

The effects of audience size and audience rating on field random number generator output: A case study of Japanese professional baseball

Results:

This project examined the association between the outputs of a true random number generator (RNG) and audience size during Japanese professional baseball games. We regarded an RNG as a signal detector of field consciousness and hypothesized that the number of signal sources might increase the ability of an RNG to detect signals. Experimenters and assistants voluntarily obtained 76 samples from a total of 78 baseball games during the 2010-2011 baseball seasons. The effects of audience size at the stadium ($M = 38970 \pm 6058$ SD, $N = 78$) and TV audience ratings ($M = 7.07 \pm 2.32$ SD, $N = 23$) were examined in relation to the measurements of multiple Random Streamer and Psyleron RNG devices. RNGs set at remote locations ran simultaneously during the games. Our results show a positive correlation between accumulated chi-squared statistics by Random Streamer and audience size at the stadium. Unexpectedly, identical RNGs showed strong negative correlations between different machines, which suggests that their outputs cancelled each other out.

Published Work:

Full Papers

Shimizu, T. & Ishikawa, M. (2012) Feld-RNG-Experimente mit Kurzfilmen: Eine Untersuchung zur Hypothese der fokussierten Aufmerksamkeit und zur Emotionshypothese. *Zeitschrift für Anomalistik*, 12(1), 240-258.

Shimizu, T. & Ishikawa, M. (2012) Audience Size Effects in Field RNG Experiments: The Case of Japanese Professional Baseball Games. *Journal of Scientific Exploration*, 26(3), 67-83.

Shimizu, T. & Ishikawa, M. (2012) Reliability of Outputs of Field Random Number

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Generator Movie Experiments. *Neuro Quantology*, 10(3), 389-393.

Shimizu, T. & Ishikawa, M. (2012) Examination of Retroactive Effects in a Field RNG Experiment Using Prerecorded Files. *Journal of the International Society of Life Information Science*, 30, 5-16.

Shimizu, T. & Ishikawa, M. (2012) Field RNG Experiments Using Short Movies: An Examination of the Focused-attention and Emotion Hypotheses. *Journal of the International Society of Life Information Science*, 30, 17-30.

Area(s) of interest:

Parapsychology

Researchers Contacts:

E-mail: shim1zu@hotmail.com