

Data Definitions for Data File KPU_1025_data

The table below describes all the columns and data values in the data file KPU_1025_data.csv for the study with registration id number 1025 on the KPU study registry (<https://koestlerunit.wordpress.com/study-registry/registered-studies/>). The study is “Attempting to elicit a precall effect using emotive images and participants with high levels of belief in psi” by David Vernon.

Variable or Column Name	Variable or Column Description	Data Value Descriptions or Decodes
A	Recorded Date: Date/time participant completed the study on line	Day/month/year Hours/mins (24hour)
B	Age	
C	Gender	Male/Female
D	Gender code	Male = 1 Female = 2
E	The soul continues to exist though the body may die.	1 =Strongly disagree 2 =Moderately disagree 3 =Slightly disagree 4 =Uncertain 5 = Slightly agree 6 = Moderately agree 7 =Strongly agree
F	Some individuals are able to levitate (lift) objects through mental forces.	same as above
G	Black magic really exists.	same as above
H	Black cats can bring bad luck.	same as above
I	Your mind or soul can leave your body and travel (astral projection).	same as above
J	The abominable snowman of Tibet exists.	same as above
K	Astrology is a way to accurately predict the future.	same as above
L	There is a devil.	same as above
M	Psychokinesis, the movement of objects through psychic powers, does exist.	same as above
N	Witches do exist.	same as above
O	If you break a mirror, you will have bad luck.	same as above
P	During altered states, such as sleep or trances, the spirit can leave the body.	same as above
Q	The Loch Ness monster of Scotland exists.	same as above
R	The horoscope accurately tells a person’s future.	same as above

S	I believe in God	same as above
T	A person's thoughts can influence the movement of a physical object.	same as above
U	Through the use of formulas and incantations, it is possible to cast spells on people	same as above
V	The number "13" is unlucky.	same as above
W	Reincarnation does occur.	same as above
X	There is life on other planets.	same as above
Y	Some psychics can accurately predict the future.	same as above
Z	There is a heaven and a hell.	same as above
AA	Mind reading is not possible	same as above
AB	There are actual cases of witchcraft.	same as above
AC	It is possible to communicate with the dead.	same as above
AD	Some people have an unexplained ability to predict the future.	same as above
AE	Trad Reg Bel	Mean of items 1,8,15,22
AF	Psi	Mean of items 2,9,16,23
AG	Witchcraft	Mean of items 3,10,17,24
AH	Superstition	Mean of items 4,11,18
AI	Spiritualism	Mean of items 5,12,19,25
AJ	ELF	Mean of items 6,13,20
AK	Precognition	Mean of items 7,14,21,26
AL	Total	Sum of mean scores
AM	Sum of items	Sum of item scores
AO	How relaxed on a scale from 1 (completely tense) to 10 (completely relaxed)	
AP	Relax code	Score on scale from 1 - 10
AR	Main recall: recall of 20 images (10 positive; 10 negative)	Image names recalled
AS	Precall Pos: precall score out of 10 for positive images	Score
AT	Precall Neg: precall score out of 10 for negative images	Score
AU	Baseline Pos: recall score out of 10 for positive images	Score
AV	Baseline Neg: recall score out of 10 for negative images	Score
AW	Intrusion: images recalled not shown	Score
AX	Precall Tot: total precall score out of 20	Score
AY	Baseline Tot: total baseline score out of 20	Score
BA	Recall practice1: images recalled out of 10	Names of images recalled
BB	Recall Pos1: number of positive images recalled	Score out of 5

	out of 5	
BC	Recall Neg1: number of negative images recalled out of 5	Score out of 5
BD	Recall Pract1: total number of images recalled out of 10	Score out of 10
BF	Recall practice2: images recalled out of 10	Names of images recalled
BG	Recall Pos2: number of positive images recalled out of 5	Score out of 5
BH	Recall Neg2: number of negative images recalled out of 5	Score out of 5
BI	Recall Pract2: total number of images recalled out of 10	Score out of 10
BK	Leave Check Q: did you leave the computer at any time, or switch to another application, or get distracted during the recall task	
BL	Leave code	Leave Codes: 1 = No, 2 = Distracted, 3 = Yes