📚 The American Periphenomenal Survey:

Bibliography

I. Precedents & Archival Models

- **Grimm, Jacob & Wilhelm.** *Children's and Household Tales* (Kinder- und Hausmärchen). Berlin: Realschulbuchhandlung, 1812. (The Folklore Archive model).

- **Hardy, Alister.** *The Spiritual Nature of Man.* Oxford: Clarendon Press, 1979. (The Biological Survey model).

- **Kripal, Jeffrey J.** *Authors of the Impossible.* Chicago: University of Chicago Press, 2010. (The Modern Academic Registry).

- **Ruppelt, Edward J.** *The Report on Unidentified Flying Objects.* Garden City: Doubleday, 1956. (The Bureaucratic Directorate model).

II. Core Methodology: The Experience-Centered Approach

These texts provide the theoretical justification for believing the respondent's sensation without validating the supernatural cause.

- **Hufford, David J.** *The Terror That Comes in the Night: An Experience-Centered Study of Supernatural Assault Traditions.*

  - **Relevance:** The foundational text for this study. It established the "Experience-Centered Approach," proving that sleep paralysis experiences (The "Old Hag") are physiological universals that occur independently of culture, which culture then "dresses up" in local folklore. Essential for **Section 3 (Phenomenology)**.

- **Goldstein, Diane E., Grider, Sylvia, & Thomas, Jeannie B.** *Haunting Experiences: Ghosts in Contemporary Folklore.*

  - **Relevance:** Moves ghost hunting from "pseudoscience" to "cultural practice." Crucial for analyzing how respondents use technology (EVP, apps) to interact with the unknown.

- **Bennett, Gillian.** *Traditions of Belief: Women, Folklore, and the Supernatural Today.*

- ○ **Relevance:** Challenges the idea that modern rational people don't believe in the supernatural. Excellent for framing the demographic data in **Section 1**.

III. Mechanisms of Transmission: Ostension & Legend

These works explain how stories spread and how people act them out (e.g., Legend Tripping).

- **Dégh, Linda & Vázsonyi, Andrew.** "Does the Word 'Dog' Bite? Ostensive Action: A Means of Legend Telling." *Journal of Folklore Research.*

  - ○ **Relevance:** Defines **Ostension**—the concept of real life imitating folklore. Essential for analyzing respondents who went looking for anomalies (Randonauting) in **Section 4**.

- **Ellis, Bill.** *Aliens, Ghosts, and Cults: Legends We Live.*

  - ○ **Relevance:** Explores how "marginal" beliefs interact with mainstream culture. particularly useful for the "Alien/UFO" vs. "Angel/Demon" distinction in your coding schema.

- **Kitta, Andrea.** *The Kiss of Death: Contagion, Contamination, and Folklore.*

  - ○ **Relevance:** While focused on medical folklore, Kitta's work on how hearsay and "friend-of-a-friend" stories spread through communities is a perfect model for analyzing how "Glitch" stories spread online.

IV. Digital Folklore & Techno-Mysticism

Essential for understanding the "Glitch in the Matrix" and "Simulation" respondents.

- **Blank, Trevor J.** *Folklore and the Internet: Vernacular Expression in a Digital Age.*

  - ○ **Relevance:** The key text for understanding how the internet functions as a "folk group."

- **Phillips, Whitney & Milner, Ryan M.** *You Are Here: A Field Guide for Navigating Polarized Speech, Conspiracy Theories, and Our Polluted Media Landscape.*

- - **Relevance:** Excellent for analyzing **"contextual priming"**—how consuming deep-internet content (4chan/Reddit) shapes a respondent's worldview before the event occurs.
- **Henriksen, Line.** In the Company of Ghosts: Hauntology, Ethics, Digital Monsters. Linköping: Linköping University Electronic Press, 2016
  - **Relevance:** Explores how digital glitches and dead links are reimagined as "monsters" (like Slender Man) in online folklore.
- **Blackman, Lisa.** Haunted Data: Affect, Transmedia, Weird Science. London: Bloomsbury Academic, 2019.
  - **Relevance:** Investigates the "ghost in the machine" through the lens of "weird science," exploring how we attribute psychic or sentient qualities to algorithms, "clairvoyant computers," and data anomalies.

