

Scripps Research Alcohol Center Neuroscience Course

The brain's reward system

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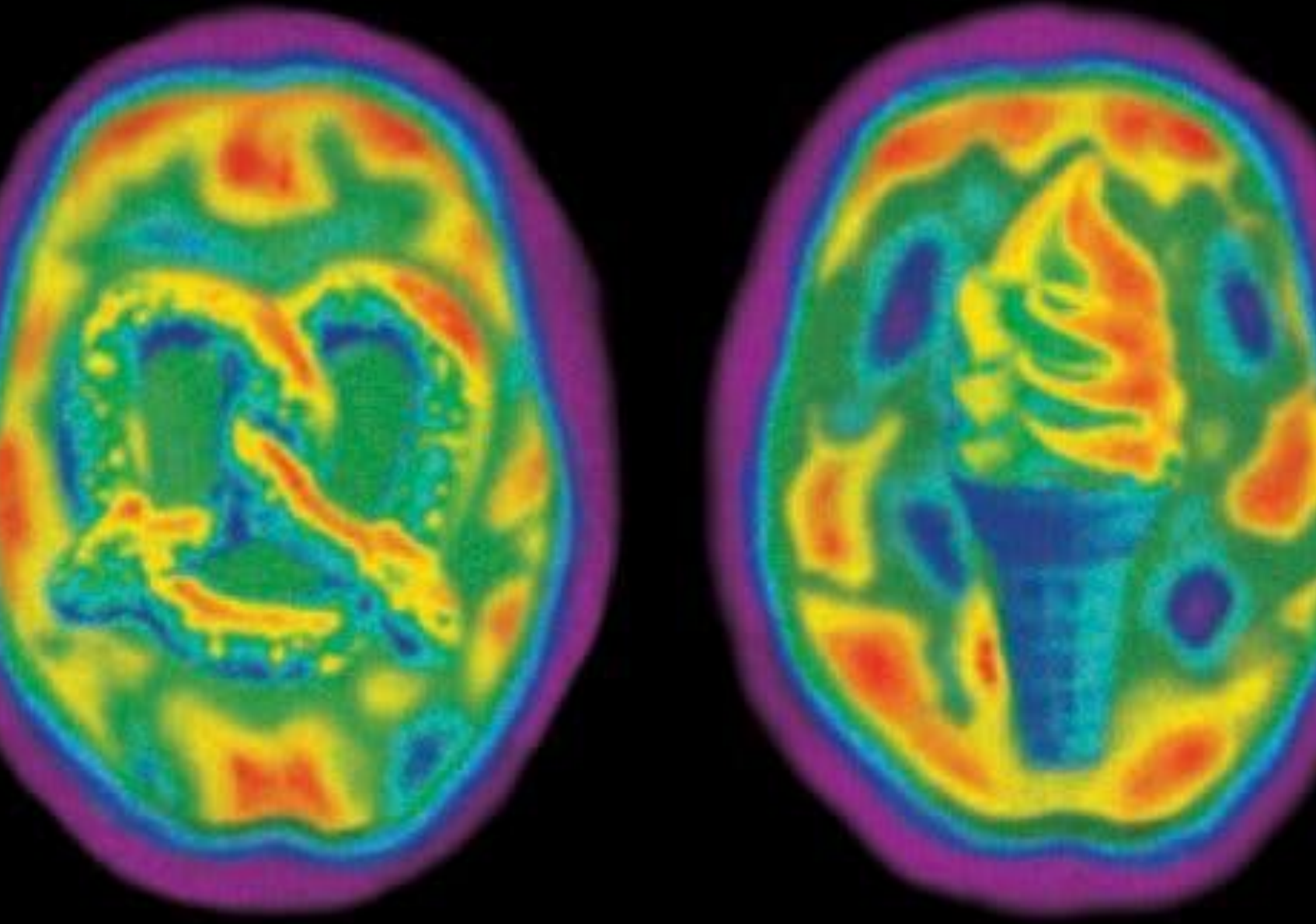
Interns

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Today's Topics

- What is reward?
- Brain's reward regions
- Reward chemistry
- Measuring reward in laboratory animals





Reward

A thing, situation or event that produces a pleasant or positive emotional experience

(Also... a thing, situation or event that decreases a yucky or negative emotional experience)



