

aesthetic criteria, subjects consistently selected certain instances and avoided other ones; whereas one would expect each instance of a particular element to be chosen about an equal number of times - specifically 106/16, or 6.625 times - there were instances which had been chosen just once or twice, and others chosen 15 or even 20 times!

By comparison to the conflicts induced by the scanning task, the timing task was effortless and entertaining. Given that all subjects went through both conditions, it is possible that the significant timing-task result simply reflects a preferential effect: this condition may have fared better because subjects perceived it as less frustrating. Alternatively, insofar as subjects had little control over their selections during the timing-task, and just had to press the button when they felt the time was "right", they were less prone to counter-productive psychological sets (e.g., trying too hard) and more apt to adopt a passive, "goal-oriented" approach. The study's results may be seen as analogous to those of RNG-PK studies suggesting the superiority of goal-oriented over process-oriented strategies (Morris, Nanko and Phillips, 1979; Levi, 1979), or of hidden RNG-PK tasks over explicit ones (Berger, 1988; PRL, 1984; Varvoglis, 1989).

It should be noted, though, that the specific distribution of scores in the timing task does not lend itself to any simple interpretations. It is not clear why hitting should manifest at a level at which it is least rewarding, and at which psi-information is least useful. Similarly, it is not clear why the trend toward missing (most apparent in the overall results) should manifest at the pair-level, at which psi-information was quite precise, and a hit, presumably, quite rewarding.

CONCLUSION

It is obvious that this study's results, though significant, are not particularly encouraging for psychic criminology applications. The overall patterning of experimental scores seems to have been due to a combination of hitting and missing, with the most conspicuous hitting occurring at too low an informational level to be especially useful.

On the other hand, it should be stressed that the task was as removed from real psychic criminology as could be - involving repeated trials, "normal" subjects, and fictional faces, rather than a single trial by a "psychic" attempting to describe a dangerous criminal. Also, insofar as the procedures encouraged subjects to focus upon facial-features rather than upon the face as a whole, our tasks may have been simply too elementaristic to fairly assess the utility of faces as psi targets.

Be that as it may, we are looking to shift our approach with Visages. Leaving aside psychic criminology, for now, we are preparing to recast the program as a PK-oriented task, based upon a hardware RNG. The CIA-RDP96-00792R000400180002-3
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block subjects' receptivity to psi information would render them effective PK agents. Next time, rather than asking participants to fight their feelings and preferences and response biases, we're going to tell them to go for it, and (try to) have it their way...

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