



## APS: Master Data Dictionary & Coding Instrument

**Study:** American Periphenomenal Survey (Master Schema) | Version: 3.0

*Use this document to interpret the codes found in the Master Data Log.*

### 1. Metadata (System Generated)

Variable	Definition
log_id	Unique Entry ID (e.g., CAS-001). Auto-generated.
timestamp	Date and time of submission (YYYY-MM-DD HH:MM:SS).

### 2. Respondent Profile

Variable	Coding Key
age_group	1 (<18), 2 (18-24), 3 (25-34), 4 (35-44), 5 (45-54), 6 (55-64), 7 (65+)
gender	M, F, NB, O (Other), P (Prefer not to say).
location_state	WA, OR, ID, BC, NORCAL, OTHER
cultural_bg	Open text (Primary cultural background).
occupation	String (Open text entry of profession/job title).

<b>worldview</b>	REL (Religious), AGN (Agnostic/Atheist), SPI (Unstructured Spiritual), SIM (Simulation/Tech/Quantum), UNK (Undecided).
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### 3. Media Priming (Context)

Binary Flags: 0 = No, 1 = Yes.

Variable	Definition
<b>med_digital</b>	Consumes online high strangeness (Reddit, 4chan, TikTok).
<b>med_trad</b>	Consumes traditional paranormal media (Movies, Ghost Hunting TV).
<b>med_sim</b>	Consumes content related to Simulation Theory or Quantum Mysticism.
<b>med_scifi</b>	Consumes Sci-Fi or Horror media.
<b>med_naive</b>	<b>Naive Subject</b> (No significant prior engagement with the topic).

### 4. The Event (Phenomenology)

Variable	Coding Key
<b>narrative</b>	Full verbatim account.
<b>test_method</b>	Description of how they tested reality (e.g., "Pinched self").
<b>cons_state</b>	AWAKE (Active), AUTO (Driving/Zone-out), HYP_G (Falling asleep), HYP_P (Waking up), ALT (Intoxicated).

## 5. Somatic Markers (Physiological Screen)

*Binary Flags: 0 = No, 1 = Yes.*

Variable	Definition
soma_paralysis	Inability to move voluntary muscles.
soma_pressure	Feeling of weight on the chest/body.
soma_vibe	Electric sensations, buzzing, or internal vibrations.
soma_temp	Sudden distinct temperature drop or spike.
soma_nausea	Dizziness, nausea, or disorientation.

## 6. Anomalies & Tech

Variable	Coding Key
vis_type	SHADOW, SOLID, LIGHT (Orb), GLITCH (Distortion), NONE.
social_ctx	SOLO, PASSIVE (Others present but unaware), SHARED (Others saw it too).

## 7. Transmission (Folklore Cycle)

Variable	Coding Key
prior_aware	0 (Novel experience), 1 (Had prior knowledge/Primed).
is_seeking	0 (Spontaneous), 1 (Legend Tripping/Active Search).

## 8. Interpretation

Variable	Coding Key
subj_label	The specific label the subject used (e.g., "Ghost", "Glitch").
attribution	INT (Internal/Psych), EXT (Physical), SPIRIT (Supernatural), TECH (Simulation), UNK (Undecided).

## 9. Contact Info

Variable	Definition
contact_info	String (Email Address & Phone Number - Plain Text).

## 10. Engagement & Field Data (The Researcher's Section)

These columns are filled by The Registry based on the `engagement_status`.

### A. The Gatekeeper Variable

Variable	Value	Definition & Workflow
<code>engagement_status</code>	1	<b>No Follow-Up.</b> Web entry. Field columns remain empty.
	2	<b>Remote Follow-Up.</b> Researcher contacted subject. Field columns partial.
	3	<b>Field Intercept (Verified Presence).</b> <i>Field columns <b>MUST</b> be filled.</i>

### B. Field Observations (Researcher ID: `res_id`)

Variable	Coding Key
<code>setting_type</code>	RES (Residential), LIM (Liminal), COM (Commercial), NAT (Natural), DIG (Digital/Remote).
<code>env_weather</code>	CLEAR, OVERCAST, RAIN, STORM, OZ (Unnatural Silence).
<code>env_noise</code>	SILENT, HUM, TALK, LOUD.
<code>env_light</code>	DAY, ART (Artificial), DIM, DARK.
<code>env_tech_issues</code>	NONE, DRAIN (Battery), GLITCH, FAIL.
<code>obs_demeanor</code>	CALM, AGITATED, INTENSE (True Believer), CONFUSED, SKEPTICAL.
<code>obs_physical</code>	NONE, TREMBLE, PALE, AVOID.
<code>obs_delivery</code>	FLUID, FRAGMENTED, REHEARSED, RELUCTANT.
<code>field_notes</code>	Text summary of diagram or notes.

## 11. Registry Analysis (Internal Use)

*Filled by the Senior Analyst.*

Variable	Coding Key
class_code	TYPE_A (Night Assault), TYPE_B (Techno), TYPE_C (Haunting), TYPE_D (Psi), TYPE_E (Cryptid).
narr_consist	Scale 1 (Fluid/Changing) to 5 (Fixed/Scripted).
impact_score	Scale 1 (Low Impact) to 4 (Worldview Shift).
analyst_notes	Hypothesis and observations.