Reinforcement

learning the association between actions and rewards

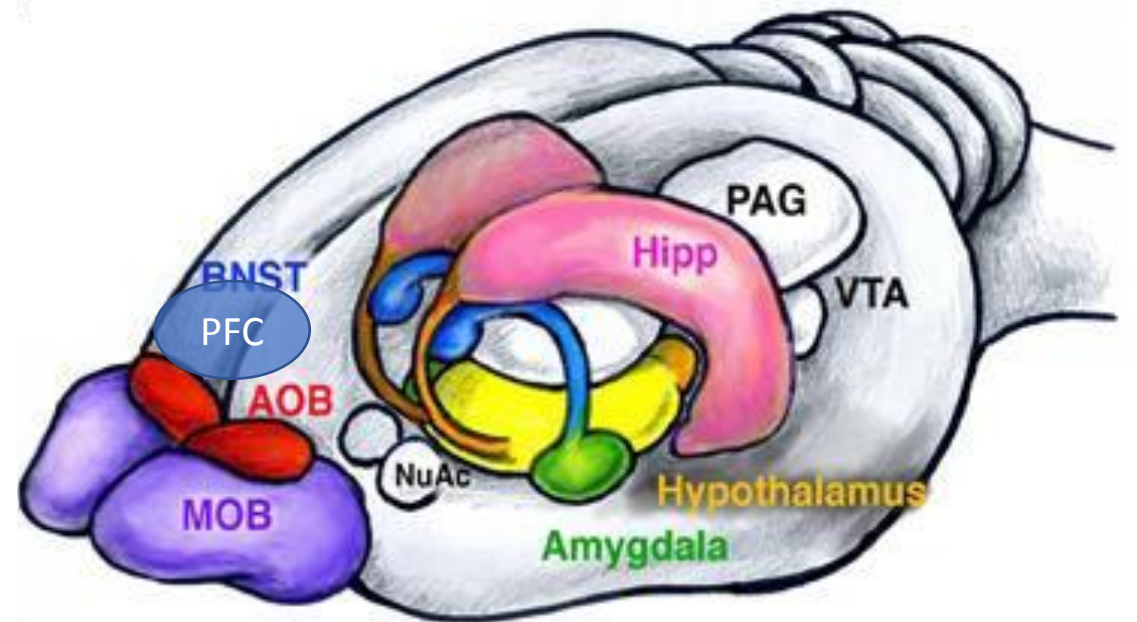
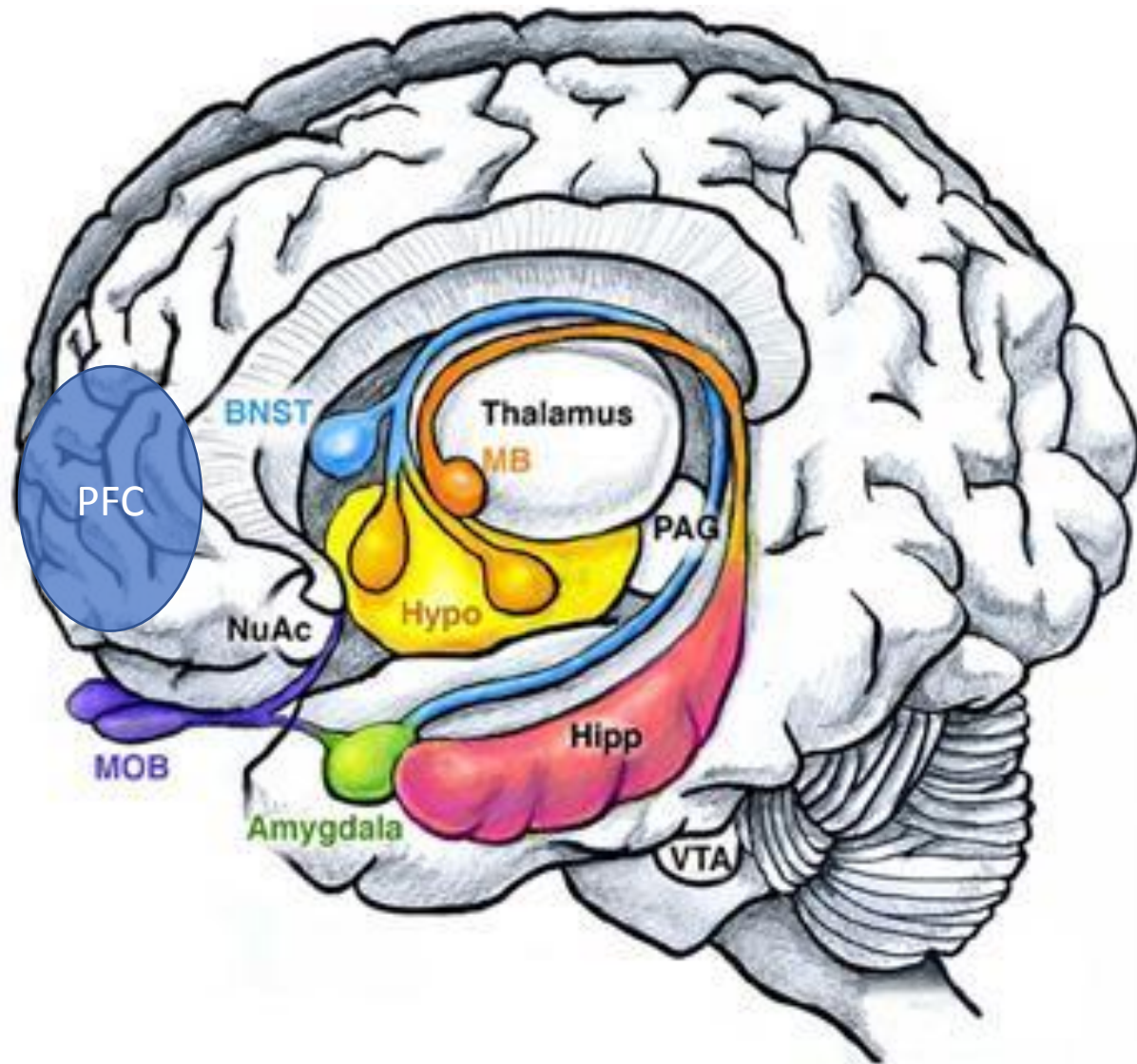
- **POSITIVE:** Strengthening a behavior that increases the chance of a positive outcome
- **NEGATIVE:** Strengthening a behavior that increases the chance of reducing a negative outcome

Reinforcement

learning the association between actions and rewards

- **POSITIVE:** Strengthening a behavior that increases the chance of a positive outcome
 - example: practicing soccer so you might be a starter in the upcoming game
 - example: studying over the weekend to try to get an A on your math test
- **NEGATIVE:** Strengthening a behavior that increases the chance of reducing a negative outcome
 - example: practicing soccer so you won't be sitting on the bench all game
 - example: studying over the weekend to try to avoid failing your math test

