Appendix 1

Results Summary and All Tables

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Table 1

APP Study #1 Results Summary

A block of 100 reports posted to one popular paranormal outlet between 11/29/20 and 12/02/20, was surveyed by the Aster-P Project in February 2021, and yielded the following results:

Study State					
Study Stats		Location of Eve		Fear or Upset	
Total Posts	106	Indoor	79	Fear 13	60
Deleted by OP (DQ)	2	Outdoor	9	Upset 47	
Not Reports (N/A)	4	Both	5	Curious	27
Round one reports	100	Vehicle	5	Glad	4
Time to fill (hrs)	73.5	Did not specify	2	Unfazed	9
People Affected	172		100		60
Measurable Reports		Purpose of Rep	ort	Interacted or Observ	od
Repeatable	40	Help	8 57	Interactive	40
Observable	54	Advice	24	Observation	34
Measurable Reports	26	What is this?	2 4 25	Not sure	26
wiedsurable Reports	20	Tell their story	43	Not sure	100
Domaylahla Danayt	·C	Ten men story	100	-	100
Remarkable Report Measurable	<u>26</u>		100		
Remarkable	25 25	Evoquency of E	rzonto	Debunking Efforts	
		Frequency of E	41	Debunking Efforts Currenty effort	10
Both	11 25			Cursory effort	18
Remarkable Reports	25	2x +	59	Thoughtful effort	6
Ton Descriptors			100	Successful	1
Top Descriptors Audio	38				
		Doct / Docomt / A	O	Time of Event	
Visual	33	Past / Recent / C		Time of Event	1.0
Movement	21	Ongoing	40	Day	16
Body	15	Recent	30	Night	42
Dream	15	Past	29	Both	13
Sleep paralysis	12	Did not specify	1	Did not specify	29
Animal, pets	12		100		100
Electrical	12				
Shadow	11				
Ghost	10	All Guesses		Outcome of Event	
Moved object	8	Paranormal	49	Paranormal resolve	4
Dream, AFTL	6	Skeptical	47	Skeptical resolve	2
Follow	6	Agnostic	69	Only happened once	31
Doppelganger	5	No guess	8	Ongoing – no resolve	40
Shadow person	5	(multiple choices	s) 173		5
ESP	5			Resolved on its own	2
Door	5			Did not specify	16
(multiple choices)	219				100

Table 2

Paranormal Belief Polls

<u>Year</u>	Ghosts	<u>Paranormal</u>	<u>Source</u>
2001	38%	76%	Gallop, Inc., 2001 (Moore, 2005)
2005	32%	73%	Gallop, Inc., 2005 (Moore, 2005)
2011	34%	71%	LiveScience, 2011
2018	58%	76%	Chapman University, 2018

Americans Who Believe Their Current House Is Haunted:

2008	13%	 Ipsos.com (2008)
2020	13%	 FloridaRealtors.org (2020)

Sources:

https://news.gallup.com/poll/16915/three-four-americans-believe-paranormal.aspx (Moore, 2005).

https://www.livescience.com/16748-americans-beliefs-paranormal-infographic.html (Moore, 2005).

https://www.chapman.edu/wilkinson/research-centers/babbie-center/survey-american-fears.aspx (Chapman University, 2018).

https://www.ipsos.com/en-us/news-polls/majority-americans-believe-ghosts-57-and-ufos-52 (Ipsos, 2008).

https://www.floridarealtors.org/news-media/news-articles/2020/10/survey-13-owners-think-their-house-haunted (Smith, 2020).

Table 3

Data Source Index Pictures – Documents Organized by Picture Number

	D	F't	T4		D4-	T':	T4
<u>Pic #</u>	<u>Posts</u> per pic	<u>First</u>	Last	Pic#	Posts per pic	<u>First</u> post	Last
1	<u>per pre</u> 12	<u>post</u> 1	<u>post</u> 12	40	13	<u>5031</u>	<u>post</u> 519
2	12	13	24	41	13	520	532
3	11	25	35	42	14	533	546
4	12	36	33 47	43	13	547	559
5	12	48	59	44	13	560	572
6	12	60	59 71	45	13 14	573	586
7	12	72	83	46	13	587	599
8	12	84	95	47	13	600	612
9	12	96	93 107	48	13	613	625
10	12	108	119	49	13	626	638
11	12	120	131	50	13	639	651
12	12	132	143	51	14	652	665
13	14	144	157	52	13	666	678
14	13	158	170	53	15	679	693
15	13	171	183	54	13	694	706
16	13	184	196	55	13	707	719
17	14	197	210	56	12	720	731
18	13	211	223	57	13	732	744
19	13	224	236	58	15	745	759
20	14	237	250	59	13	760	772
21	14	251	264	60	13	773	785
22	13	265	277	61	13	786	798
23	13	278	290	62	14	799	812
24	14	291	304	63	13	813	825
25	13	305	317	64	13	826	838
26	12	318	329	65	13	839	851
27	14	330	343	66	14	852	865
28	12	344	355	67	14	866	879
29	13	356	368	68	13	880	892
30	14	369	382	69	14	893	906
31	14	383	396	70	14	907	920
32	13	397	409	71	14	921	934
33	14	410	423	72	13	935	947
34	14	424	437	73	14	948	961
35	13	438	450	74	13	962	974
36	14	451	464	75	6	975	980
37	14	465	478	76	14	981	994
38	14	479	492	77	9	995	1003
39	14	493	506	(end)			
					•		

Table 4

Data Points and Variables, and Associated Tables/Categories

<u>DP</u>	<u>Var Name</u>	<u>Var Type</u>	<u>Var Set</u>	<u>T#</u>	Cat#
1	p#	p#	(ID) post number	XL*	-
2	pg#	pg#	(ID) source page index pic	Т3	-
3	date	date	demographics	XL*	-
4	link	link	demographics	XL*	-
5	desc1	word	descriptors	T12	В
6	desc2	word	descriptors	T12	В
7	desc3	word	descriptors	T12	В
8	desc4	word	descriptors	T12	В
9	desc5	word	descriptors	T12	В
10	desc6	word	descriptors	T12	В
11	desc7	word	descriptors	T12	В
12	desc8	word	descriptors	T12	В
13	ppl	number	number of people affected	T6	A
14	help	Y/N	purpose of post	T7	A
15	adv	Y/N	purpose of post	T7	A
16	witt *	Y/N	purpose of post	T7	A
17	story	Y/N	purpose of post	T7	A
18	n/a	Y/N	purpose of post	T7	A
19	int	Y/N	interacted or observed	T11	A
20	obs	Y/N	interacted or observed	T11	A
21	d/k	Y/N	interacted or observed	T11	A
22	n/a	Y/N	interacted or observed	T11	A
23	indr	Y/N	location of event	T18	F
24	outdr	Y/N	location of event	T18	F
25	veh	Y/N	location of event	T18	F
26	?	Y/N	location of event	T18	F
27	all	Y/N	location of event	T18	F
28	n/a	Y/N	location of event	T18	F
29	day	Y/N	time of event	T19	G
30	nt	Y/N	time of event	T19	G
31	all	Y/N	time of event	T19	G
32	d/k	Y/N	time of event	T19	G
33	n/a	Y/N	time of event	T19	G
34	1x	Y/N	frequency of events	T21	Н
35	2x+	Y/N	frequency of events	T21	Н
36	n/a	Y/N	frequency of events	T21	Н
37	past	Y/N	past / recent / ongoing	T20	G
38	rec	Y/N	past / recent / ongoing	T20	G
39	OG	Y/N	past / recent / ongoing	T20	G
40	d/k	Y/N	past / recent / ongoing	T20	G
41	n/a	Y/N	past / recent / ongoing	T20	G

Note. * WITT means "What Is This Thing?"

