

Ideas for Team Projects

Multiple teams may choose the same project idea. You may also create your own ideas.

1. Learn how to do “cold readings” and design a study to evaluate how well you can do them.
2. Design and conduct a remote viewing experiment.
3. Design and conduct a study on remote staring – details and materials available on Rupert Sheldrake’s website:
http://www.sheldrake.org/experiments/staring/staring_experiment.html
4. Design a survey to measure opinion, belief, experience, etc; choose an appropriate sample and carry out the survey. Some possibilities:
 - Investigate the relationship between luck and psi (compare to past work on topic)
 - Estimate the proportion of the population of UCD students who have had various types of psi experience.
 - Estimate the proportion of UCD students who believe in various types of psi.
5. Investigate a remote viewing training program (on the web or in a book; see links page). Train yourselves or others and conduct a study to see how well the training worked.
6. Learn how to investigate psycho kinesis (PK, mind over matter) and conduct an experiment.
7. Investigate other types of psi experiments/investigations not covered in class, including how they are done and what the results have been. Examples include:
 - Animals who know when their owners are coming home (Sheldrake)
 - The sheep-goat effect
 - Psi in children
 - Quantitative analysis of alleged haunted sites
8. Do an in-depth investigation of a topic and present a report on what you found. Some suggested topics are:
 - Physical/psychological correlates of good performance in psi
 - Major laboratories and what research they are doing
 - Current theories of how psi works
 - How mediums were investigated in séances
 - Other methods of analyzing free-response experiments (fuzzy set analysis, sum-of-ranks, etc.)
 - The US Government “psychic spy” and remote viewing program
9. Do a dream study.
10. Do a free-response experiment with an exceptional population, such as creative people (artists, musicians, etc), meditators, or martial arts practitioners.
11. Stage a mock debate between a scientist who accepts the evidence for psi and one who doesn’t, and/or between a believer and a debunker.
12. Investigate anecdotal claims of psi experiences given by friends or others, and assess how likely they would be by chance alone.
13. Design and carry out a study using one or more of the online psi games and experiments.