Brain's reward regions

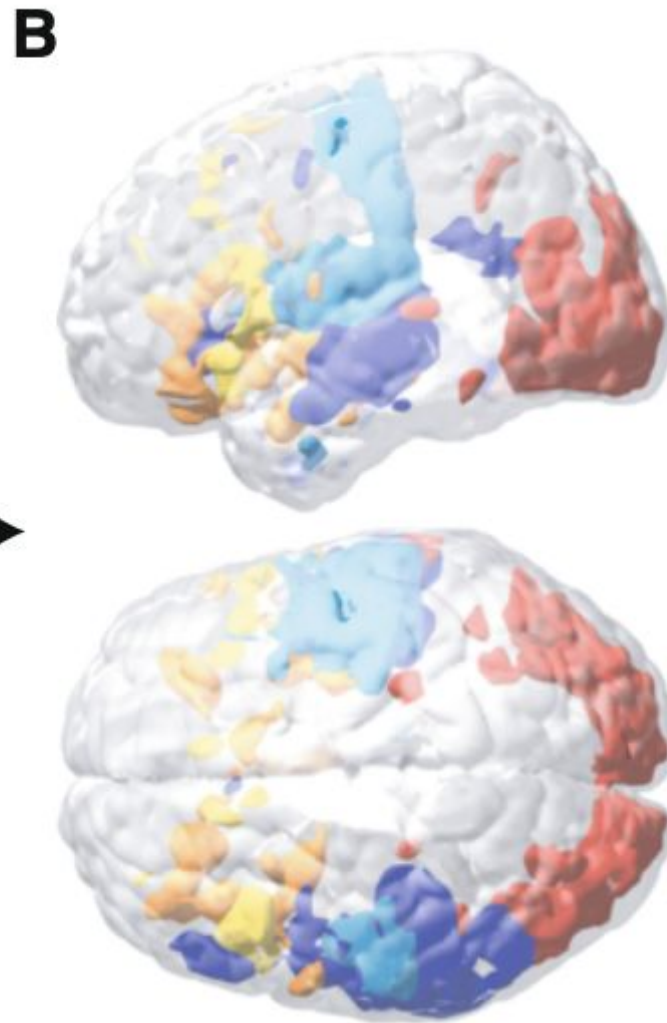
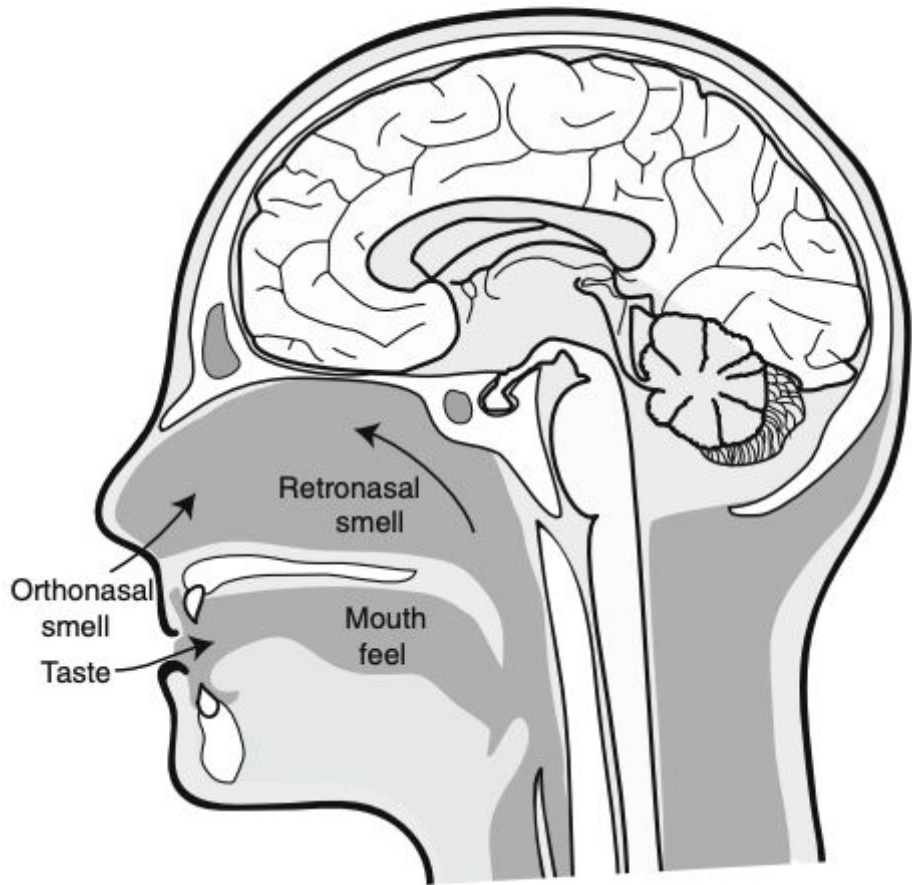




