

# Non-Local Quantum Effect Using A Mind-Machine Interface Processor

## Brief Introduction

Interchange Laboratories, Inc. has successfully completed a non-local influence experiment proving that mind-machine influence is not only a reality but has the potential of becoming an emerging technology with many practical applications.

The question of whether the mind can directly influence physical matter has been researched for over 30 years. Most notable research was originally done by Princeton Engineering Anomalies Research Laboratory at Princeton University with early experiments in the mental control of random electrical behavior from 1977 to 1979. The body of work and considerations for mind influence is found in the article The PEAR Proposition by Robert G. Jahn And Brenda J. Dunne, Journal of Scientific Exploration, Vol. 19, No. 2, pp. 195–245, 2005. Within this article is the description of a statistically significant difference in high intention versus baseline for 5,000 trials.

Interchange Laboratories, Inc., approximately five years ago, set out to go beyond what PEAR had started by developing a more advanced technology with the potential for practical applications. Presently, Interchange Laboratories' technology has greater sensitivity as is apparent from the experimental results.

Interchange Laboratories, Inc. has achieved greater statistically-significant results than were achieved in the PEAR experiments while using only 60 trials of mental-intention influencing of a random electrical generator compared to 60 trials of non-intention with the same electronic device.

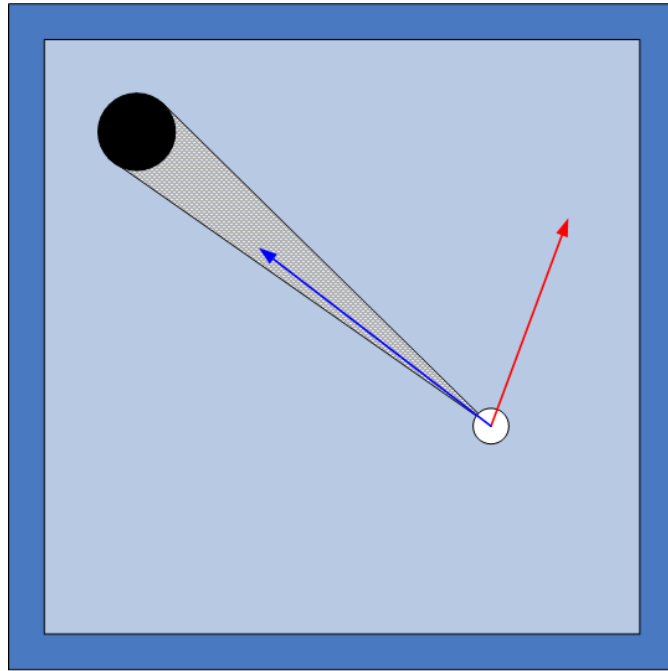
## Technology

The technology for the mind-machine influence experiment is presented and can be viewed in the system patent pending application US20080183314 Quantum Interaction Control System. Briefly, the technology uses multiple random generators to produce a signal that is then processed to detect changes in these generators' behavior when influenced by mental intention. The behavior of the combined random generators is processed and used to drive a non-local internet 'pool game' with the goal of the game to mentally control the direction of the ball to fall into a hole that has a pre-designated location.

## Experiment

Individuals were asked to mentally direct the 'pool ball' into the hole as many times as possible. When the ball fell into the hole, a new ball popped up to begin the process anew. The trial time was 15 minutes. The true trial time was calculated by summing the completion time in seconds it took to drop each ball into the hole. 60 Intention and 60 Non-Intention trials were done. Information collected on the behavior of the ball and the game included percent time heading toward the hole, top 10 longest and top 8 shortest times of uninterrupted progression of the ball to the hole, sum of 8 shortest times in seconds and the total number of dropped-in-the-hole events.

## PERCENT “ROLL TO HOLE” MEASUREMENT



- Hole
- Ball
- Ball Motion Trajectory “Rolling to Hole”
- Ball Motion Trajectory NOT “Rolling to Hole”

$$\% \text{ Roll to Hole} = \frac{\text{Accumulated time “rolling to hole”}}{\text{Total time ball in play}}$$

Each time interval, two vectors are computed. One vector follows the instantaneous direction of the ball’s motion. The second vector points from the ball position to the center of the hole.

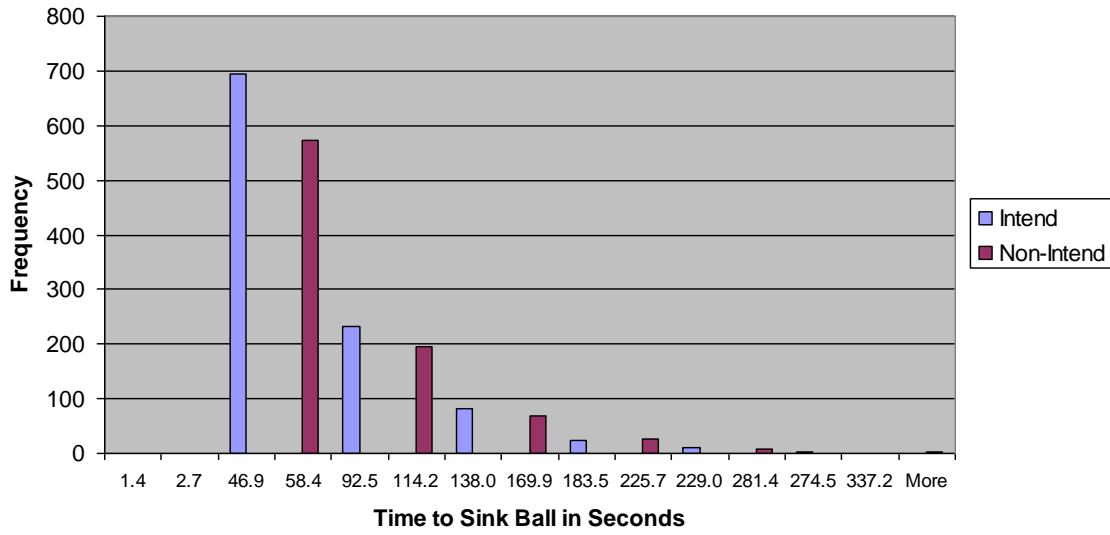
All simulation time intervals where the ball motion vector is in the shaded cone are summed to calculate accumulated time “rolling to hole”.

