Lucid Loop Interview Code Book

Nodes

Name	Description	Files	References
DREAMS	Participants talked about dreaming in general.	8	25
Lucid Dreams	Participants talked specifically about lucid dreams, knowing you are dreaming while in the dream.	6	26
Negative	Participants likened the experience to lucid dreams in a negative way.	8	35
Positive	Participants likened the experience to lucid dreams in a positive way.	6	23
Non-lucid Dreams	Participants talked about non-lucid dreams, where you are unaware that you are dreaming.	1	1
Negative	Participants likened the experience to non-lucid dreams in a negative way.	3	4
Positive	Participants likened the experience to non-lucid dreams in a positive way.	1	3
FELT EXPERIENCE	Participants talked about their internal experience in regards to emotion, evaluation, and intuition.	0	0
Comparisons	Participants likened this experience to something else.	3	9
Altered State of Consciousness	Participants likened the experience to psychedelics, hypnosis, pathologies, or any other altered state (except dreaming).	4	8
Art	Participants likened this experience to novels, film, paintings, or any other kind of creative expression.	8	30
Environment	Participants likened their experience to other places or environments.	5	13
People	Participants likened their experience to other people they know.	5	14
Emotional Quality	Participants talked about how they felt emotionally during the experience.	7	28

Name	Description	Files	References
Negative	Participants talked about their emotions in a negative way.	8	30
Positive	Participants talked about their emotions in a positive way.	10	88
Meta Reflection	Any deeper reflection or realization that came through being in the experience. Talking about things OUTSIDE the experience.	10	106
Questionning	Participants were asking about or doubting certain elements of the experience. Talking about things INSIDE the experience.	6	8
Movement	Participants were wondering about, were curious about, or were confused about the movement.	6	15
Psychological State	Participants were wondering about, were curious about, or were confused about their own psychological state.	8	24
Sounds	Participants were wondering about, were curious about, or were confused about the sounds.	5	8
Visuals	Participants were wondering about, were curious about, or were confused about the visuals.	10	71
Time	Participants mentioned some aspect of time.	3	5
INTERACTION	Participants talking about their actual interactions with the system & NOT about wanting to interact in some way.	1	1
Agency-Control	Participants talking about how they felt they had the ability to take action, or tried to exercise that control on the system in come way.	8	64
Hardware	Participants talked about the VR headset. EEG headband, or headphones.	9	32
Immersion	Participants talked about feeling they were sensorily and psychologically surrounded in the experience.	6	25
Techniques	Participants talked about any strategies they used to try to interact with the system.	0	0
Attention-Focus	Participants talked about changing their attention or focusing on something specific.	10	88
Mindfulness	Participants mentioned this specific meditation technique of observing without judgement.	8	27
Observing	Participants talked about simply watching the experience.	8	22

Name	Description	Files	References
Physical	Participants talked about using their body, hands, or face to try to interact with the system.	9	53
SOUNDS	Participants talk about or mention the audio in general.	8	36
Negative	Talking about the audio in a negative manner.	7	10
Positive	Talking about the audio in a positive manner.	3	5
VISUALS	Participant talks about what they are seeing in general.	5	14
Characters	Participants talk about or mention the people in the scene.	8	18
Demeanor	Participants talk about the outward behaviour or attitude of the people in the scene.	2	5
Movement	Participants talk about how the people in the scene are moving.	9	67
Narrative	Participants project a story around the people in the scene, what they think they are doing, saying, thinking.	7	20
Physical Appearance	Participants talk about the clothing, hair, stature, or anything to do with the physical appearance of the people in the scene.	9	80
Nature	Participants talk or mention the nature elements in the scene.	8	36
Ground	Participants specifically mention the ground or the path.	10	44
Particles	Participants specifically mention the particle effects/lights/fireflies/snowflakes/etc.	6	20
Sky	Participants specifically mention the sky.	8	33
Trees	Participants specifically mention trees or the forest.	9	41
Virtual Environment	Participants talk about the virtual space more generally as a whole.	2	2
Colours	Participants talk about the VE colours.	10	33
Looping	Participants talk about repeating patterns or looping.	6	23
Pattern	Participants talk about the painterly patterns.	10	138
Space	Participants talk about the VE space itself, rather than the 360 imagery.	7	19
WANTS	Participants talked about how they wanted the experience to be different or what they	1	1

Name	Description	Files	References
	wanted to add in.		
Environment Change	Participants talked about wanting the whole environment or scene to change.	6	30
Interaction	Participants talked about wanting different interaction with the system in general.	5	9
Characters	Participants specifically mentioned wanting to interact with people in the scene.	8	22
Environment	Participants specifically mentioned wanting to interact with environmental elements in the scene.	6	14
Movement	Participants talked about the movement in general.	1	2
Others	Participants talked about wanting other elements in the scene to move differently.	3	7
Self	Participants talked about wanting to move themselves.	7	36
Reality Checks	Participants talked about wanting to do "reality checks", a lucid dreaming technique that helps you either notice you are dreaming to become lucid or maintain lucidity.	0	0
Flying	Participants specifically mentioned wanting to fly.	5	8
Hands	Participants specifically mentioned wanting to look at their hands.	4	19
Other	Participants specifically mentioned wanting to try another reality check technique.	7	16