

Notes on a Haunting

How Science Can Explain Ghosts and Haunted Houses

BY BARRY MARKOVSKY

*We meet them at the door-way, on the stair,
Along the passages they come and go,
Impalpable impressions on the air,
A sense of something moving to and fro.*
—Henry Wadsworth Longfellow, “Haunted Houses”

SOME YEARS AGO I WAS WALKING AND TALKING WITH a friend in Charleston, South Carolina, when the topic of his city’s many “ghost tours” came up. I remarked on the sheer number of these businesses thriving on gullible tourists. He stopped, faced me, looked me in the eye and said “Oh, ghosts are real!” Moreover, this belief was *important* to him. I felt astounded by his certainty. He felt annoyed rather than enlightened by my skeptical suggestions.

He is not alone in his views. One recent poll finds 45% of American adults believe in ghosts and demons.¹ Gallup polling in the early 2000s reported beliefs in ghosts to be in the upper 30% range. With 75-95 million adult believers just in the U.S., TV programming both reflects and fuels these beliefs. Since 2000, networks have aired dozens of ghost-related reality series in the U.S., Canada, Great Britain, and elsewhere,² not including countless one-off investigative specials, documentaries, and “based on real events” features.

A documentary filmmaker recently contacted me about a haunted local business that witnesses had found compelling. I thought it would be useful to

summarize what I have since learned about this case. It illustrates how even a preliminary analysis can go a long way toward demystifying ghost claims and understanding why people find them so believable.

Overview

I will refer to the business as “Vital Vapors” and its owner as “Ben,” both pseudonyms. Ben hired filmmakers to produce a video about the haunting, and they agreed to do so on the condition that they also interview an informed skeptic. There had been no serious attempt to identify non-paranormal causes, and paranormal conclusions were legitimated by people unqualified to conduct rigorous investigations. They asked me to do an interview, and I agreed.

There are four primary claims: (1) Objects propel themselves off a shelf; (2) “spirit orbs” fly around rooms; (3) audio recordings capture disembodied voices; and (4) ghostly wisps float through the air. My approach was to find plausible non-paranormal explanations for each claim.

Vital Vapors is a retail shop in South Carolina situated at a corner of a typical suburban mini-mall. Its footprint is outlined in the aerial view in *Figure 1*. Another business abuts the unit to the southeast, and three other walls are exterior-facing. The unit includes retail, storage, and office areas.

I interviewed Ben in an hour-long phone call.