V. Physiology & Perception (The "Hardware")

Sources for the physiological screen (Sleep Paralysis, Hallucination, Liminality).

- **Sacks, Oliver.** *Hallucinations.*
  - **Relevance:** Provides the biological baseline for visual/auditory anomalies (Charles Bonnet syndrome, hypnagogia) without being dismissive.
- **Cheyne, J. A.** "Sleep Paralysis and the Structure of Waking-Nightmares." *Dreaming.*
  - **Relevance:** The hard science behind the "Night Assault" category. Useful for coding the **Somatic Markers** (pressure, vibrations) in the Data Log.
- **Luhrmann, T. M.** *When God Talks Back: Understanding the American Evangelical Relationship with God.*
  - **Relevance:** An anthropological look at how people "train" their minds to hear voices or sense presence. Vital for understanding the "Tulpamancy" or "System Building" sub-groups.

VI. Philosophy of Narrative & Vernacular Belief

For analyzing how respondents explain the impossible to themselves.

- **Primiano, Leonard Norman.** "Vernacular Religion and the Search for Method in Religious Folklife." *Western Folklore.*

- o **Relevance:** Coined the term **Vernacular Religion**. This allows you to categorize respondents who say "I'm not religious, but I believe in the Simulation" as a valid belief system rather than just "confusion."

- **Bruner, Jerome.** *Acts of Meaning.*

  - o **Relevance:** Narrative psychology. Helps explain why a respondent might change their story after reading a Reddit thread (Narrative Negotiation).

- **Fort, Charles.** *The Book of the Damned.*

  - o **Relevance:** The grandfather of "anomalistics." Useful context for the "High Strangeness" category.

VII. Case Studies & Specific Phenomena

- **Evans, Hilary.** *Intrusions: Society and the Paranormal.* (Social context of hauntings).

- **Denzler, Brenda.** *The Lure of the Edge: Scientific Passions, Religious Beliefs, and the Pursuit of UFOs.* (UFO communities as folk groups).

- **Newport, Cal.** *Digital Minimalism.* (Useful for contrasting the "Always On" digital state with the "Liminal" state).

- **Cho, Day & Underberg-Goode, Natalie.** "Lost in Liminal Space: The Internet Legend of the Backrooms." (Specific digital legendry).

📖 APS DICTIONARY ENTRY: 001

Periphenomena

(n.) /ˌpɛri.fɪˈnɒmɪnə/ (Plural)

Singular: Periphenomenon

1. Etymology

From the Greek peri- ("around," "enclosing," or "on the fringe") + phainomena (plural of phainomenon, meaning "that which appears" or "observable occurrence").

Literal Translation: "Appearances on the edge."

2. Definition

The collective category of observable events, anomalies, or interactions that manifest at the boundaries of human perception and consensus reality. Periphenomena are not necessarily "impossible" events, but rather "unprocessed" events—data that the human brain or current scientific instruments struggle to categorize.

3. APS Classification (The 4 Types)

- **Type I (Visual/Light):** UAP, Orbs, Luminescence.
- **Type II (Biological/Crypto):** Hominids, unrecognized fauna.
- **Type III (Environmental/Liminal):** Missing time, silence, "The Oz Factor."
- **Type IV (Psychic/Internal):** Shared hallucinations, dread, telepathy.

Periphenomenal

(adj.) /ˌpɛri.fɪˈnɒmɪnl/

1. Definition

Relating to or characterized by phenomena that exist alongside or just outside the focus of standard scientific observation. Unlike "Paranormal" (which implies a violation of natural law), Periphenomenal suggests an occurrence that is physically real but transient or elusive.

2. Usage in Protocol

"The witness reported a periphenomenal encounter involving acoustic distortion and time dilation."

"We do not study the supernatural; we study the peripheral natural."