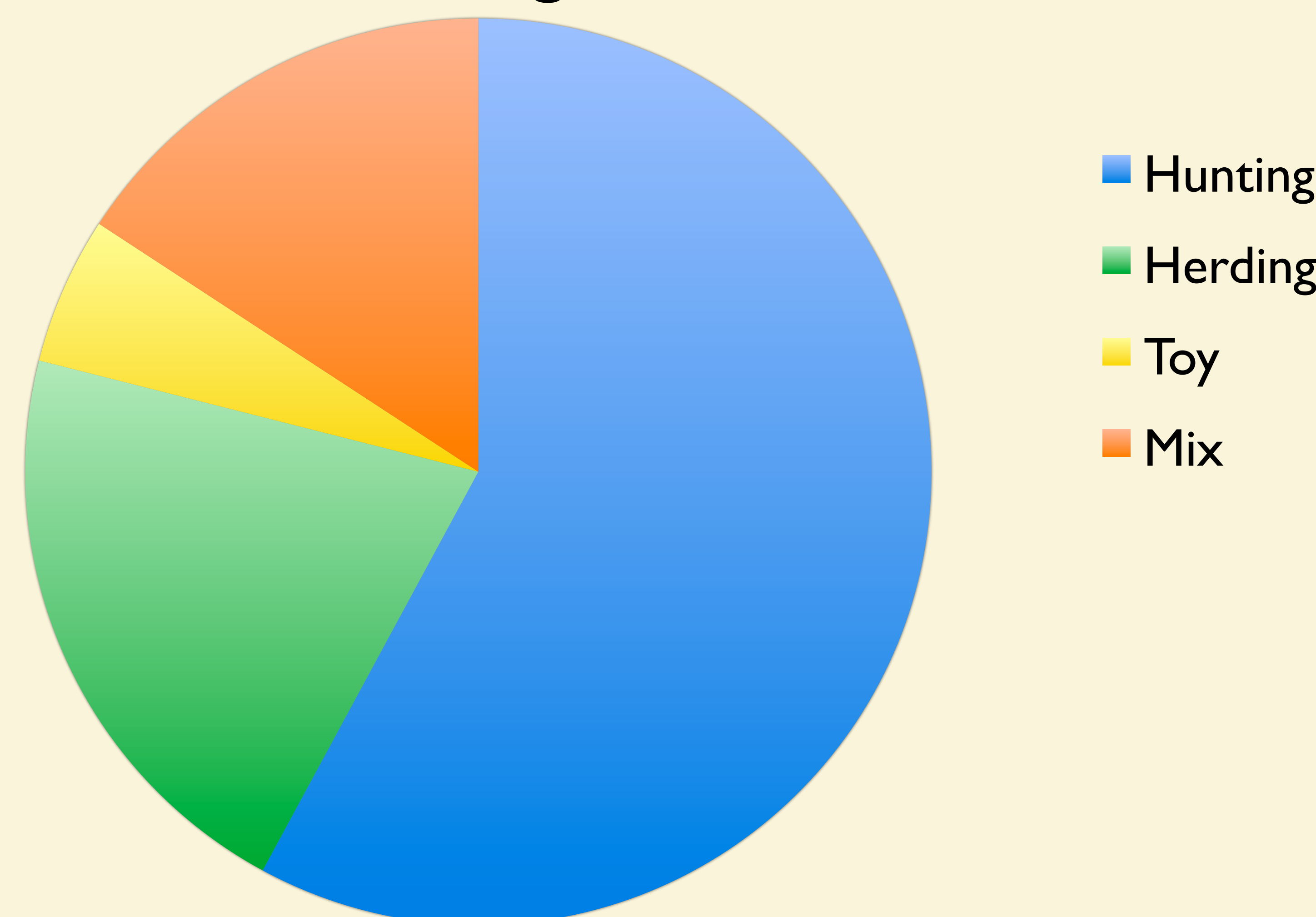
Discussion

- So Far
 - Dogs have begun to learn the task with increasing accuracy and decreased food motivation
- Future Tasks
 - Create more tasks/programs that will consist of selecting higher numbers or remembering objects
- Potential Findings
 - Differences in performances between breeds could lead to further information about how each breed learns a new task (Rooney and Bradshaw 2006).

Current Study

- Participants:
 - Dogs recruited from Paradise Pets dog daycare center in Bloomington, IL.
- Computer Training
 - Touch yellow box on screen with nose
- Data Collection
 - Thus far, we have been using Superlab as the framework for our computer tasks
 - Still in data collecting process

Dog Breed



Future Task: Selecting the higher number

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