

Preference Assessments

By: Mandy Cooke

What is a preference assessment?

- ▶ Preference assessments are a means of identifying and enhancing the effects of positive reinforcement



Why are they important?

- ▶ Limited repertoires
- ▶ Restricted interests
- ▶ Difficulty spontaneously requesting items not present

Types of Preference Assessments

Indirect

- ▶ Interviews and surveys

Direct

- ▶ Preference is directly measured
- ▶ examples: paired-preference, restricted preference, free operant

Indirect Preference Assessments

Pros:

- ▶ Fast & Easy

Cons:

- ▶ Not as accurate as direct measures

Edible Reinforcers:		YES	NO	Others :		YES	NO
Candy:	1. M&M's	___	___	38. Cake	___	___	___
	2. Jelly Beans	___	___	39. Cupcakes	___	___	___
	3. Licorice	___	___	40. Doughnuts	___	___	___
	4. Candy Canes	___	___	41. Crackers	___	___	___
	5. Gum	___	___	42. Frosting	___	___	___
	6. Smarties	___	___	43. Pretzels	___	___	___
	7. Lollipops	___	___	44. Corn Chips	___	___	___
	8. Candy Kisses	___	___	45. Cheez Balls	___	___	___
	9. Chocolate	___	___	46. Doritos	___	___	___
	10. ___	___	___	47. Cookies	___	___	___
				48. Popcorn	___	___	___
Cereals:	11. Cheerios	___	___	49. Vegetables	___	___	___
	12. Fruit Loops	___	___	50. ___	___	___	___
	13. Trix	___	___				
	14. ___	___	___				
				Material Reinforcers :			
Fruit:	15. Raisins	___	___	1. Stopwatch	___	___	___
	16. Apples	___	___	2. Hand Cream	___	___	___
	17. Oranges	___	___	3. Bubbles	___	___	___
	18. Bananas	___	___	4. Combs	___	___	___
	19. ___	___	___	5. Stickers	___	___	___
				6. Play Dough	___	___	___
				7. Perfume	___	___	___
Liquids:	20. Milk	___	___	8. Toy Instruments	___	___	___
	21. Ch. Milk	___	___	9. Puzzles	___	___	___
	22. Juice	___	___	10. Beads	___	___	___
	23. Soda Pop	___	___	11. Stamps	___	___	___
	24. Lemonade	___	___	12. Masks	___	___	___
	25. ___	___	___	13. Crayons	___	___	___
				14. Fans	___	___	___
Frozen:	26. Popsicle	___	___	15. Balloons	___	___	___
	27. Ice Cream	___	___	16. Bean Bags	___	___	___
	28. ___	___	___	17. Hats	___	___	___
				18. Mirrors	___	___	___

Direct Preference Assessments

- ▶ Single stimulus
- ▶ Pairwise comparison (forced choice)
- ▶ Restricted (multiple stimulus without replacement)
- ▶ Free operant

Note:

- ▶ Edibles and Tangibles should be tested separately
- ▶ You can include unfamiliar stimuli

Single Stimulus Preference Assessment

- ▶ Present each item one at a time
- ▶ Allow 5 seconds to approach item
 - ▶ If the client does not approach the item, record **N/A** (no approach) and remove item
 - ▶ Represent the item, if the client does not approach the item in 5 seconds, remove item and move onto the next item
 - ▶ If the client shows interest in the item, allow the client to engage with the item for 30 seconds

Single Stimulus Preference Assessment

Pros

- ▶ Quick and easy
- ▶ Great for introducing new items
- ▶ Does not require scanning

Cons

- ▶ Does not generate a hierarchy of preference
- ▶ May overestimate preference

Pairwise Comparison Preference Assessment (Forced Choice)

- ▶ Prepare 6 items to test at a time, number them from 1-6
- ▶ Present two items simultaneously (in random order) and state, “choose one”
- ▶ Allow the client to engage in the item for 30 seconds
- ▶ Ask for the client to return the item, and then present a new set of reinforcers
- ▶ Continue until all pairs are presented
- ▶ If your client reaches for both items, block access and represent instruction
- ▶ Record: # of times chosen / total opportunities to choose

Pairwise Comparison Preference Assessment (Forced Choice)

