

## **Psi-Q: A smartphone testing suite for psi ability**

### **ABSTRACT:**

The small effect sizes typically observed in laboratory studies of parapsychological phenomena can potentially be statistically amplified by gathering large amounts of data online. However, online protocols for data collection have several problems, including data integrity and optional stopping, and these problems compromise the quality of the collected data. To overcome these problems, we proposed to create a well-controlled and authenticated mobile app for smartphone and tablet platforms. We dubbed this effort “PsiQ” – making the analogy with intelligence quotient (IQ) tests. PsiQ was released and is available for free on the iOS platform for the iPhone, iPad, and iPod Touch on June 12, 2017. To date it has been downloaded more than 2000 times from the app store, at this link: <https://itunes.apple.com/app/id1196948825>. A preliminary analysis reveals that all three games, tests of psychokinesis, conscious precognition, and unconscious precognition, show significant effects related to gender and age. Here we briefly describe each portion of PsiQ, our outreach and dissemination efforts related to the app, some preliminary data obtained from PsiQ, as well as future possibilities for the app.

### **Keywords**

Clairvoyance, Psychokinesis, Precognition, Retrocognition, Smart phone application

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