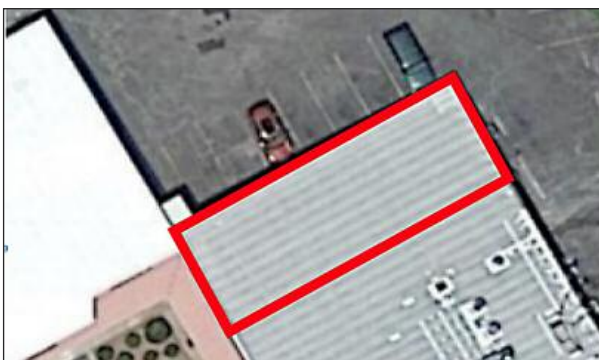
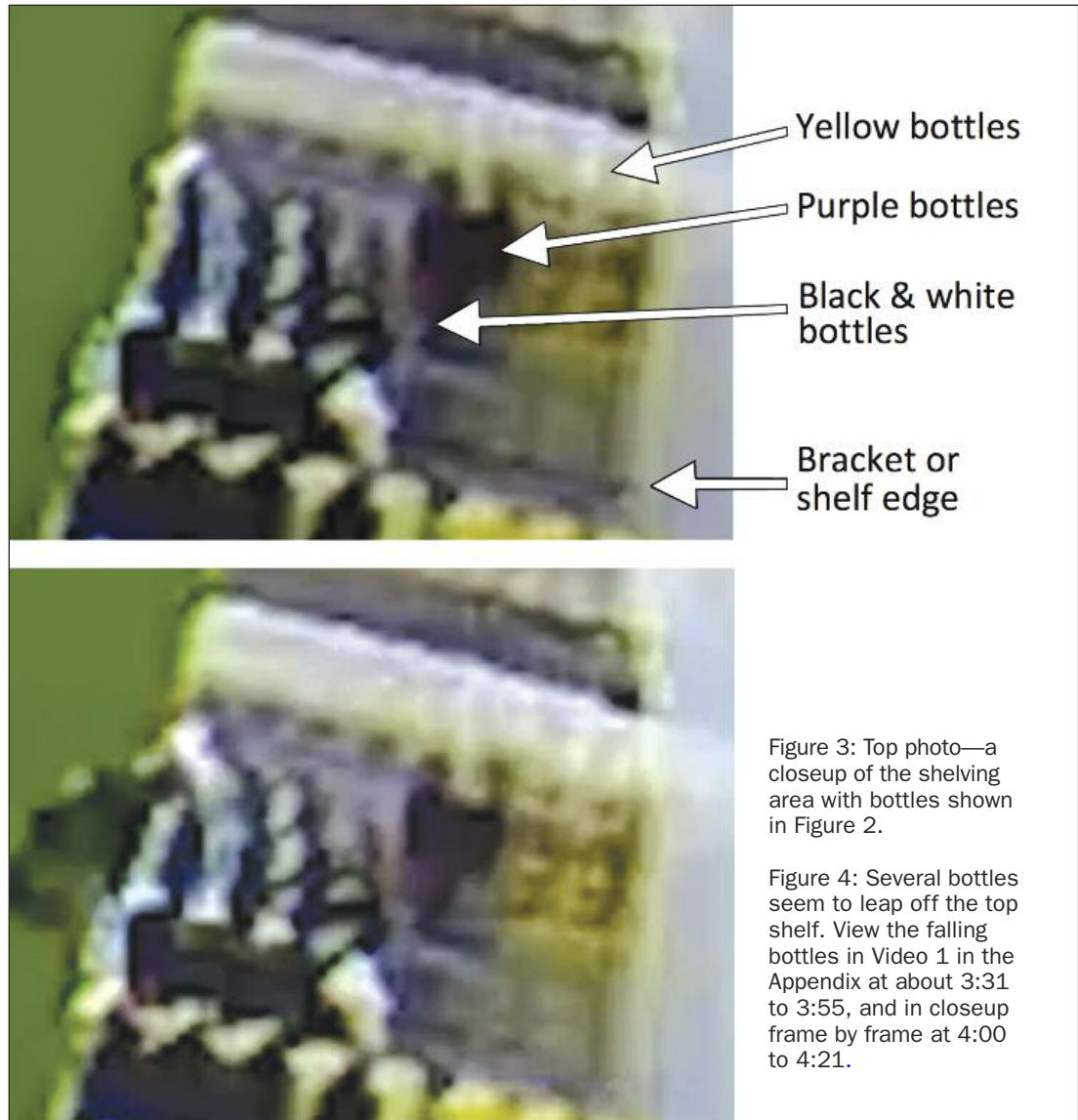


Figure 1: A red line marks the location of the Vital Vapors retail shop in South Carolina. Figure 2: Surveillance video shows area behind the counter where several bottles seemed to leap off the top shelf (the red box in the upper right hand corner).

When I asked about other witnesses, he indicated that at least two employees, six “mediums,” and two church representatives confirmed that something unusual was occurring. He added that there had been 16 “spirit

cleansings.” As for video evidence, the filmmakers sent me a 5-minute compilation (Video 1) from Ben’s surveillance videos, and Ben sent 11 clips totaling about 12 minutes. (See Appendix for links.)



Claim #1:
Products Fly off Store Shelves

Surveillance video first shows a man at the retail counter seen in Figure 2. After he walks off-camera, several bottles seem to leap off the top shelf from the area highlighted in the photo (Video 1: 3:31- 4:21).

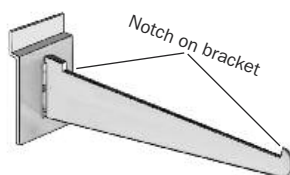
Explanation: A shelf-shift jolted the bottles.
Figures 3 and 4 enlarge the area highlighted in Figure 2.

