

Actions, behaviour, will and their disorders

Human action directed towards certain goals. It is conditioned by motives and will.

Motives

- conscious stimuli that evoke the satisfaction of needs.

Motivation

- a set of motives for a particular action.

Need

- Lack of something essential.

1. *material*,
2. *intangible*.

Will

- awareness and focus of negotiations on a specific goal,
- a set of acts of will, decision-making, effort and action.

Disorders of Will

Hypobulia

- indecision to start a certain activity.

Abulia

- loss of ability to start a certain activity,
- noticeable in depression,
- in organic brain disorders, some Neurosis, drugs,
- hypobulia even at exhaustion – together with apathy (emotional attenuation).

Hyperbulia

- excessive determination, hyperagility, energy – manic syndrome, after psychostimulants, hyperthymal personalities,
- mostly fluctuating character.

Negotiation disorders

Quantitative disorders

Hypoagility

- general impoverishment of activity, exhaustion, depression, intoxication.

Hyperagility

- increased mental and physical activity.

Agitation

- on the border of qualitative and quantitative disorders,
- restless, confused and aimless movement, until anxiety,
- escalates at (bedtime).

Qualitative disorders

Catatonic symptoms

- primitive psychomotor manifestations – a prototype of a layman's idea of a mentally handicapped person,
 - do not make contact with the environment,
 - there is no disorder of consciousness,
1. *productive form* – excess facial expressions, bizarre gestures.
 2. *stuporous form* – attenuation of varying degrees; cause *psychogenic* (experience, disaster) or *endogenous* (melancholy).

Catalepsy

- *flexibility* (wax flexibility) – increased muscle tension,
- excessive passivity to forced positions, in which it can remain for a long time.
- schizophrenia

Event of the meeting

- temporary pledge in the middle of negotiations,
- no impaired consciousness (is present, as opposed to the absence of),
- schizophrenia.

Negativism

- resistance to orders and challenges:
1. Passive – patient does not pass the instruction,
 2. active – the patient does the exact opposite.

Command automatism

- by order he is said militarily, he will do as he is told.

Stereotype, iteration

- mechanical repetition of words (*verbigerance*) or facial expressions (*grimassing*).

Mannerism

- performing bizarre movements in various activities (food, dressing).

Raptus

- stormy, explosive behavior,
- autoaggression and heteroaggression.

Impulsive behavior

- a sudden uncontrollable urge to act,
- the victim remembers everything, but does not know why he did it.

Secondary impulse

- arises by discharging a large voltage,
- accompanied by a strong Emotion.

Phenoleptic states

- impulsive behavior – pyromania, kleptomania, ...

Short-circuit negotiations

- leads to the goal in the shortest way – without thinking, sometimes it can be preceded by preparation (e.g. suicide in an incurable disease),
- common in children, some suicides out of unhappy love or the removal of an unwanted witness may have the character of a short-circuit act.

Automatisms

- motor stereotypes that are affected by the will, but reappear as attention decreases,
- they occur in mentally retarded individuals, in Schizophrenia.

Tics

More detailed information can be found on the page Tics.

Links

Source

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