



WSPS: Master Data Dictionary & Coding Instrument

Study: Washington State Peripheromenal Survey | Version: 2.0

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

1. Metadata (System Generated)

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

2. Respondent Profile

Variable	Coding Key
<code>age_group</code>	1 (<18), 2 (18-24), 3 (25-34), 4 (35-44), 5 (45-54), 6 (55-64), 7 (65+)
<code>gender</code>	M, F, NB, O (Other), P (Prefer not to say).
<code>loc_country</code>	ISO Code (e.g., USA, CAN).
<code>cultural_bg</code>	Open text (Primary cultural background).
<code>Occupation</code>	String (Open text entry of profession/job title).

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

4. The Event (Phenomenology)

Variable	Coding Key
narrative_blob	Full verbatim account.
test_method	Description of how they tested reality (e.g., "Pinched self").
cons_state	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").
subj_theory	INT (Internal/Psych), EXT (Physical), SPIRIT (Supernatural), TECH (Simulation), UNK (Undecided).

9. Contact Info

Variable	Definition
contact_email	String (Email Address).
contact_phone	String (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
engagement_status	1	No Follow-Up. Web entry. Field columns remain empty.
	2	Remote Follow-Up. Researcher contacted subject. Field columns partial.
	3	Field Intercept. Researcher present. Field columns MUST be filled.

B. Field Observations (Researcher ID: res_id)

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