

Recognition memory

Recognition [memory](#), a subcategory of declarative memory, is the ability to recognize previously encountered events, objects, or people.

When the previously experienced event is reexperienced, this environmental content is matched to stored memory representations, eliciting matching signals.

Recognition memory can be subdivided into two component processes: recollection and familiarity, sometimes referred to as “remembering” and “knowing”, respectively.

Recollection is the retrieval of details associated with the previously experienced event. In contrast, familiarity is the feeling that the event was previously experienced, without recollection. Thus, the fundamental distinction between the two processes is that recollection is a slow, controlled search process, whereas familiarity is a fast, automatic process.

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