

Mind-matter practical applications

ABSTRACT:

Background

This project is based mainly on the hypothesis that the human mind can interact with electronic targets at a distance, that is, not through conventional means and without spatial and temporal constraints.

Aims

This project aims at demonstrating the feasibility of practical applications for portable devices based on the mind-matter interaction at a distance with random event generators and digital photographic camera sensors.

Method

The first protocol, pre-registered at <https://osf.io/3g95p>, requires mentally influencing true RNGs' normal functioning in order to achieve a predefined level of non-randomness (reduced entropy) within a predefined time window. The level of reduced randomness was analyzed by applying two tests of NIST statistical test suite (Rukhin et al. 2010) for testing random strings. The software is available open access at: <https://github.com/tressoldi/MindSwitch>
Participants: thirteen participants contributed to 100 trials.

The second protocol is based on the mental influence on the memory cells forming the image-sensor of a digital photo camera: indeed each single cell forming a pixel of an image sensor requires little energy to change its level of charge, and then of the voltage controlling its output signal. The software is available open access at: <https://github.com/mbilucaglia/PsyCam>
Three male adults, with previous experience in mind-matter experiments, contributed to 50 trials overall.

Results

The raw data related to the first protocol are available open access at: <https://figshare.com/articles/dataset/MindSwitch/8160269>
With respect to the confirmatory hypotheses, the only dependent variable that seems influenced by the mental interaction is the detection of reduced randomness by both the Frequency Test and the Runs Test within the same sample of data.

The raw data related to the second protocol, are available at: <https://figshare.com/articles/dataset/Thoughtography/12151932>. The Structural Similarity Index (SSIM) of the target images was greater with respect to the control ones in 6 out of 49 trials (12.2%).

Conclusions

The results of these experiments represent a proof-of-concept of the possibility of both creating electronic devices that can be mentally controlled from a distance and imprinting predetermined images on digital sensors of professional photo cameras affecting their contrast parameters and structural similarity indices, opening the way to a new generation of mind-matter practical applications. An ongoing development of this technology is the use of modern video recorders instead of photo cameras, which allow the possibility to see how images are formed.

Keywords

Mind-matter, Digital sensors, Random-number-generator, Electronic devices

Published Work:

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