Pros

- ▶ Creates a hierarchy of preference
- ▶ More accurate than the single-stimulus preference assessment

Cons

- ▶ Time consuming
- ▶ Requires the client to return the toy after minimal engagement, which can be problematic

Pairwise Comparison Preference Assessment (Forced Choice)

Item Pairs	Student Choice right - left - NC	Choice
4x6	4 * 6 * NC	
1x2	1 * 2 * NC	
3x4	3 * 4 * NC	
2x6	2 * 6 * NC	
1x3	1 * 3 * NC	
2x4	2 * 4 * NC	
1x5	1 * 5 * NC	
3x6	3 * 6 * NC	
1&4	1 * 4 * NC	
2x5	2 * 5 * NC	
1x6	1 * 6 * NC	
3x5	3 * 5 * NC	
2x3	2 * 3 * NC	
5x6	5 * 6 * NC	
4x5	4 * 5 * NC	

Assessment One

1. Candy
2. Sandwich Cookie
3. Cracker
4. Pretzel
5. Banana
6. Apple

Pairwise Comparison Preference Assessment

Assessment One

Candy: 100%

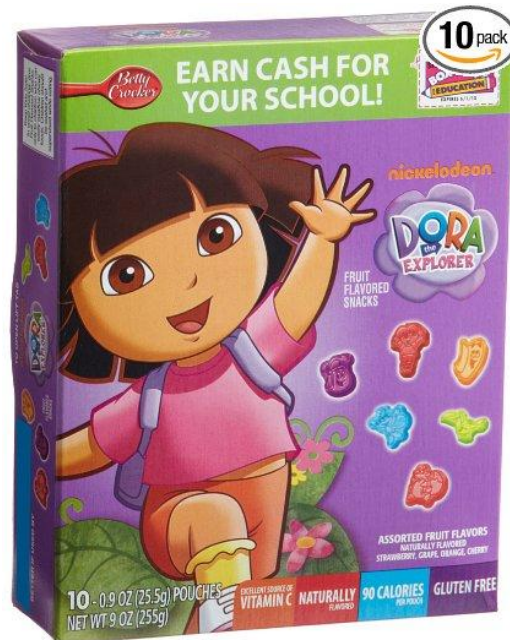
Sandwich Cookie: 30%

Cracker: 20%

Pretzel: 10%

Banana: 0%

Apple: 0%



Assessment Two

Candy: 100%

Cracker: 40%

Juice: 30%

Sandwich Cookie: 10%

KitKat: 0%

Chocolate Cookie: 0%

Restricted Preference Assessment (Multiple Stimulus Without Replacement)

- ▶ Arrange all toys or edibles on the table/floor (up to 8)
- ▶ Tell the client to choose an item
- ▶ Allow the client to play with the toy for 30 seconds, or until edible is consumed
- ▶ Remove the chosen toy from the array
- ▶ Randomly rotate the toys/edibles
- ▶ Re-present instruction until all toys have been selected
- ▶ Record:
 - ▶ Duration the client played with each toy
 - ▶ Order in which client chose each toy

Restricted Preference Assessment (Multiple Stimulus Without Replacement)

Pros

- ▶ More accurate than a pairwise comparison preference assessment (PWPA)
- ▶ Easier to implement than a PWPA
- ▶ Less time consuming than a PWPA

Cons

- ▶ Requires many prerequisite skills
 - ▶ Scanning
 - ▶ Attending
 - ▶ Leaving item on table between trials (returning item)

Free Operant Preference Assessment

- ▶ Arrange all toys or edibles on the table/floor (up to 8)
- ▶ Tell your client they can play with any of the items
- ▶ Duration: 4 minutes
- ▶ Record: duration of item manipulation in seconds

Free Operant Preference Assessment

Pros

- ▶ Naturalistic
- ▶ Does not require any withholding, manipulating, or removing reinforcers

Cons

- ▶ May not get an accurate recording of preference

Preference Assessment for Social Reinforcers

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*EVALUATION OF ASSESSMENT METHODS FOR IDENTIFYING
SOCIAL REINFORCERS*