Table 4 (continued)

Data Points and Variables, and Associated Tables/Categories

DD	77 N.T	N T	V. C.	TD//	0
<u>DP</u>		Var Type	<u>Var Set</u>	<u>T#</u>	Cat#
42	upset	Y/N	reaction	T8	A
43	fear	Y/N	reaction	T8	A
44	cur	Y/N	reaction	T8	A
45	glad	Y/N	reaction	T8	A
46	other	Y/N	reaction	T8	A
47	n/a	Y/N	reaction	T8	A
48	why	word	reason for reaction	T9	A
49	ez	Y/N	debunking	T16	D
50	effort	Y/N	debunking	T16	D
51	ss?	Y/N	debunking	T16	D
52	pn / said	Y/N	explanations (said)	T14	C
53	pn / exp	Y/N	explanations (expressed)	T14	C
54	sk / said	Y/N	explanations (said)	T14	C
55	sk / exp	Y/N	explanations (expressed)	T14	С
56	idk / said	Y/N	explanations (said)	T14	С
57	idk / exp	Y/N	explanations (expressed)	T14	C
58	none	Y/N	explanations	T14	C
59	p	(formula)	explanations distributed	T15	C
60	S	(formula)	explanations distributed	T15	C
61	a	(formula)	explanations distributed	T15	C
62	no	(formula)	explanations distributed	T15	C
63	p	(formula)	explanations distributed	T15	C
64	S	(formula)	explanations distributed	T15	C
65	a	(formula)	explanations distributed	T15	C
66	ps-	(formula)	explanations distributed	T15	C
67	p-a	(formula)	explanations distributed	T15	C
68	-sa	(formula)	explanations distributed	T15	C
69	psa	(formula)	explanations distributed	T15	C
70	no	(formula)	explanations distributed	T15	C
71	n/a	Y/N	explanations distributed	T15	C
72	dq	Y/N	explanations distributed	T15	С
_	-	-	csv strings	_	
73	sk / said	Y/N	public comments	T22	I
74	sk / exp	Y/N	public comments	T22	I
75	tone deaf/sk	Y/N	public comments	T22	I
	op consider/sk	Y/N	public comments	T22	I
77	pn / said	Y/N	public comments	T22	I
78	pn / exp	Y/N	public comments	T22	I
79	com sim 1x	Y/N	public comments	T22	Ī
80	com sim 2x+	Y/N	public comments	T22	I
81	pn / adv	Y/N	public comments	T22	I
	op consider / pr	Y/N	public comments	T22	I
02	op consider / pr	1/1	public comments	144	1

Table 4 (continued)

Data Points and Variables, and Associated Tables/Categories

<u>DP</u>	Var Name	<u>Var Type</u>	<u>Var Set</u>	<u>T#</u>	Cat#
83	sk	Y/N	outcome of event	T17	E
84	pn	Y/N	outcome of event	T17	E
85	own	Y/N	outcome of event	T17	E
86	1	Y/N	outcome of event	T17	E
87	?	Y/N	outcome of event	T17	E
88	m	Y/N	outcome of event	T17	E
-	OG	(from #39)	outcome of event	T17	E
89	n/a	Y/N	outcome of event	T17	E
-	rep	(from #39)	measurable reports	T23	J
90	obs	Y/N/M	measurable reports	T23	J
91	test	(formula)	measurable reports	T23	J
92	test	Y/N/M	measurable reports	T23	J
93	m	Y/N	measurable reports	T23	J
94	whats obs	word	measurable reports	T25	J
95	rm	Y/N	remarkable reports	T26	K
-	t	(from #93)	remarkable reports	T26	K
96	r/t	(formula)	remarkable reports	T26	K
97	why	word	remarkable reports	T27	K

Category List

- A People Affected
- **B** Report Descriptors
- C Skepticism
- D Debunking Efforts
- E Reported Outcome
- F Location of Events
- G Times of Event and Past/Recent/Ongoing
- H Frequency of Events
- I Public Commentary
- J Measurable (theoretically testable) Reports
- K Remarkable Reports

Tables Not From Data Input (External or Analysis)

- 1 Results Summary
- 2 Paranormal Belief Polls
- 4 (This Table All Variables)
- 5 Frequency of Reports
- 10 Reason For Reaction Distress
- 13 Top Descriptors
- 24 Observable Descriptors
- 28 Sample in Context

Note. XL* means available in the spreadsheet only, to protect subjects' privacy.

Table 5

Frequency of Reports – Entire Sample Queue

			Days	Days		T	T	Posts	Posts	Current
Status Of Study	Post #	Date Of Report	<u>Each</u>	<u>Cum</u>	<u>Hrs</u>	<u>Hrs</u>	<u>Posts</u>	<u>Per Hr</u>	<u>Per Yr</u>	<u>Vs Y1</u>
First of round 1	1	11/29/20 20:34:51	-	-	-	-	-	-	-	
Last of round 1	100	12/02/20 19:14:36	2.94	2.94	24	70.7	100	1.415	12,397	100.0%
+2 for DQ	102	12/02/20 20:24:45	0.05	2.99	24	71.8	102	1.420	12,439	100.3%
+4 for N/A	106	12/02/20 22:07:05	0.07	3.06	24	73.5	106	1.441	12,627	101.9%
Last of round 2	206	12/06/20 11:34:50	3.56	6.62	24	159.0	206	1.296	11,349	91.6%
Last verifiable	1,001	01/02/21 05:14:46	26.74	33.36	24	800.7	1,001	1.250	10,952	88.3%
Last of queue	1,003	n/a	DQ	-	-	-	-	-	-	-

Note. Times are Eastern Standard. In round one, two posts were (DQ) deleted before the study, and four were (N/A) not reports.