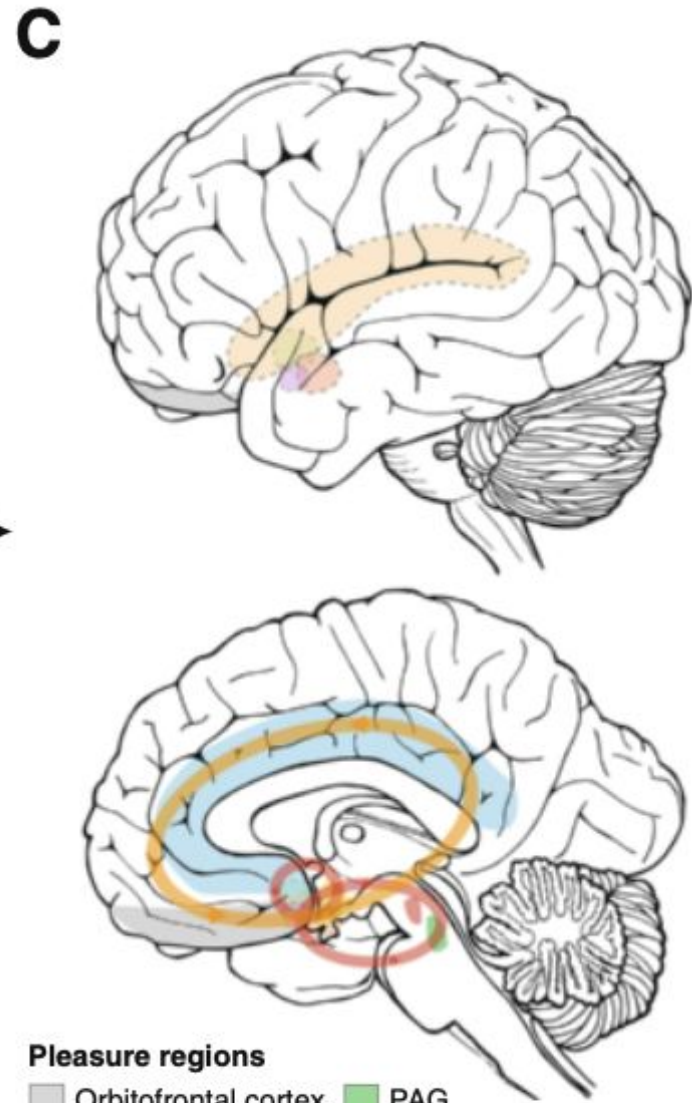
Music



Food



- Sensory regions**
- Taste
 - Smell
 - Touch
 - Hearing
 - Vision



- Pleasure regions**
- Orbitofrontal cortex
 - Cingulate cortex
 - Insular cortex
 - VTA
 - Hypothalamus
 - PAG
 - Nucleus accumbens
 - Ventral pallidum
 - Amygdala

Reward chemistry



- **Dopamine**

- Opioids (endorphins)