MAUREEN A. KELLY AND EILEEN M. ROSCOE

WESTERN NEW ENGLAND UNIVERSITY AND THE NEW ENGLAND CENTER FOR CHILDREN

GREGORY P. HANLEY

WESTERN NEW ENGLAND UNIVERSITY

AND

KEVIN SCHLICHENMEYER

WESTERN NEW ENGLAND UNIVERSITY AND UNIVERSITY OF MASSACHUSETTS MEDICAL SCHOOL SHRIVER CENTER

Pairwise Comparison Preference Assessment: Social Reinforcers

- ▶ Use cue cards as visuals to place on the table (words or pictures)
- ▶ Have the client to review the cards prior to the assessment
- ▶ Place two options on the table, along with a “no choice” option
- ▶ Request the client to choose an option, and engage in the reinforcers for 30 seconds
- ▶ Return to the table an represent instructions, until all pairs are presented
- ▶ Randomly rotate the pairs
- ▶ Record: # of times chosen / total opportunities to choose

Assessing Social Reinforcers (Roscoe et al., 2014)

Pros

- ▶ Assessment of social reinforcers
- ▶ Creates a hierarchy of preference

Cons

- ▶ Requires language ability from client
- ▶ Time consuming
- ▶ Results may vary across IT's

Choosing the Right Assessment



Choosing the Right Assessment

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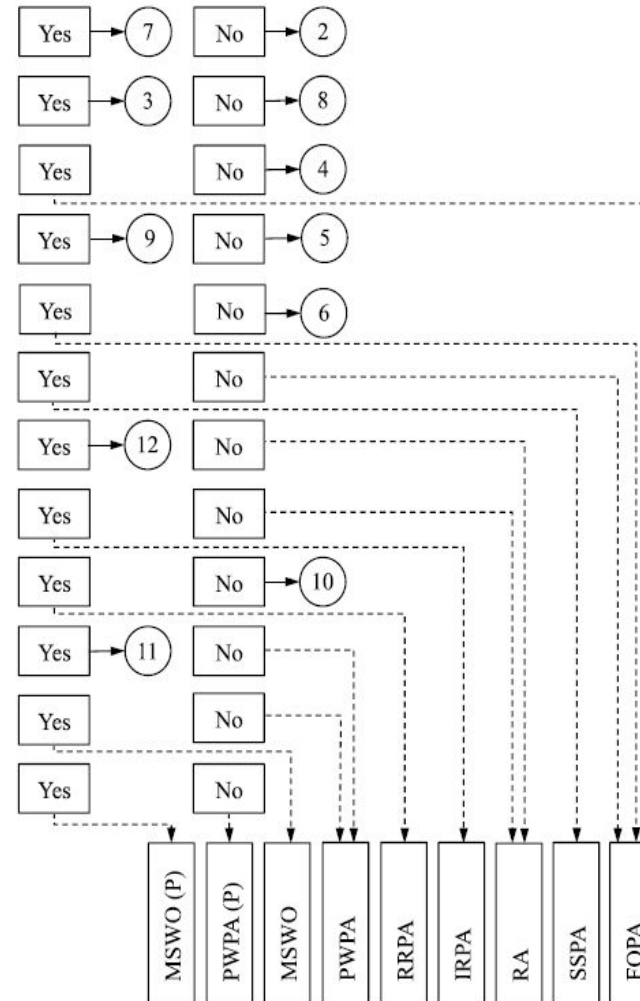
Clinical Decision Making and Preference Assessment for Individuals With Intellectual and Developmental Disabilities

*Javier Virués-Ortega, Kristen Pritchard, Robin L. Grant, Sebastian North, Camilo Hurtado-Parrado,
May S. H. Lee, Bev Temple, Flávia Julio, and C. T. Yu*

Decision tree for the selection of preference assessment methods

Virues-Ortega et al. (2014)

1. Do you need to assess preference toward social stimuli?
2. Can the student display engagement or selection responses?
3. Do you need to avoid tangible-maintained problem behavior?
4. Do you need to establish a preference hierarchy?
5. Do you need to identify long-duration high preference items?
6. Do you need to assess the preference toward a single stimulus?
7. Can the student match reliably pictorial and tangible stimuli?
8. Can the student engage in indirect responses (e.g., gaze)?
9. Can the student perform engagement but not selection responses?
10. Do you need to complete the PA in as little time as possible?
11. Can the student choose reliably from more than two stimuli?
12. Can the student choose reliably from an array of pictorial stimuli?



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