Number of People Affected

Table 6

Total and Average								
<u>Parameter</u>								<u>n</u>
Total "paranormal event"	" repo	rts						100
Total number of people described as affected						172		
Average number of peop	le affe	ected	l per	rep	ort			1.72
	Distr	ibuti	on					
<u>Variable</u>	<u>n</u>	Total						
People affected	1	2	3	4	5	6	7	
Reports	54	29	13	1	2	0	1	100
-								

Table 7

Purpose of Report

<u>Parameter</u>	<u>n</u>	<u>n</u>	<u>%</u>
Wants to tell a story		43	43%
Wants assistance		57	57%
Wants help	8		
Wants advice	24		
What is this?	25		
Total		100	100%

Table 8

Reaction: Fear/Upset/Curious

<u>Parameter</u>	<u>n</u>	<u>n</u>	<u>%</u>
Distressed		60	60%
Fear	13		
Upset	47		
Not distressed		40	40%
Curious	27		
Unfazed	9		
Glad	4		
Total		100	100%

Table 9

Reason for Reaction					Total Reactions: 100		
<u>Fear</u>	<u>n</u>	<u>Upset</u>	<u>n</u>	Curious	<u>n</u>	<u>Unfazed</u>	<u>n</u>
Antagonized	2	Mystery	11	Curious	22	(D/K)	1
3x; still moved	1	Frightened	3	Curious, uneasy	1	(Fun)	1
Activity	1	Nightmare	3	ESP	1	Annoyed	1
Again	1	Body	2	Mystery	1	Apprehensive	1
Chased	1	Bothered	2	No sci exp	1	Curious	1
Entity	1	Broken things	2	Not bothersome	1	Hurt	1
Figure approaching	1	Doppelganger	2	Total	27	Just Weird	1
Getting worse	1	Ran	2		27%	Old baby story	1
Heard voice in car	1	Activity	1			Still friendly	1
Interactive	1	Again	1			Total	9
Intruder	1	Came to tell	1				9%
Moved objects	1	Co-worker fled vid call	1				
Total	13	Coincidence, 2x	1				
	13%	Creeepy	1			Glad	n
		Сгеерууу	1			Comforted	1
		Disturbances	1			Guardian angel	1
		Disturbed	1			Thankful	1
		Interaction	1			Visitation	1
		Intruder	1			Total	4
		Lost cat	1				4%
		Mystery, bodily harm	1				
		Psyched out	1				
		Pulled, aggressive	1				
		Recurring nightmares	1				
		Strange	1				
		Surprise	1				
		Un-record	1				
		Voice	1				
		Total	47				
			47%				
			, -				

Note. Subsequent rounds of the study will use more care here.

Table 10

Reason f	for Reaction -	- Distress
----------	----------------	------------

Upset Why?	<u>n</u>	Fearful Why?	<u>n</u>
Mystery	11	Antagonized	2
Frightened	3	Heard voice in car	1
Nightmare	3	Chased	1
Body	2	Entity	1
Bothered	2	Intruder	1
Broken things	2	Activity	1
Doppelganger	2	3x; still moved	1
Ran	2	Figure approaching	1
Activity	1	Moved objects	1
Again	1	Getting worse	1
Came to tell	1	Interactive	1
Co-worker fled vid call	1	Again	1
Coincidence, 2x	1		
Creeepy	1		
Creepyyy	1		
Disturbances	1		
Disturbed	1		
Interaction	1		
Intruder	1		
Lost cat	1		
Mystery, bodily harm	1		
Psyched out	1		
Pulled, aggressive	1		
Recurring nightmares	1		
Strange	1		
Surprise	1		
Un-record	1		
Voice	1		

Note. Subsequent rounds of the study will use more care here.

Table 11

Interacted or Observed

<u>Parameter</u>	<u>n</u>	<u>%</u>
Interaction	40	40%
Observation	34	34%
Observation possible interaction	26	26%
Total	100	100%