- Endocannabinoids

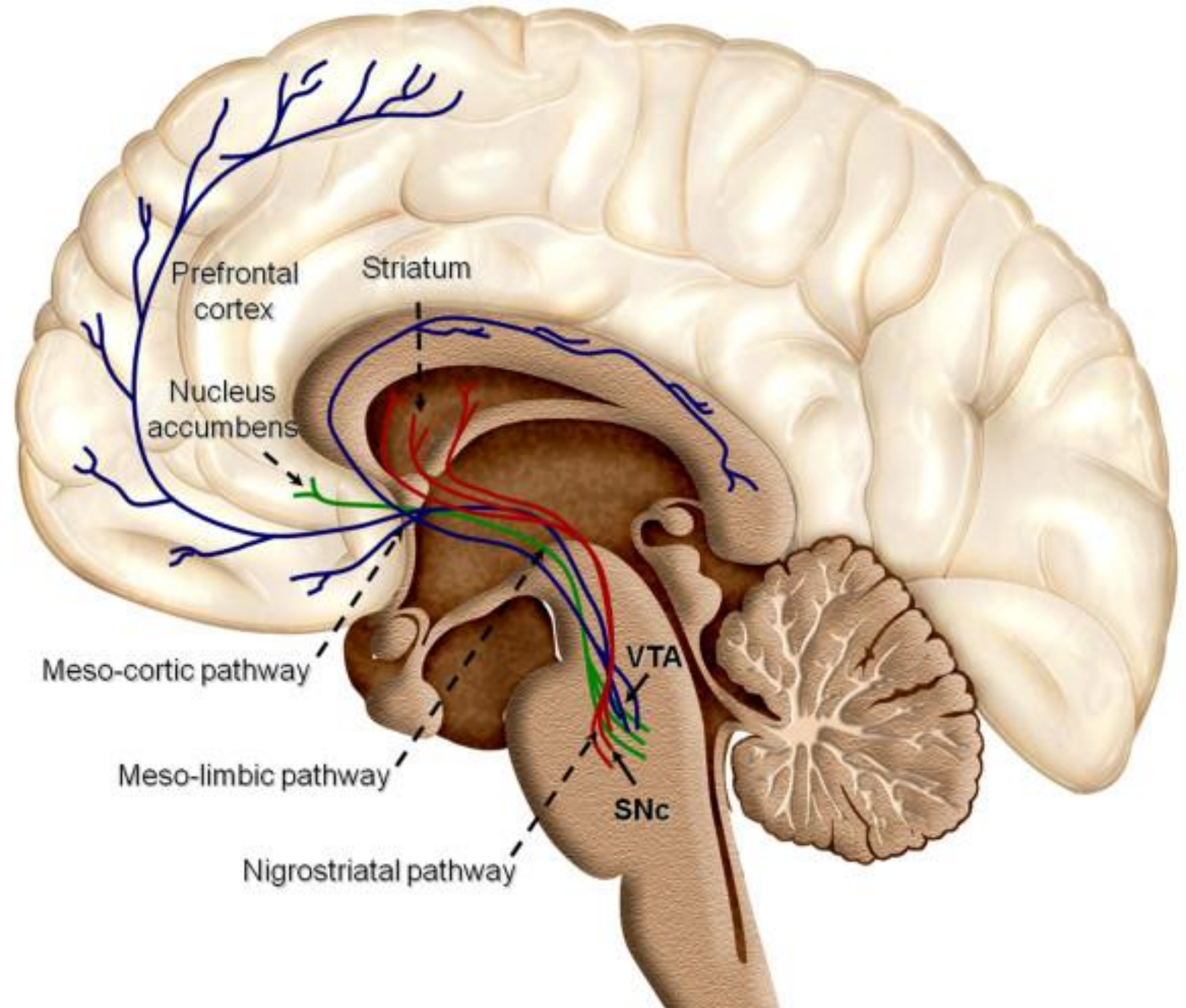
- Serotonin

- Oxytocin

Dopamine

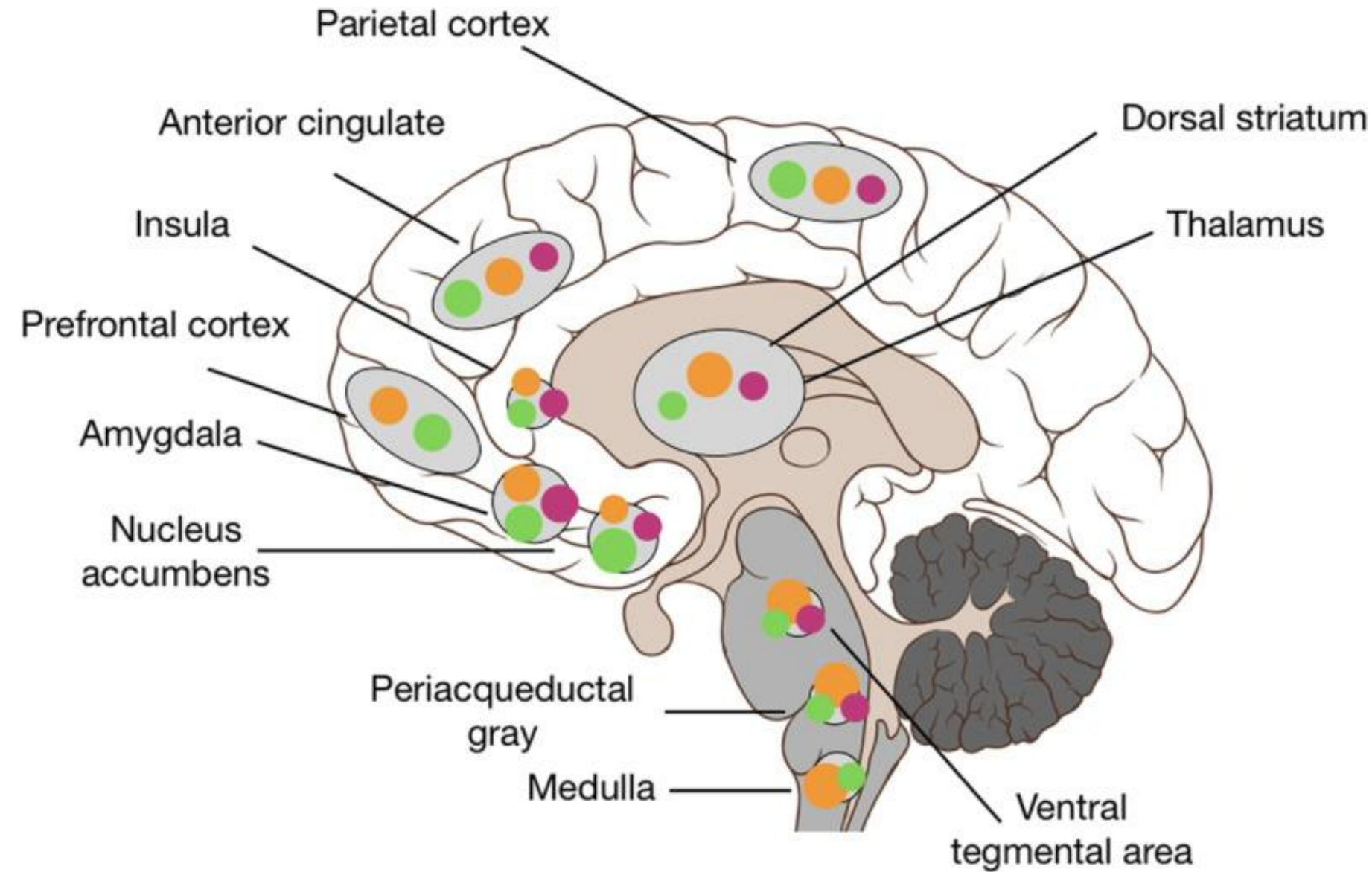
Increased in:

- Pleasurable activities
- Healthy behaviors



https://www.researchgate.net/publication/47356791_Dopaminergic_reward_system_A_short_integrative_review

Opioids

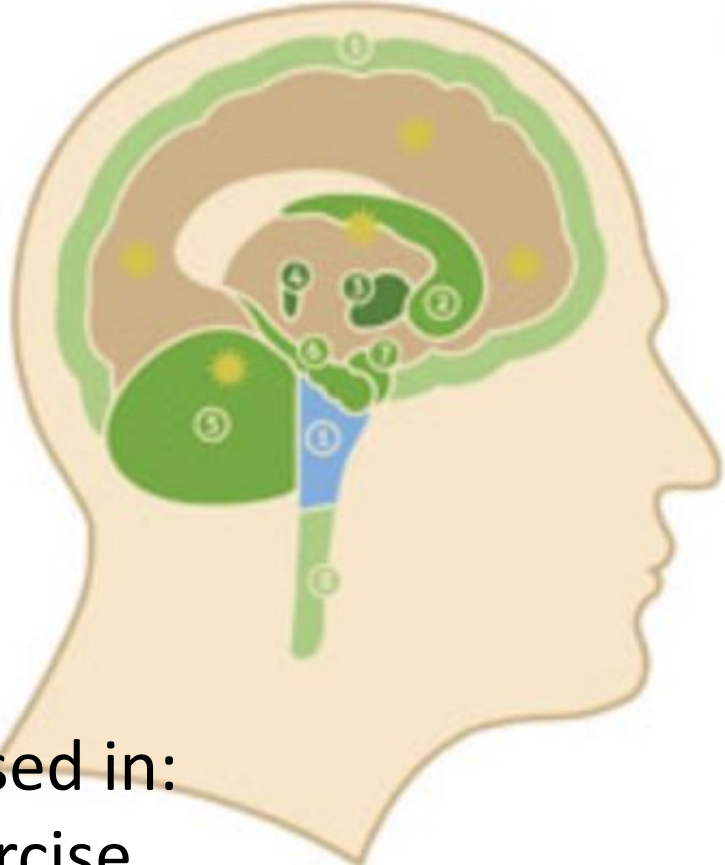


Increased in:

- Pain
- Stress
- Pleasurable activities

<https://www.ncbi.nlm.nih.gov/books/NBK595465/figure/ch1.Fig4/?report=objectonly>