## Experimental Results

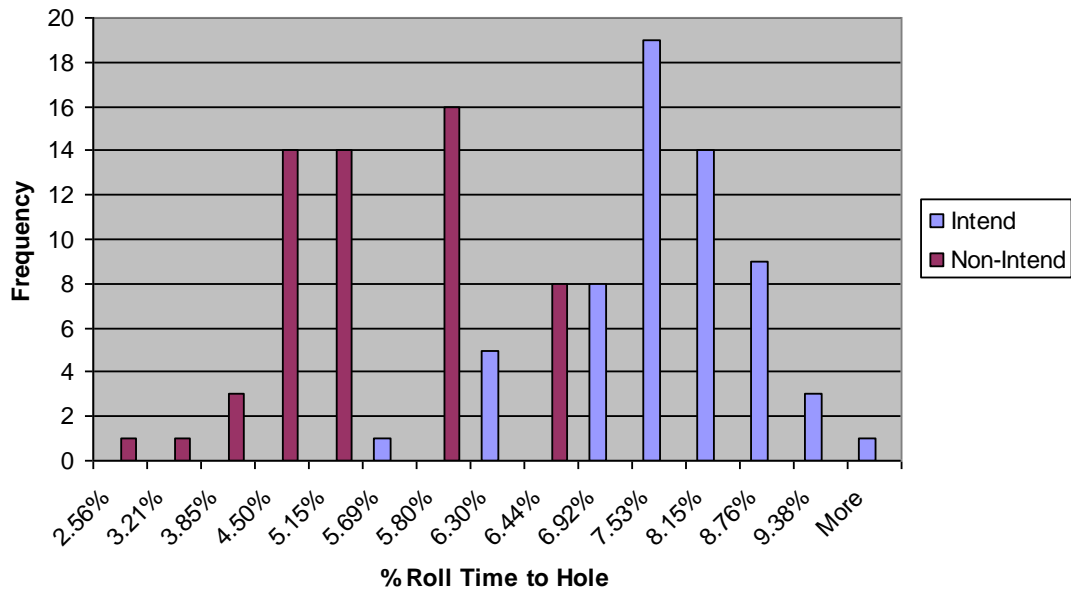
See Table 1 for the descriptive statistics, T Test results that are statistically significant measures at a  $p < 0.05$ , and % mean difference between Mental Intention trials and Non-Intention trials.

TABLE 1				
Statistics	% Roll Time to Hole	Number of Completed Ball in Hole Drops	Sum in Seconds of the 8 Fastest Ball to Hole Drops	Total Trial Time in Seconds
Mental Intention Trials				
Mean	7.52%	17.5	149.7	761.3
Stdev	0.86%	3.6	98.9	60.0
Kurt	0.11	-0.4	6.8	1.8
Skew	0.19	-0.4	2.3	-1.4
Min	5.69%	9	40.1	572.3
Max	9.99%	24	594.6	841.7
Non-Intention Trials				
Mean	5.00%	14.3	234.4	778.5
Stdev	0.94%	3.2	154.8	53.2
Kurt	0.06	-0.2	6.0	8.7
Skew	-0.27	0.0	2.4	-2.4
Min	2.56%	7	73.6	522.3
Max	7.09%	21	813.4	846.8
% Mean Difference	33.4%	18.2%	36.1%	2.2%
TTEST	0.000	0.000	0.001	0.101

**Pool Ball Game - 60 Trials  
With Multiple Ball Sinks Per Trial**



**Pool Ball Game - 60 Trials**



## **Conclusion**

There was a statistically significant difference at  $p < 0.05$  between Intention and Non-Intention trials  $N=60$  for measures of % Roll Time to Hole  $p=0.000$  and 33.4% mean difference, number of completed Ball-in-Hole Drops  $p=0.000$  and 18.2% mean difference and the sum of 8 fastest Ball-to-Hole Drops in seconds  $p=0.001$  and 36.1% mean difference. The trial times between Intention and Non-Intention trials were not statistically significantly different at  $p=0.101$  with a 2.2% mean difference.

## **Discussion**

The Interchange Laboratories experiment not only validated PEAR's premise and experiments that mental intention can indeed influence an electronic device, it demonstrated that mental influence is a non-local phenomenon capable of controlling sophisticated application devices over vast distances. Further, this influence is not just statistically significant, but at as much as 36.1% mean statistical difference, this level of influence lends itself to a potentially practical technology.

For additional information about the MMIP technology, visit the Interchange Laboratories, Inc. web site at <http://www.interchangelab.com>