Table 12

Paranormal	All Descriptors									Named Descripto Total Descriptors		87 337
Chost 10 3.0% Audio 38 11.3% Body 15 4.5% Sleep paralysis 12 3.6% Dream AFTL 6 1.8% Visual 33 9.8% Dream AFTL 6 5 1.5% Movement 21 6.2% Animal, pets 12 3.6% Carbon monoxide * 0 - Shadow person 5 1.5% Shadow 11 3.3% Follow 6 1.8% High frequency 0 - ESP 5 1.5% Shadow 11 3.3% Baby 4 1.2% Low frequency 0 - Great Corbon 11 3.3% Baby 4 1.2% Low frequency 0 - Great Corbon 11 3.3% Baby 4 1.2% Low frequency 0 - Great Corbon 1 3.3% Mold 0 0 - Great Corbon 1 0 0 0 0 0 0 0 0 0	<u>Paranormal</u>	<u>n</u>	<u>%</u>	<u>Observable</u>	<u>n</u>	<u>%</u>	Qualifiers	<u>n</u>	<u>%</u>	<u>Skeptical</u>	<u>n</u>	<u>%</u>
Doppelganger S 1.5% Movement 21 6.2% Animal, pets 12 3.6% Carbon monoxide * 0 - Shadow person 5 1.5% Shadow 11 3.3% Baby 4 1.2% Low frequency 0	Ghost	10				11.3%	Body		4.5%	Sleep paralysis		
Shadow person 5	Dream, AFTL	6	1.8%	Visual	33	9.8%	Dream	15	4.5%	Skeptic	2	0.6%
ESP S 1.5% Shadow	Doppelganger	5	1.5%	Movement	21	6.2%	Animal, pets	12	3.6%	Carbon monoxide *	0	-
Humanoid	Shadow person	5	1.5%	Electrical	12		Follow	6	1.8%	High frequency	0	-
Orbs 4 1.2% Door 5 1.5% Nighmares 3 0.9% Sleep walking * 0 − Visitation 4 1.2% Cold 4 1.2% Pre-fear 2 0.6% Air quality 0 − Astral projection 4 1.2% Flash 3 0.9% Smell 2 0.6% Total 1.4 4.15% Guardian angel 3 0.9% Sleep app 1 0.3% Clear words 1 0.3% Note: Some skeptical descriptors were mentioned in comments discussion. Mirror 3 0.9% Elec radio / TV 1 0.3% Animal, wild 1 0.3% Mote: Some skeptical descriptors were mentioned in comments discussion. Poltergeist 3 0.9% Frost 1 0.3% Bird 1 0.3% Mote: Some skeptical descriptors were mentioned in comments discussion. Glitch in matrix 2 0.6% Hallucination, miss 1 0.3% Earth noise 1 0.3%	ESP	5	1.5%	Shadow	11	3.3%		4		Low frequency	0	-
Visitation 4 1.2% Cold 4 1.2% Pre-fear 2 0.6% Air quality 0 - Astral projection 4 1.2% Flash 3 0.9% Smell 2 0.6% Total 14 4.15% Guardian angel 3 0.9% Lock 3 0.9% Clear words 1 0.3% Note: Some skeptical descriptors were mentioned in comments discussion. Mirror 3 0.9% Elec radio / TV 1 0.3% Animal, wild 1 0.3% mentioned in comments discussion. Deja vu 2 0.6% Hallucination, joint 1 0.3% Earth noise 1 0.3% mentioned in comments discussion. Glitch in matrix 2 0.6% Hallucination, mass 1 0.3% Gotya 1 0.3% Places n % Angel 2 0.6% Phone 1 0.3% Luck 1 0.3% Train 2 0.6% Sleep disturbanc	Humanoid	4	1.2%	Moved object	8	2.4%	1st resp mil SG	3	0.9%	Mold	0	-
Astral projection	Orbs	4	1.2%	Door	5	1.5%	Nightmares	3	0.9%	Sleep walking *	0	-
Guardian angel 3 0.9% Lock 3 0.9% Tech 1 0.3% Note: Some skeptical descriptors were Mere words Mirror 3 0.9% Elec radio / TV 1 0.3% Clear words 1 0.3% Note: Some skeptical descriptors were mentioned in comments discussion. Poler geist 3 0.9% Frost 1 0.3% Bird 1 0.3% mentioned in comments discussion. Deja vu 2 0.6% Hallucination, joint 1 0.3% Earth noise 1 0.3% Glitch in matrix 2 0.6% Hallucination, mass 1 0.3% Cotya 1 0.3% Places n % Angel 2 0.6% Phone 1 0.3% Latin 1 0.3% Vehicle 3 0.9% Apparition 2 0.6% Picture 1 0.3% Salt 1 0.3% Forest 1 0.3% Hat Man 2 0.6% <	Visitation	4	1.2%	Cold	4	1.2%	Pre-fear	2	0.6%	Air quality	0	-
Ouija 3 0.9% Sleep app fler radio / TV 1 0.3% Animal, wild 1 0.3% mentioned in comments discussion. Mirror 3 0.9% Elec radio / TV 1 0.3% Animal, wild 1 0.3% mentioned in comments discussion. Poltergeist 3 0.9% Frost 1 0.3% Bird 1 0.3% mentioned in comments discussion. Deja vu 2 0.6% Hallucination, joint 1 0.3% Earth noise 1 0.3% Glitch in matrix 2 0.6% Hallucination, mass 1 0.3% Gotya 1 0.3% Places n ½ Angel 2 0.6% Phone 1 0.3% Latin 1 0.3% Vehicle 3 0.9% Apparition 2 0.6% Picture 1 0.3% Salt 1 0.3% Forest 1 0.3% Hat Man 2 0.6% Window 1 0.3% Shower 1	Astral projection	4	1.2%	Flash	3	0.9%	Smell	2	0.6%	Total	14	4.15%
Mirror 3 0.9% Elec radio / TV 1 0.3% Animal, wild 1 0.3% mentioned in comments discussion. Poltergeist 3 0.9% Frost 1 0.3% Bird 1 0.3% Bird 1 0.3% Deja vu 2 0.6% Hallucination, joint 1 0.3% Earth noise 1 0.3% Places n % Glitch in matrix 2 0.6% Hallucination, mass 1 0.3% Cotya 1 0.3% Vehicle 3 0.9% Angel 2 0.6% Phone 1 0.3% Latin 1 0.3% Vehicle 3 0.9% Apparition 2 0.6% Picture 1 0.3% Salt 1 0.3% Forest 1 0.3% Hat Man 2 0.6% Water, extra 1 0.3% Shower 1 0.3% Bridge-Water 1 0.3% SLi 2	Guardian angel	3	0.9%	Lock	3	0.9%	Tech	1	0.3%			
Mirror 3 0.9% Elec radio / TV 1 0.3% Animal, wild 1 0.3% mentioned in comments discussion. Poler vu 2 0.6% Hallucination, joint 1 0.3% Earth noise 1 0.3% Glitch in matrix 2 0.6% Hallucination, mass 1 0.3% Gotya 1 0.3% Places n % Angel 2 0.6% Phone 1 0.3% Latin 1 0.3% Vehicle 3 0.9% Apparition 2 0.6% Picture 1 0.3% Latin 1 0.3% Vehicle 3 0.9% Apparition 2 0.6% Sleep disturbance 1 0.3% Salt 1 0.3% Forest 1 0.3% Hat Man 2 0.6% Water, extra 1 0.3% Shower 1 0.3% Bridge-Water 1 0.3% SLI 2 0.6% CCT	Ouija	3	0.9%	Sleep app	1	0.3%	Clear words	1	0.3%	<i>Note:</i> Some skeptical	l desc	riptors were
Deja vu 2 0.6% Hallucination, joint of Hallucination, mass 1 0.3% of Gotya 1 0.3% of Dlaces n % Angel 2 0.6% Phone 1 0.3% of Latin 1 0.3% of Vehicle 3 0.9% of No.0% Apparition 2 0.6% of Picture 1 0.3% of Luck 1 0.3% of Train 2 0.6% of No.0% of No.0% of Train 2 0.6% of No.0% of No.0% of Train 2 0.6% of No.0% o		3	0.9%		1	0.3%	Animal, wild	1	0.3%			