Endocannabinoids



- CB1 present:
 1. cortex
 2. caudate nucleus and putamen (nucleus accumbens)
 3. basal ganglia
 4. hypothalamus
 5. cerebellum
 6. hippocampus
 7. amygdala
 8. spinal cord

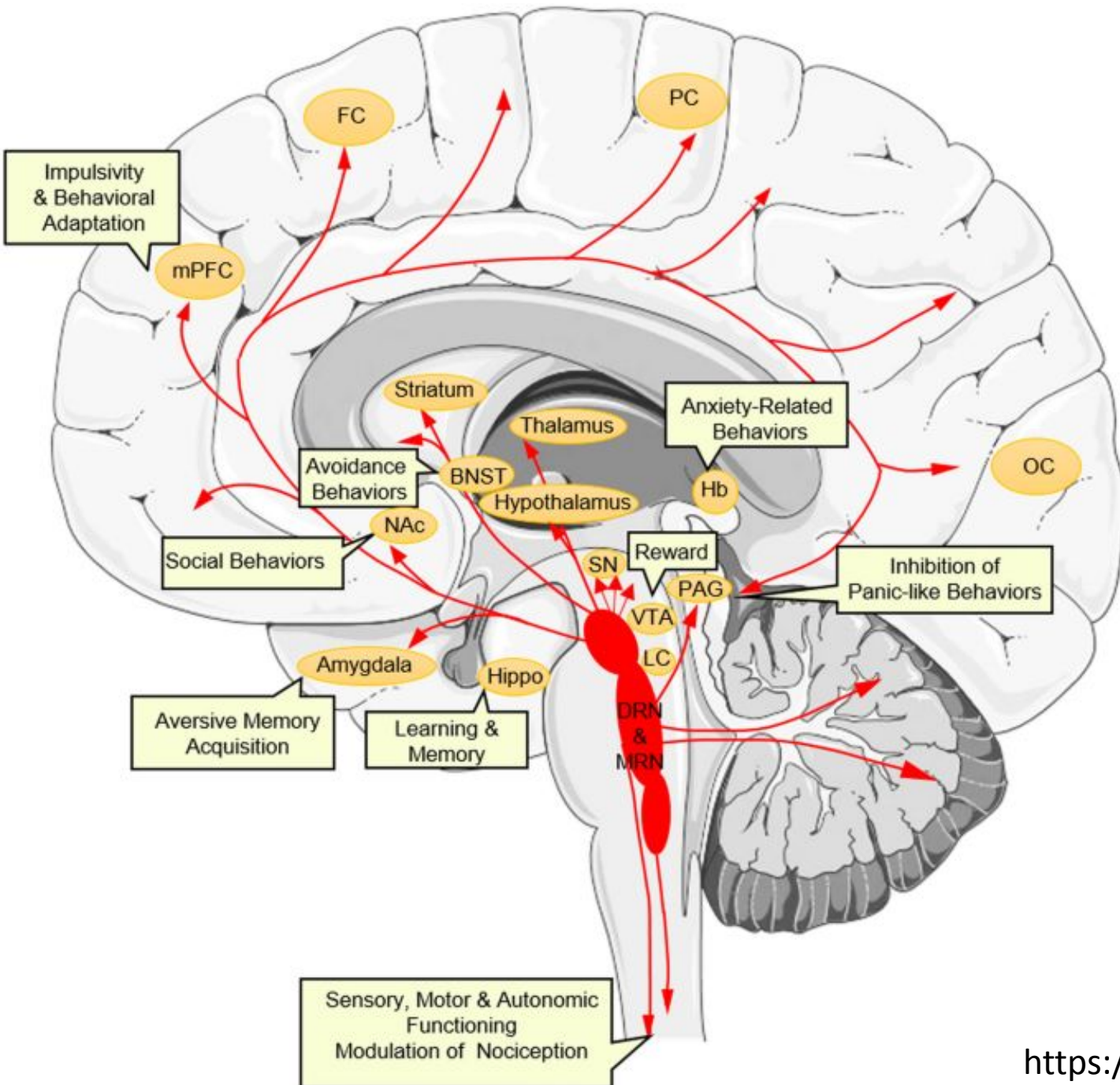
★ CB2 present
glial cells

● CB1+CB2 present
1. brainstem

Increased in:

- Exercise
- Pleasurable activities

Serotonin



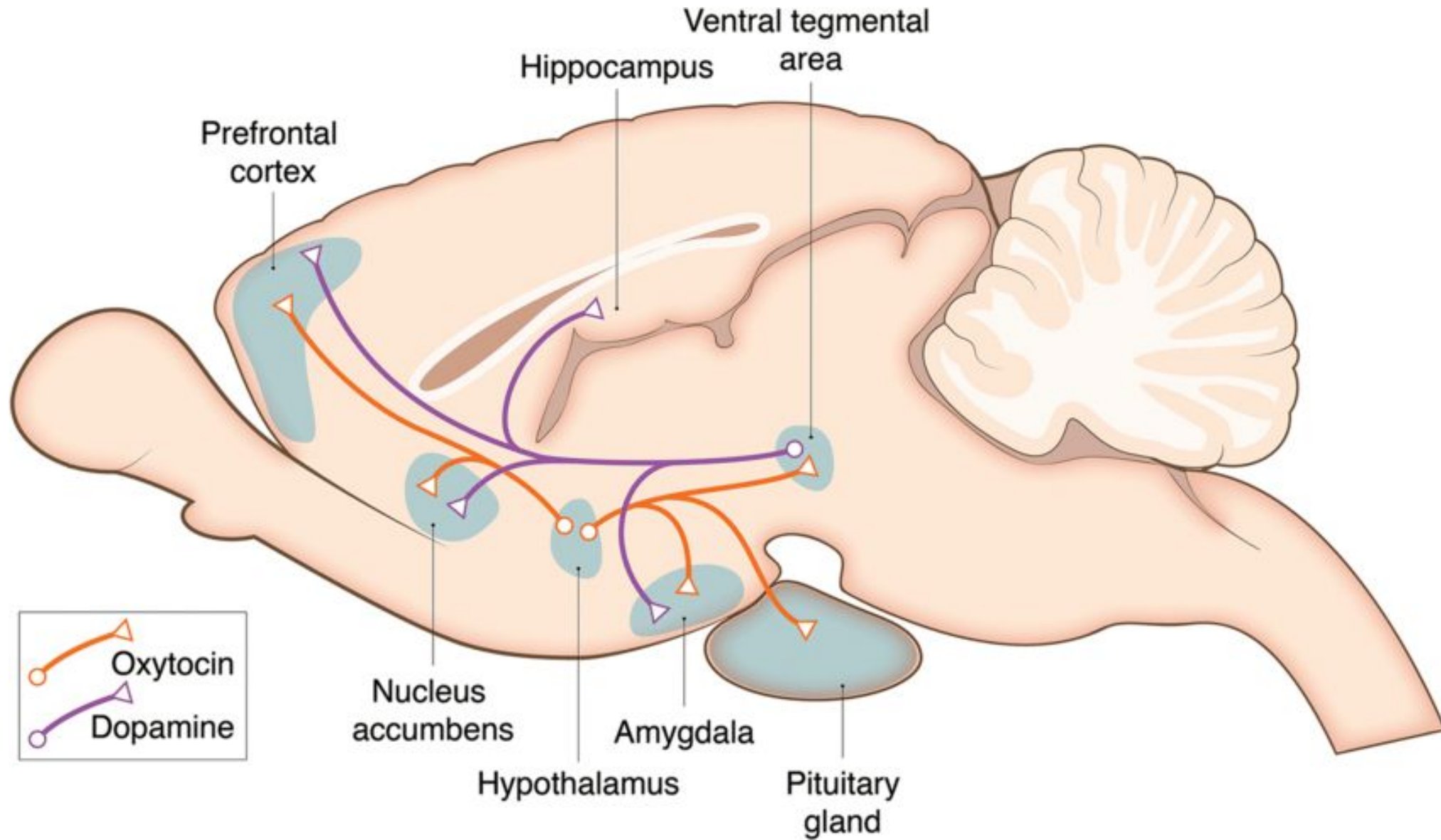
Increased in:


- Exercise
- Sunlight/time outside
- Eating a balanced diet
- Meditation

Oxytocin

Increased in:

- Cuddling/hugging/massage
- Music
- Intimate times with friends
- Sex
- Childbirth





The Reward Circuit

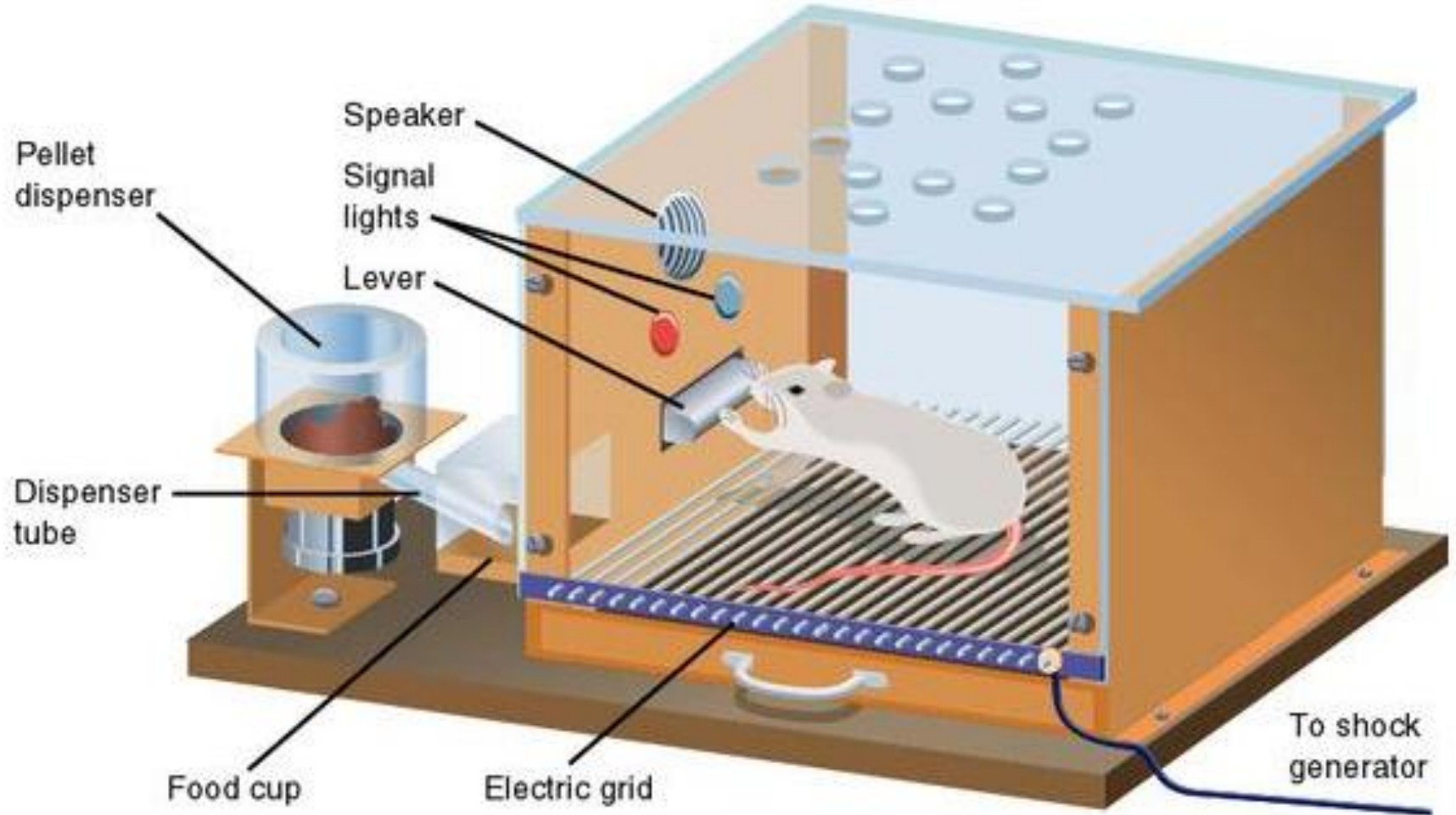
How the Brain Responds to
Natural Rewards and Drugs

