📚 The Washington State 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.*

- - **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.*
  - **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.*
  - **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).