Deja vu	Poltergeist	3	0.9%	Frost	1	0.3%	Bird	1	0.3%			
Angel 2 0.6% Phone 1 0.3% Latin 1 0.3% Vehicle 3 0.9% Apparition 2 0.6% Picture 1 0.3% Luck 1 0.3% Train 2 0.6% Ghost animal 2 0.6% Sleep disturbance 1 0.3% Salt 1 0.3% Forest 1 0.3% Hat Man 2 0.6% Water, extra 1 0.3% Shower 1 0.3% Air B&B 1 0.3% Premonition 2 0.6% Window 1 0.3% Time lost 1 0.3% Bridge-Water 1 0.3% SLI 2 0.6% CCTV 1 0.3% Sleep 1 0.3% Water, Body Of 1 0.3% Cryptid 1 0.3% Un-record 1 0.3% Total 75 22.26% Face less 1 0.3% Total <td< td=""><td>_</td><td>2</td><td>0.6%</td><td>Hallucination, joint</td><td>1</td><td>0.3%</td><td>Earth noise</td><td>1</td><td>0.3%</td><td></td><td></td><td></td></td<>	_	2	0.6%	Hallucination, joint	1	0.3%	Earth noise	1	0.3%			
Angel 2 0.6% Phone 1 0.3% Latin 1 0.3% Vehicle 3 0.9% Apparition 2 0.6% Picture 1 0.3% Luck 1 0.3% Train 2 0.6% Ghost animal 2 0.6% Sleep disturbance 1 0.3% Salt 1 0.3% Forest 1 0.3% Hat Man 2 0.6% Water, extra 1 0.3% Shower 1 0.3% Air B&B 1 0.3% Premonition 2 0.6% Window 1 0.3% Time lost 1 0.3% Bridge-Water 1 0.3% SLI 2 0.6% CCTV 1 0.3% Sleep 1 0.3% Water, Body Of 1 0.3% Cryptid 1 0.3% Un-record 1 0.3% Total 75 22.26% Face less 1 0.3% Total <td< td=""><td>Glitch in matrix</td><td>2</td><td>0.6%</td><td>Hallucination, mass</td><td>1</td><td>0.3%</td><td>Gotya</td><td>1</td><td>0.3%</td><td><u>Places</u></td><td><u>n</u></td><td><u>%</u></td></td<>	Glitch in matrix	2	0.6%	Hallucination, mass	1	0.3%	Gotya	1	0.3%	<u>Places</u>	<u>n</u>	<u>%</u>
Apparition 2 0.6% Picture 1 0.3% Luck 1 0.3% Train 2 0.6% Ghost animal 2 0.6% Sleep disturbance 1 0.3% Salt 1 0.3% Forest 1 0.3% Hat Man 2 0.6% Water, extra 1 0.3% Shower 1 0.3% Air B&B 1 0.3% Premonition 2 0.6% Window 1 0.3% Time lost 1 0.3% Bridge-Water 1 0.3% SLI 2 0.6% CCTV 1 0.3% Sleep 1 0.3% Water, Body Of 1 0.3% Cryptid 1 0.3% EVP 1 0.3% Anxiety 1 0.3% Total 9 2.67% Dream, prem 1 0.3% Total 1 0.3% Total 1 0.3% Sick particles 1 0.3% Sick particles 1	Angel	2	0.6%	Phone	1	0.3%	Latin	1	0.3%	Vehicle		0.9%
Ghost animal 2 0.6% Sleep disturbance 1 0.3% Salt 1 0.3% Forest 1 0.3% Hat Man 2 0.6% Water, extra 1 0.3% Shower 1 0.3% Air B&B 1 0.3% Premonition 2 0.6% Window 1 0.3% Time lost 1 0.3% Bridge-Water 1 0.3% SLI 2 0.6% CCTV 1 0.3% Sleep 1 0.3% Water, Body Of 1 0.3% Cryptid 1 0.3% EVP 1 0.3% Anxiety 1 0.3% Total 9 2.67% Dream, prem 1 0.3% Video call 1 0.3% Total 75 22.26% Facries 1 0.3% Total 152 45.10% 45.10% 45.10% 45.10% 45.10% 45.10% 45.10% 45.10% 45.10% 45.10% 45.10%	Apparition	2	0.6%	Picture	1	0.3%	Luck	1	0.3%	Train	2	0.6%
Hat Man 2 0.6% Water, extra 1 0.3% Shower 1 0.3% Air B&B 1 0.3% Premonition 2 0.6% Window 1 0.3% Time lost 1 0.3% Bridge-Water 1 0.3% SLI 2 0.6% CCTV 1 0.3% Sleep 1 0.3% Water, Body Of 1 0.3% Cryptid 1 0.3% EVP 1 0.3% Anxiety 1 0.3% Total 9 2.67% Dream, prem 1 0.3% Video call 1 0.3% Total 75 22.26% Total 1 0.3% Face less 1 0.3% Total 152 45.10% Total 1 0.3% Total 1 0.3% Six in writing 1 0.3% 1 0.3% 1 0.3% 1 0.3% 1 0.3% 1 0.3% 1 0.3% 1 0.3%		2	0.6%	Sleep disturbance	1	0.3%	Salt	1	0.3%	Forest	1	0.3%
SLI 2 0.6% CCTV 1 0.3% Sleep 1 0.3% Water, Body Of 1 0.3% Cryptid 1 0.3% EVP 1 0.3% Anxiety 1 0.3% Total 9 2.67% Dream, prem 1 0.3% Un-record 1 0.3% Total 75 22.26% 1	Hat Man		0.6%			0.3%		1	0.3%	Air B&B	1	0.3%
SLI 2 0.6% CCTV 1 0.3% Sleep 1 0.3% Water, Body Of 1 0.3% Cryptid 1 0.3% EVP 1 0.3% Anxiety 1 0.3% Total 9 2.67% Dream, prem 1 0.3% Un-record 1 0.3% Total 75 22.26% Face less 1 0.3% Video call 1 0.3% Faeries 1 0.3% Total 152 45.10% Genderuwo 1 0.3% Total 152 45.10% Skin writing 1 0.3% 45.10%	Premonition	2	0.6%	Window	1	0.3%	Time lost	1	0.3%	Bridge-Water	1	0.3%
Cryptid 1 0.3% EVP 1 0.3% Anxiety 1 0.3% Total 9 2.67% Dream, prem 1 0.3% Un-record 1 0.3% Total 75 22.26% Face less 1 0.3% Video call 1 0.3% Face less 1 0.3% Total 152 45.10% Face less 1 0.3% Total 152 45.10% Face less 1 0.3% Face less <	SLI	2	0.6%	CCTV	1	0.3%	Sleep	1	0.3%		1	0.3%
Dream, prem 1 0.3% Un-record 1 0.3% Total 75 22.26% Face less 1 0.3% Video call 1 0.3% Faeries 1 0.3% Total 152 45.10% Genderuwo 1 0.3% Heditation 1 0.3% Skin writing 1 0.3% Heditation 1 0.3% Spirit 1 0.3% Heditation	Cryptid	1	0.3%	EVP	1	0.3%		1	0.3%		9	2.67%
Faeries 1 0.3% Total 152 45.10% Genderuwo 1 0.3% Image: Control of the contr		1	0.3%	Un-record	1	0.3%	Total	75	22.26%			
Genderuwo 1 0.3% Meditation 1 0.3% Skin writing 1 0.3% Creature 1 0.3% Spirit 1 0.3% Spirit box 1 0.3% Stick Man 1 0.3% Tarot 1 0.3%	Face less	1	0.3%	Video call	1	0.3%						
Meditation 1 0.3% Skin writing 1 0.3% Creature 1 0.3% Spirit 1 0.3% Spirit box 1 0.3% Stick Man 1 0.3% Tarot 1 0.3%	Faeries	1	0.3%	Total	152	45.10%						
Skin writing 1 0.3% Creature 1 0.3% Spirit 1 0.3% Spirit box 1 0.3% Stick Man 1 0.3% Tarot 1 0.3%	Genderuwo	1	0.3%									
Creature 1 0.3% Spirit 1 0.3% Spirit box 1 0.3% Stick Man 1 0.3% Tarot 1 0.3%	Meditation	1	0.3%									
Spirit 1 0.3% Spirit box 1 0.3% Stick Man 1 0.3% Tarot 1 0.3%	Skin writing	1	0.3%									
Spirit box 1 0.3% Stick Man 1 0.3% Tarot 1 0.3%	Creature	1	0.3%									
Stick Man 1 0.3% Tarot 1 0.3%	Spirit	1	0.3%									
Stick Man 1 0.3% Tarot 1 0.3%		1	0.3%									
Tarot 1 0.3%		1										
		1										
	Total	87										

