



## 📖 APS: Master Data Dictionary & Coding Instrument

Version: 3.1 (Merged Golden Master)

Status: ACTIVE

Scope: Cascadia Division (Region 10)

### 1. METADATA & SYSTEM LOGS

*System-generated fields used for indexing.*

Variable	Definition	Data Type	Notes
<b>log_id</b>	Unique Entry ID.	String	CAS-001 (Auto-Gen)
<b>timestamp</b>	Date/Time of submission.	DateTime	YYYY-MM-DD HH:MM:SS

### 2. RESPONDENT PROFILE (Demographics)

Variable	Coding Key / Allowed Values
<b>age_group</b>	1 (<18), 2 (18-24), 3 (25-34), 4 (35-44), 5 (45-54), 6 (55-64), 7 (65+)
<b>gender</b>	M, F, NB, O, P (Prefer not to say).
<b>location_state</b>	WA, OR, ID, BC, AK_SE, NORCAL_JEFF, OTHER
<b>cultural_bg</b>	Open Text (Primary cultural background).
<b>occupation</b>	Open Text (Profession/Job Title).

<b>worldview</b>	REL (Religious), AGN (Agnostic), SPI (Spiritual), SIM (Sim/Quantum), UNK (Undecided).
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### 3. MEDIA PRIMING (Context)

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

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

### 4. THE EVENT & PHENOMENOLOGY

*The core anomaly data.*

<b>Variable</b>	<b>Definition / Coding Key</b>
<b>narrative</b>	Full verbatim account.
<b>location_specific</b>	Detailed text description of site.
<b>witness_status</b>	ALONE, WITNESS_1 (Dyad), WITNESS_GROUP, UNCERTAIN
<b>social_ctxt</b>	(Legacy) SOLO, PASSIVE, SHARED.

#### 4a. PHENOMENOLOGY CHECKLIST (New Digital Intake)

*Binary Flags: YES / NO (Default: NO)*

<b>Variable</b>	<b>Definition</b>
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<b>phenom_silence</b>	Sudden unnatural silence ("The Oz Factor").
<b>phenom_hum</b>	Low-frequency mechanical hum.
<b>phenom_time</b>	Missing Time / Temporal Distortion.
<b>phenom_nausea</b>	Physical sickness or vertigo.
<b>phenom_paralysis</b>	Sleep Paralysis.
<b>phenom_tech</b>	Battery drain, camera glitch, car stalling.
<b>phenom_ozone</b>	Smell of sulfur, ozone, or electrical fire.
<b>phenom_fear</b>	Sudden irrational dread.

#### 4b. CONSCIOUSNESS & REALITY TESTING (Legacy)

Variable	Coding Key
<b>cons_state</b>	AWAKE (Active), AUTO (Zone-out), HYP_G (Falling asleep), HYP_P (Waking), ALT (Intoxicated).
<b>test_method</b>	Description of how they tested reality (e.g., "Pinched self").
<b>vis_type</b>	SHADOW, SOLID, LIGHT (Orb), GLITCH (Distortion), NONE.

#### 5. SOMATIC MARKERS (Physiological Screen)

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

Variable	Definition
<b>soma_paralysis</b>	Inability to move voluntary muscles.
<b>soma_pressure</b>	Feeling of weight on the chest/body.
<b>soma_vibe</b>	Electric sensations, buzzing, or vibrations.
<b>soma_temp</b>	Sudden distinct temperature drop or spike.

<b>soma_nausea</b>	Dizziness, nausea, or disorientation.
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## 6. TRANSMISSION & INTERPRETATION

Variable	Coding Key
<b>prior_aware</b>	0 (Novel experience), 1 (Had prior knowledge/Primed).
<b>is_seeking</b>	0 (Spontaneous), 1 (Legend Tripping/Active Search).
<b>subj_label</b>	The specific label the subject used (e.g., "Ghost").
<b>attribution</b>	INT (Internal), EXT (Physical), SPIRIT, TECH (Sim), UNK.
<b>contact_info</b>	Email / Phone.

## 7. FIELD DATA & ENGAGEMENT (Researcher Only)

### 7a. GATEKEEPER STATUS

Variable	Value	Definition
<b>engagement_status</b>	1	No Follow-Up (Web Entry).
	2	Remote Follow-Up (Partial Data).
	3	Field Intercept (Verified Presence).

### 7b. FIELD OBSERVATIONS (Res ID: res\_id)

Variable	Coding Key
<b>setting_type</b>	RES, LIM, COM, NAT, DIG.
<b>env_weather</b>	CLEAR, OVERCAST, RAIN, STORM, OZ (Silence).
<b>env_noise</b>	SILENT, HUM, TALK, LOUD.
<b>env_light</b>	DAY, ART, DIM, DARK.

<b>env_tech_issues</b>	NONE, DRAIN, GLITCH, FAIL.
<b>obs_demeanor</b>	CALM, AGITATED, INTENSE, CONFUSED, SKEPTICAL.
<b>obs_physical</b>	NONE, TREMBLE, PALE, AVOID.
<b>obs_delivery</b>	FLUID, FRAGMENTED, REHEARSED, RELUCTANT.
<b>field_notes</b>	Researcher's shorthand.

## 8. REGISTRY ANALYSIS (Internal)

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