

GENERATING PSI WITH ENCHANTED SPACES

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Background: There is replicable survey evidence for an “enchantment–psi loop,” i.e., the formula of “Transliminality × Paranormal Belief × Situational-Enchantment” for generating psi-type experiences or cognitions. A subsequent field study likewise found that hit rates on a mobile-app test of psi increased 10% or more when high transliminals were tested within enchanted vs. disenchanting settings. This suggests situational-enchantment stokes “psychic openings”.

Aims: We sought to replicate prior enchantment effects by administering psi-tests across three distinct but “enchanted” immersive environments.

Methods: Our preregistered protocol (osf.io/czxfd) assessed enchantment levels, environmental influences, encounter experiences, and psi scores in a select sample of thin-boundary individuals ($n = 22$) whom we exposed to an alternating series of real-life “Enchanted Conditions” (i.e., “sacred, haunted, and augmented” spaces) vs. “Disenchanted Conditions”.

Results: Enchanted Conditions produced significantly higher scores on the psi test, encounter experiences, and enchantment than Disenchanted Conditions. However, encounter experiences showed near-zero correlations with psi hit rates, whereas the enchantment levels explained between 6% to 20% of the variance in psi scores across the three Conditions but sometimes the direction was negative. Some environmental variables showed low-to-moderate positive associations (ns) with psi scores within the haunted and augmented reality spaces, though the sacred” space showed moderately-sized, inverse correlations with environmental variables. Finally, we found moderately-strong, positive associations ($p < .05$) between environmental variables and both encounter experiences and enchantment levels. across all three Conditions. These findings conceptually replicate key aspects of prior research and generally affirm that enchanted settings are associated with increased perceptions of psi-type phenomena.

Conclusions: Settings aligned with the enchantment model boost encounter reports and psi test hits, though larger samples are needed for significance. But future studies must address confounds like fatigue, divided attention, and social context.

Keywords: Enchantment, Immersive experiences, Interactionism, Liminality, Psi

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