Table 13

Top Descriptors

<u>Variable</u>	<u>n</u>	<u>%</u>	<u>Variable</u>	<u>n</u>	<u>%</u>	<u>Variable</u>	<u>n</u>	<u>%</u>
Audio	38	11.3%	Cold	4	1.2%	Skeptic	2	0.6%
Visual	33	9.8%	Humanoid	4	1.2%	Deja vu	2	0.6%
Movement	21	6.2%	Orbs	4	1.2%	Glitch in matrix	2	0.6%
Body	15	4.5%	Visitation	4	1.2%	Angel	2	0.6%
Dream	15	4.5%	Astral projection	4	1.2%	Apparition	2	0.6%
Sleep paralysis	12	3.6%	Baby	4	1.2%	Ghost animal	2	0.6%
Animal, pets	12	3.6%	Flash	3	0.9%	Hat Man	2	0.6%
Electrical	12	3.6%	Lock	3	0.9%	Premonition	2	0.6%
Shadow	11	3.3%	Guardian angel	3	0.9%	SLI	2	0.6%
Ghost	10	3.0%	Ouija	3	0.9%	Train	2	0.6%
Moved object	8	2.4%	Mirror	3	0.9%	Pre-fear	2	0.6%
Dream, AFTL	6	1.8%	Poltergeist	3	0.9%	Smell	2	0.6%
Follow	6	1.8%	Vehicle	3	0.9%	Total	24	7.1%
Doppelganger	5	1.5%	1st resp mil SG	3	0.9%			
Shadow person	5	1.5%	Nightmares	3	0.9%			
ESP	5	1.5%	Total	51	15.1%			
Door	5	1.5%						
Total	219	65.0%						
All descriptors	337	100%			100%			100%

Table 14

Explanations by Belief System

Belief System Agnostic (don't know)	<u>n</u>	<u>%</u>	<u>n</u> 69	<u>%</u> 40%
Reported "don't know"	58	34%		
Expressed "don't know"	11	6%		
Skeptical belief			47	27%
Reported skeptical explanation	18	10%		
Expressed skeptical explanation	29	17%		
Paranormal belief			49	28%
Reported paranormal explanation	37	21%		
Expressed paranormal explanation	12	7%		
No explanation given in any direction			8	5%
Total			173	100%
Expressed "don't know" Skeptical belief Reported skeptical explanation Expressed skeptical explanation Paranormal belief Reported paranormal explanation Expressed paranormal explanation No explanation given in any direction	11 18 29	6% 10% 17% 21%	49	28%

Note: This table shows all explanations indicated in the report. Multiple guesses appear in single reports.

Table 15

Distributed Explanations by Belief System

Belief System	<u>n</u>	<u>%</u>
Skeptical and Agnostic	22	22%
All three P/S/A	16	16%
Skeptical only	4	4%
Agnostic only	17	17%
Paranormal and Skeptical	5	5%
No indicated	8	8%
Paranormal only	14	14%
Paranormal and Agnostic	14	14%
Total	100	100%
Paranormal Excluded	<u>n</u>	<u>%</u>
Skeptical and Agnostic	22	22%
Skeptical only	4	4%
Agnostic only	17	17%
No indicated	8	8%
Total	51	51%

Table 16

Debunking Efforts

Parameter Cursory debunking was attempted Concerted effort to debunk Total	6	% 18% 6% 24%
		,0
Debunking successful	1	4%

Table 17

Outcome of Event

<u>Parameter</u>	<u>n</u>	<u>%</u>
Ongoing	40	40%
Happened only once	31	31%
No answer reported	16	16%
Paranormal answer reported	4	4%
Moved from location	5	5%
Skeptical answer reported	2	2%
Resolved on its own	2	2%
Total	100	100%

Table 18

Location of Events

<u>Parameter</u>	<u>n</u>	<u>%</u>
Indoors	79	79%
Outdoors	9	9%
Both indoor and outdoor	5	5%
Vehicle	5	5%
Did not specify	2	2%
Total	100	100%

Table 19

Time of Event

<u>Parameter</u>	<u>n</u>	<u>%</u>
Night	42	42%
Day	16	16%
Both	13	13%
Did not specify	29	29%
Total	100	100%

Table 20

Past / Recent / On-going

<u>Parameter</u>	<u>n</u>	<u>n</u>	<u>%</u>
Recent and ongoing		70	70%
This is a recent event	30		
This is an ongoing event	40		
Past event		29	29%
Did not specify		1	1%
Total		100	100%

Table 21

Frequency of Events

<u>Parameter</u>	<u>n</u>	<u>%</u>
Happened once	41	41%
Happened more than once	59	59%
Total	100	100%

Table22

	Public	Comments	to	the	Report
--	--------	-----------------	----	-----	--------

Explanations By Belief System	<u>n</u>	<u>%</u>	<u>n</u>	<u>%</u>
Skeptical explanation			48	51%
Comment said skeptical explanation	9	10%		
Comment expressed skeptical explanation	39	41%		
Paranormal explanation			46	49%
Comment said paranormal explanation	40	43%		
Comment expressed paranormal explanation	6	6%		
Total and percent of respective total			94	100%
Advice Given And Taken				
Paranormal advice				
Paranormal advice given			51	51%
Paranormal advice taken			28	28%
Skeptical advice				
Skeptical advice given			48	48%
Skeptical advice taken			28	28%
Similar Experiences				
Expressed having similar experiences – one person			31	31%
Expressed having similar experiences – multiple people			20	20%
Total			51	51%

Table 23

Measurable Reports

<u>Parameter</u>	<u>n</u>	<u>%</u>
Observable	54	54%
Repeatable (on-going)	40	40%
Both observable and repeatable	26	26%
Measurable reports	26	26%

Table24

Observable Descriptors

<u>n</u>	<u>%</u>
38	25.0%
33	21.7%
21	13.8%
12	7.9%
11	7.2%
8	5.3%
5	3.3%
4	2.6%
3	2.0%
3	2.0%
1	0.7%
1	0.7%
1	0.7%
1	0.7%
1	0.7%
1	0.7%
1	0.7%
1	0.7%
1	0.7%
1	0.7%
1	0.7%
1	0.7%
1	0.7%
1	0.7%
152	100.0%
337	
	38 33 21 12 11 8 5 4 3 3 1 1 1 1 1 1 1 1 1 1 1 1 1

Table25

What is Measurable

<u>Parameter</u>	<u>n</u>	<u>%</u>
General monitoring	5	19.2%
Moved Objects	3	11.5%
Movement	3	11.5%
Visual	2	7.7%
Audio, doors	1	3.8%
Mass nightmares	1	3.8%
Elec, Visual	1	3.8%
Moved objects, Elec	1	3.8%
CCTV	1	3.8%
Take ur pick	1	3.8%
ESP	1	3.8%
Sleep Dist	1	3.8%
Interactive	1	3.8%
Window Knock	1	3.8%
Movement, Visual, Audio	1	3.8%
Lock	1	3.8%
Mvmt, Audio, Interaction	1	3.8%
Total	26	100.0%

Table26

Remarkable Reports

<u>Parameter</u>	<u>n</u>	<u>%</u>
Remarkable reports	25	25%
Measurable reports	26	26%
Both remarkable and measurable	11	11%