Studying reward using lab animals



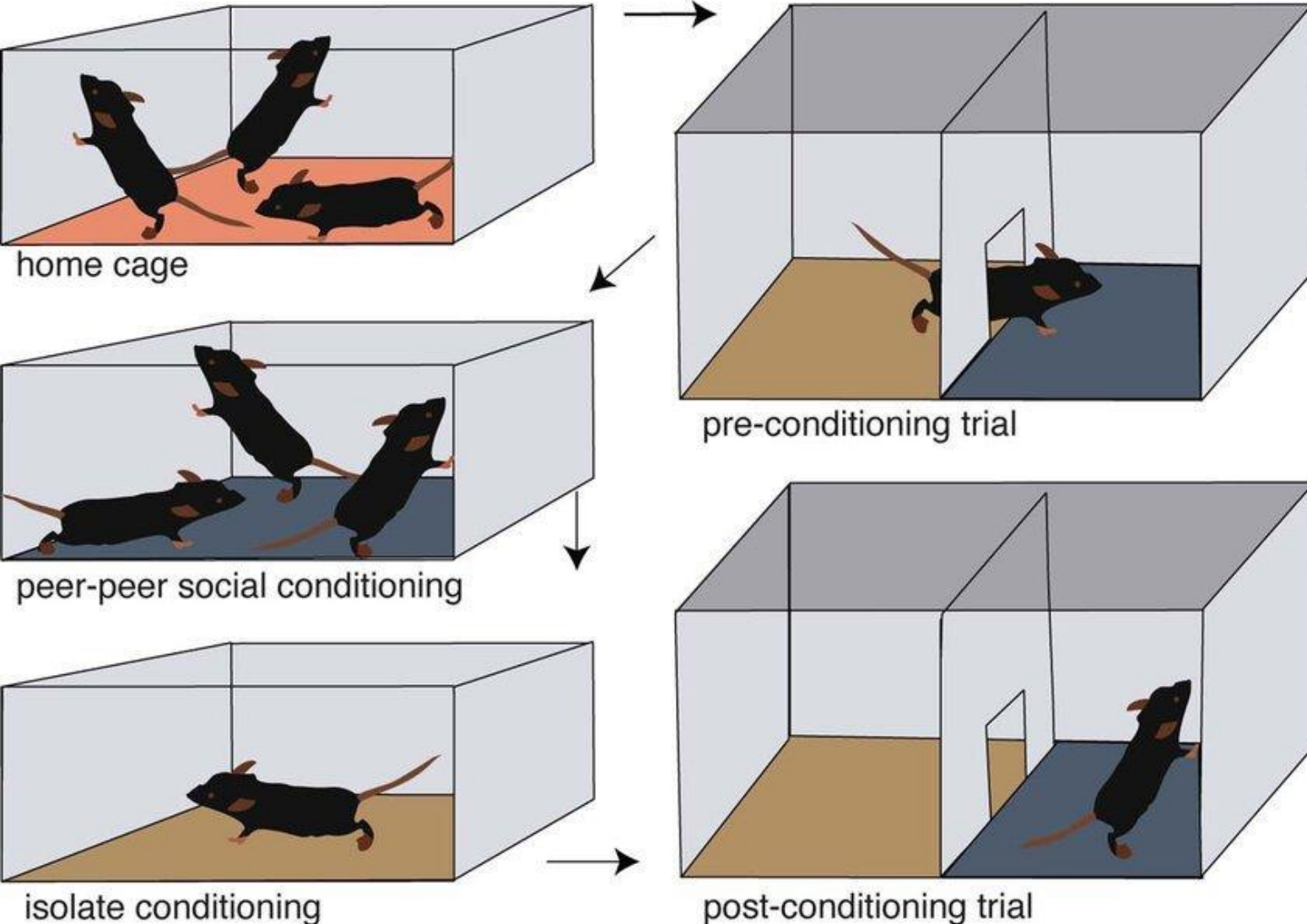
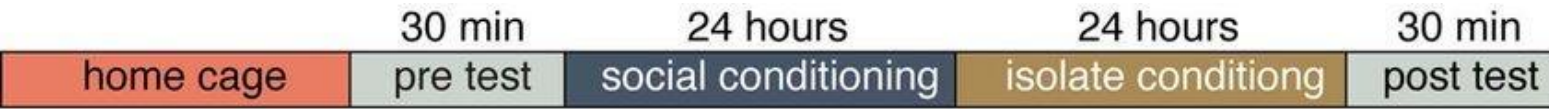
Operant conditioning

Animal learns to perform a response to receive a reward



**Touching Lever
Required**

Place conditioning



Animal is exposed to different environments paired with different states and then chooses later which environment to spend time in

Nardou, Romain & Sawyer, Ted & Song, Young Jun & Wilkinson, Makenzie & Padovan-Hernandez, Yasmin & Deus, Júnia & Wright, Noelle & Lama, Carine & Faltin, Sehr & Goff, Loyal & Stein-O'Brien, Genevieve & Dolen, Gul. (2023). Psychedelics reopen the social reward learning critical period. *Nature*. 618. 10.1038/s41586-023-06204-3.

3D printer filament colors

