



## 📁 APS Master Data Log Schema

Study: The American Peripheromenal Survey

Version: 3.1 (Golden Master)

Format: Snake\_case variable names for database schema (SQL/NoSQL) or Spreadsheet headers.

### 1. Metadata & Identification

*System-generated data for tracking entries.*

Variable Name	Data Type	Description / Valid Values
<b>timestamp</b>	Date/Time	Automatic timestamp of submission.
<b>log_id</b>	String	Unique Entry ID (e.g., CAS-001).

### 2. Respondent Profile (Demographics & Culture)

*Basic demographic and worldview data collected from the subject.*

Variable Name	Data Type	Description / Valid Values
<b>age_group</b>	String (Enum)	18-25, 26-35, 36-45, 46-55, 56-65, 66+
<b>gender</b>	String	Open Text (M, F, NB, Other).
<b>location_state</b>	String (Code)	WA, OR, ID, BC, AK_SE (New), NORCAL_JEFF (New), OTHER
<b>cultural_bg</b>	String	Text (Primary cultural background).
<b>worldview</b>	String	REL (Religious), AGN (Agnostic), SPI (Spiritual), SIM (Tech/Sim), UNKNOWN

### 3. Media Priming (Context)

*Binary Flags: 0 = No, 1 = Yes. Used to test for cultural priming.*

Variable Name	Data Type	Description
<b>med_digital</b>	Integer (0/1)	Consumes Reddit/4chan/Fortean forums (High Strangeness)
<b>med_trad</b>	Integer (0/1)	Consumes Traditional Ghost Stories/Podcasts.
<b>med_sim</b>	Integer (0/1)	Consumes Simulation Theory/Quantum content.
<b>med_scifi</b>	Integer (0/1)	Consumes Sci-Fi/Horror media.
<b>med_naive</b>	Integer (0/1)	Naive Subject (No significant prior engagement).

### 4. The Event (Narrative & Phenomenology)

*The raw narrative and context provided by the subject.*

Variable Name	Data Type	Description / Valid Values
<b>narrative</b>	Text	Full verbatim account.
<b>witness_status</b>	String	ALONE, WITNESS_1 (Dyad), WITNESS_GROUP (Collective)
<b>location_specific</b>	String	Detailed text description of site.
<b>social_ctx</b>	String	(Legacy) Alone, Passive Witness, Shared Experience

#### 4a. Phenomenology Checklist (Digital Intake)

*New v3.1 Feature. Binary Flags (YES/NO) from the online form.*

Variable Name	Data Type	Description
<b>phenom_silence</b>	Boolean	Sudden unnatural silence ("The Oz Factor")
<b>phenom_hum</b>	Boolean	Low-frequency mechanical hum.
<b>phenom_time</b>	Boolean	Missing Time / Temporal Distortion.

<b>phenom_nausea</b>	Boolean	Physical sickness or vertigo.
<b>phenom_paralysis</b>	Boolean	Sleep Paralysis / Inability to move.
<b>phenom_tech</b>	Boolean	Battery drain, camera glitch, car stalling.
<b>phenom_ozone</b>	Boolean	Smell of sulfur, ozone, or electrical fire.
<b>phenom_fear</b>	Boolean	Sudden irrational dread.

## 5. Somatic Markers (Physiological Screen)

*Field Verified Flags: 0 = No, 1 = Yes.*

Variable Name	Data Type	Description
<b>soma_paralysis</b>	Integer (0/1)	Inability to move.
<b>soma_pressure</b>	Integer (0/1)	Weight on chest.
<b>soma_vibe</b>	Integer (0/1)	Electric/Buzzing sensation.
<b>soma_temp</b>	Integer (0/1)	Sudden temp change.
<b>soma_nausea</b>	Integer (0/1)	Dizziness or disorientation.

## 6. Anomalies & Tech (Legacy & Field)

Variable Name	Data Type	Description / Valid Values
<b>vis_type</b>	String	SHADOW, SOLID, LIGHT (Orb), GLITCH.
<b>test_method</b>	String	Text description of reality testing method.
<b>cons_state</b>	String	AWAKE, HYP_G (Falling asleep), ALT (Intoxicated)

## 7. Engagement & Field Data (Researcher Only)

*Columns filled by Field Researcher or Registry Analyst.*

Variable Name	Data Type	Description / Valid Values
<b>engagement_status</b>	Integer	1=Web Only, 2=Remote Follow-up, 3=Field Intercept
<b>res_id</b>	String	ID of Researcher (e.g., FW-01).
<b>site_gps</b>	String	Coordinates of the event site.
<b>setting_type</b>	String	RES (Home), LIM (Road/Liminal), NAT (Wild).
<b>env_weather</b>	String	CLEAR, RAIN, STORM, OZ (Silence).
<b>env_tech_issue</b>	String	NONE, DRAIN, GLITCH, FAIL.
<b>obs_demeanor</b>	String	CALM, AGITATED, INTENSE, SKEPTICAL.
<b>obs_physical</b>	String	NONE, TREMBLE, PALE, AVOID.
<b>field_notes</b>	Text	Researcher's diagram notes or summary.

## 8. Registry Analysis (Internal Only)

Variable Name	Data Type	Description / Valid Values
<b>class_code</b>	String	TYPE_A (Night), TYPE_B (Techno), TYPE_C (Haunt), TYPE_D (Psi), TYPE_E (Cryptid)
<b>narr_complex</b>	Integer	1 (Fluid) to 5 (Fixed/Scripted).
<b>impact_score</b>	Integer	1 (Low) to 5 (Worldview Shift).
<b>analyst_notes</b>	Text	Hypothesis and observations.