Table27

Remarkable Reports – Reason and Testability (T)

- <u>P#</u> <u>T</u> <u>Reason Post Is Remarkable</u>
- 9 / May be of interest to ESP studies.
- 11 / Good example of common report, hits many benchmarks.
- 16 Y Skeptic even though appears has a history of un-debunkable events.
- 23 / Good example of common report, sounds like air quality issue.
- 26 / May be of interest to ESP studies.
- 27 / Good example of common report, sounds like air quality issue.
- 28 / Dual hallucination.
- 29 / Seems irrefutable but not provable.
- 32 Y Seems interactive.
- 33 Y Secure environment; Surveillance already in place.
- 38 / So many holes but extremely compelling.
- 39 / Lots going on here. Seems interactive.
- 44 Y Moved objects, to reappear in odd places; Recurring.
- 45 Y OP asks for help with ridiculous claim that happens to be highly measurable.
- 51 / Physical anomalies/coincidences. Time lost.
- 52 Y Not a hint of skepticism.
- 64 Y Interactive ESP with others.
- 65 Y Requests help; in distress.
- 70 M Easy to mistake for paranormal. Obscure natural explanation is likely.
- 71 Y Movement, also interactive. Ongoing. Likely air quality issue.
- 72 / Tried to debunk; Unsuccessful.
- 76 / Video call anomaly.
- 88 Y Movement. Possibly visual. Ongoing.
- 96 / Interactive.
- 100 / Example of common complaint having an obscure natural explanation.

Table 28

Sample In Context – Affected and Distressed People

Add yearly rate from people who report nowhere

AFFECTED PEOPLE **Parameter** <u>Value</u> **Balance** Start 0 First round yearly estimate 12,397 12,397 Full queue yearly estimate 10,952 10,952 Further adj down for summertime advantages 8,000 8,000 Yearly reports from the 15th most popular SM site 8,000 = People affected rate 1.72 13,760 Request assistance rate 57% 7,843 Request assistance yearly from the 15th most popular SM site = 7,843 Add yearly rate from the 14 more popular Social Media sites ? Add yearly rate from less popular SM sites ? Add yearly rate from popular podcasts ? Add yearly rate from those who report elsewhere ?

DISTRESSED PEOPLE

?

<u>Parameter</u>	<u>Value</u>	<u>Balance</u>
Start		0
First round yearly estimate	12,397	12,397
Full queue yearly estimate	10,952	10,952
Further adj down for summertime advantages	8,000	8,000
Yearly reports from the 15th most popular SM site	=	8,000
People affected rate	1.72	13,760
People distressed rate	60%	8,256
People distressed yearly from the 15th most popular SM site	=	8,256
Add yearly rate from the 14 more popular Social Media sites	?	
Add yearly rate from less popular SM sites	?	
Add yearly rate from popular podcasts	?	
Add yearly rate from those who report elsewhere	?	
Add yearly rate from people who report nowhere	?	

Note. Considers only English speakers with internet access.

Appendix 1 (continued)

All Tables – Draft Outreach Plan

LIST OF TABLES

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Table A1

Scientific Explanations

Live Science 2015
Infrasound

Electromagnetic energy
Power of suggestion

Misunderstand ambiguous events

Optical illusions False memories Scientific American 2019

Low frequency sound

Mold

Carbon monoxide

The power of suggestion

Drafts

We enjoy being afraid

Popular Science 2020

You want to believe You'd rather not risk it You need a little company

Your brain is unwell

You're getting some bad vibrations You're in the wrong place / wrong time Your mind is playing tricks on itself

Sources: Scientific American (Stierwalt, 2019); Live Science 2015 (Pappas, 2015); Popular Science (Bittle, 2020).

Table A2

Psychological Explanations

<u>Brain Fails</u>	<u>Thinking Fails</u>	Bad Science
1 False Memory	7 Dunning-Kruger Effect	17 Methodological Naturalism
2 Bad Perception	8 Motivated Reasoning	18 Postmodernism
3 Pareidolia	9 Logical Fallacies	19 Occam's Razor
4 Hyperactive Agency Detection	10 Cognitive Biases	20 Pseudoscience
5 Hypnagogia	11 Appeal to Antiquity	21 Denialism
6 Ideomotor Effect	12 Appeal to Nature	22 P-Hacking
	13 Fundamental Attribution Error	23 Placebo Effects
	14 Anomaly Hunting	24 Anecdote
	15 Data Mining	
	16 Coincidence	

Source: The Skeptics' Guide to the Universe, How to Know What's Really Real in a World Increasingly Full of Fake. (Excerpt from Table of Contents.)

Table A3

Proposed Organizational Plan

Website Networking Study #2 Education Methodology Intake Library/S Storefront/L	Education Debunking/P Skeptics post Investigators Scientists fish Academics/stats	Library Anecdotes/C Debunking/P (storefront)	Study #2 Paranormal Skeptical Science Familiarity Experiences	Panels Methodology APP courses APP policy Theoretical Active	Intake Check list Evidence Study #3 Investigate Debunk Methodology Investigate Debunk Methodology
Admin Project chair Paranormal chair Skeptical chair Org chair Oversight	Sustain Gold members APP certificates Sales/equip Sales/swag Promo #1/pixel Promo #2/advice Sales/book	Storefront By library (sensors) (monitoring) (investigators)			cuiodology

Source: The Aster-P Project

Table A4		Table A5				
Paranorma	l Public Sources	Skeptical F	Public Sources			
Paranormal A		Skeptical Associations				
	Association Of Paranormal Investigators		e for Skeptical Inquiry CFI Investigations G	roup		
-	www.ghostpi.com/	-	//skepticalinquirer.org/about/ https://cfiig.org/			
Parapsycho	ological Association	James Ran	ndi Educational Foundation			
https://	/www.parapsych.org/	https:/	//web.randi.org/			
	Psychical Research (UK)	_	Council of Skeptical Organisations			
https://	/www.spr.ac.uk/	https:/	//www.ecso.org/			
Mutual UF	O Network	_	Skeptics Society			
https://	/www.mufon.com/	https:/	//www.edinburghskeptics.co.uk/			
Bigfoot Fie	eld Researchers Organization	Australian	Skeptics			
https://	/www.bfro.net/	https:/	//www.skeptics.com.au/			
Paranormal M	<u>ledia</u>	Skeptical Me	edia			
Podcast	Coast to Coast AM	Podcast	The Skeptics' Guide to the Universe			
	https://www.coasttocoastam.com/		https://www.theskepticsguide.org/			
Podcast	Darkness Radio	Podcast	Logically Critical			
	https://www.darknessradio.com/		http://www.LogicallyCritical.net/podcast.xml			
Podcast	Paranormal Podcast	Podcast	You Are Not So Smart			
	https://jimharold.com/		https://youarenotsosmart.com/podcast/			
Podcast	This Paranormal Life	Podcast	Skeptoid			
	https://www.facebook.com/ThisParanormalLifePodcast/		https://skeptoid.com/			
Website	Reddit r/paranormal	Website	Skeptical Inquirer			
	https://www.reddit.com/r/Paranormal		https://skepticalinquirer.org/			
Website	Thrall Paranormal Repository	Website	Live Science			
	https://www.thrall.org/readyref/Paranormal.html		https://www.livescience.com/			
Website	C2C-AM historical repository of guests by topic	Website	Skeptic.com/skepticism-101/			
	https://www.coasttocoastam.com/guests/		https://www.skeptic.com/skepticism-101/			
Magazine	Edge Science Magazine	Magazine	Skeptic Magazine			
	https://www.scientificexploration.org/edgescience		https://www.skeptic.com/magazine/			
Journal	Journal of Parapsychology	Journal	International Journal for the Study of Skepticism			
	https://www.parapsych.org/		https://brill.com/view/journals/skep/skep-overview.xml			
Note: This is	not an exhaustive list.	Note: This is	not an exhaustive list.			

Table A6

University Programs Regarding Paranormal

<u>United</u>	States	<u>s</u>	
19	967	Present	University of Virginia
			https://med.virginia.edu/perceptual-studies/
20	800	Present	University of Arizona
			https://lach.arizona.edu/veritas
<u>Internat</u>	tional	<u> </u>	
19	985	Present	University of Edinburgh
			https://koestlerunit.wordpress.com/research-overview/
20	000	Present	Goldsmiths, University of London
			https://www.gold.ac.uk/apru/
(20	017)	Present	Lund University (Sweden)
			https://www.psy.lu.se/en/research-0/research-networks/cercap
19	990s	Present	University of Amsterdam
			http://www.psy.uva.nl/resedu/pn/res/ANOMALOUSCOGNITION/anomal.shtml

Defunct	US	Paranormal	University	De	partments

1972	1980s	Stanford University
1935	1965	Duke University
1979	2007	Princeton University
1990s	2008	Harvard University
2006	2008	University of Arizona (VERITAS)
1968	1978	The University of California, Los Angeles
2002	2010	Cornell University
(1953)	(2008)	Utrecht University

Source: https://www.mentalfloss.com/article/54450/13-university-sanctioned-paranormal-research-projects

Table A7

APP Courses

Infographics and Check Lists

Common Reasons for Paranormal Events Lesser Known Reasons for Paranormal Events Checklist to Debunk Events

APP Courses

app 102 – Introduction to Academics

app 105 – Paranormal Self-Help

app 202 - Bringing Science to the Paranormal

app 203 – What's in the Environment?

app 204 – Quick and Dirty Scientific Investigation

app 205 – Formal Scientific Investigation

app 206 – Yes the Paper is Necessary

Source: The Aster-P Project

Table A8

Forms of Energy, Forms of Matter, Waves, Laws

Energy Potential	Energy Kinetic	States of Matter	About Waves	10 Scientific Laws and Theories
Chemical	Radiant	Solid (earth)	Disturbance	Big Bang Theory
Mechanical	Thermal	Liquid (water)	Medium	Hubble's Law of Cosmic Expansion
Nuclear	Motion	Gas (wind)	Energy	Kepler's Laws of Planetary Motion
Gravitational	Sound	Plasma (fire)	EM Spectrum	Universal Law of Gravitation
	Electrical			Newton's Laws of Motion
				Laws of Thermodynamics
				Archimedes' Buoyancy Principle
				Evolution and Natural Selection
				Theory of General Relativity
				Heisenberg's Uncertainty Principle

Sources:

https://www.eia.gov/energyexplained/what-is-energy/forms-of-energy.php

https://www.physicsclassroom.com/class/waves/Lesson-1/What-is-a-Wave

https://www.sciencehistory.org/learn/science-matters/case-of-rare-earth-elements-science#

https://www.livescience.com/50399-radio-waves.html

https://science.howstuffworks.com/innovation/scientific-experiments/10-scientific-laws-theories.htm

The Electromagnetic Spectrum (Wikipedia)

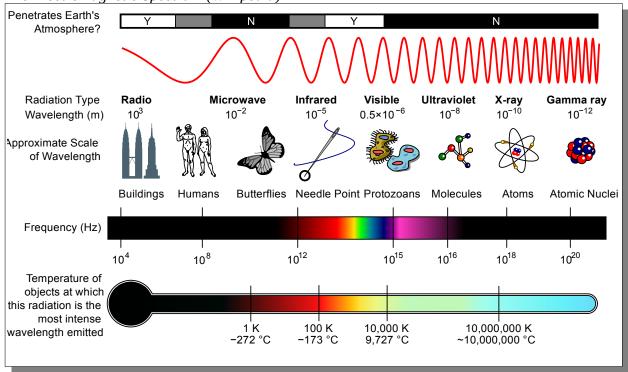


Figure A1

Table A9

Investigator Certification

Objective

Recognize the legitimacy

Difference between science and paranormal

Literature review and peer review

Scientific answers

Check lists

Methodology

Controlling in the field

Visual

Audio

Movement

Environment

Documentation for the next team

Rework methodology and re-measure

Source: The Aster-P Project

Table A10

Proposed Methodology Panels

	theoretical	action	coordinator							
skepti	c science	science	science	science	science	science	science	science	chair	coordinator
	audio	visual	electrical	movement	environment	dreams	TBA	invg	one	
	methodology	methodology	methodology	methodology	methodology	methodology	TBA			
	1	1	1	1	1	1	1	1	1	
	2	2	2	2	2	2	2	2		
	3	3	3	3	3	3	3	3		

	action	action	action	action	action	action	action	action	action	coordinator
believer	intake	intake	organize	controls	study2	study3	study4	study5	chair	coordinator
	existing	website	data	skeptics	cases1	2 nd look	cases1	cases1	one	
	1	1	1	1	1	1	1	1	1	
	2	2	2	2	2	2	2	2		
	3	3	3	3	3	3	3	3		

	theoretical	action	action						action	coordinator
academic	writing	foundation	data						chair	coordinator
	APP series	feasibility	QC/safeguard						one	
	1	1	1	1	1	1	1	1	1	
	2	2	2	2	2	2	2	2		
	3	3	3	3	3	3	3	3		

		theoretical	action	coordinator							
	gurus	APP policy	APP series	chair	coordinator						
Ī		APP policy	APP-102	APP-105	APP-202	APP-203	APP-204	APP-205	APP-206	one	
		1	1	1	1	1	1	1	1	1	
		2	2	2	2	2	2	2	2		
		3	3	3	3	3	3	3	3		

Table A11

Best Paranormal Claims Review

Steps in Process

Check lists

Intake

Methodology plan

Assignment

Controls / measurement

Documentation

Rework methodology and re-measure

Rework methodology and re-measure

Rework methodology and re-measure

If still fails to debunk, consult third party

Source: The Aster-P Project