Arrows point to several distinct bunches of colored bottles arranged up to seven deep along the front of the shelf. The first movement occurs when a phalanx of yellow bottles jerks downward. They appear to hit the adjacent purple bottles, which then bump the black-and-white bottles. Like racked pool balls hit on a “break,” the packed-in black and white bottles want to scatter. The front row has nowhere else to go but off the shelf’s front edge (Figure 4).

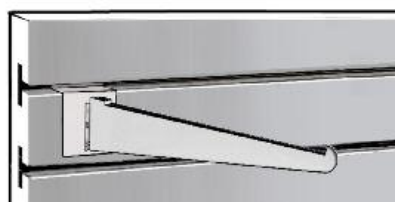


Figure 5: The Vital Vapors shop's glass shelf and bracket system.

Why did the yellow bottles move in the first place? Figure 5 shows the glass shelving system from a different angle. The shelf installer simply may not have fully engaged one of the many support brackets into the backing board, or the glass shelf may not have been seated properly in the notch on the bracket. Eventually, the weight of the shelf and its stock caused the bracket to snap down into place. The catalyst might have been gravity, vibrations from a passing vehicle, or even an earth tremor common to this region. The settling bracket set off a chain reaction, jerking the shelf and shifting the sets of bottles. Also, the gray line noted in Figure 3 appears to correspond with either a bracket or a shelf's edge. It disappears in Figure 4 following the shift. Most likely, either the adjacent shelf is hiding this shelf's edge, or else the shelf's new angle causes reflections to obscure the underlying bracket. In any case, there is no need to insert a ghostly hand into this scenario to understand what actually happened.



A slat wall bracket system



Claim #2:

Spirit Orbs Swoop Through the Darkness

Ben supplied multiple videos showing alleged spirit orbs in the darkened rooms of his shop. Figure 6 (Video 2 at 1:27) captures a typical one streaking from upper right to lower left. Orbs in the other videos also tend to be relatively small, move in straight lines or long curves, and last only 2-3 seconds. Ben reports seeing them exclusively on security camera feeds, not with the naked eye.

Explanation: Spirit Orbs are Dust

There is a remarkable abundance of spirit orb videos on the internet, but a shortage of skepticism about their true nature. Across these videos, orbs vary in size, number, brightness, definition, and movement. Most are round, some are elliptical. Some are obvious "lens flares," discussed below under Claim #4. Most resemble so-called "blooming" effects, and I would put Ben's in this category. A "bloomed" image appears when a high contrast light source overwhelms some of a digital camera's sensors. This triggers adjacent sensors, causing the object to look much enlarged and washed-out. Vital Vapors uses Nest Cam IQ Indoor cameras with infrared (IR) lights, and Ben is aware that these cameras may cause blooming. He is confident,

nevertheless, that his videos capture real spirit orbs. He reasons that, unlike dust particles, the objects in his images must be self-propelled because he eliminated drafts by turning off the heating/cooling system.

Ben's convictions notwithstanding, his orb-filled videos are typical of those known to be caused by illuminated dust particles close to the camera.³ Even if orbs are not dust, it would be fallacious to conclude that eliminating forced air currents leaves "spirits" as the only viable explanation. However, the orbs are still impressive and warrant discussion.

Size and distance. If orbs were, say, golf ball-size objects moving around the room, their images would vary in size and vividness depending on their distance. Instead, they tend to remain constant in size and nearly identical to each other throughout their brief existence. This makes it doubtful that they are multi-inch objects moving about the room. But how big are they? If an orb passes in front of an object 10 feet from the camera and then behind another object 7 feet away, we would know it is 7-10 feet from the lens. We could then also estimate its size. *This never happens.* Orbs do not interact this way with objects in the room—another important clue that they are dust particles drifting close to the camera.

One video clip (Video 10) seems to show orbs



Figure 6: photo above —A typical orb streaks from upper right to lower left.

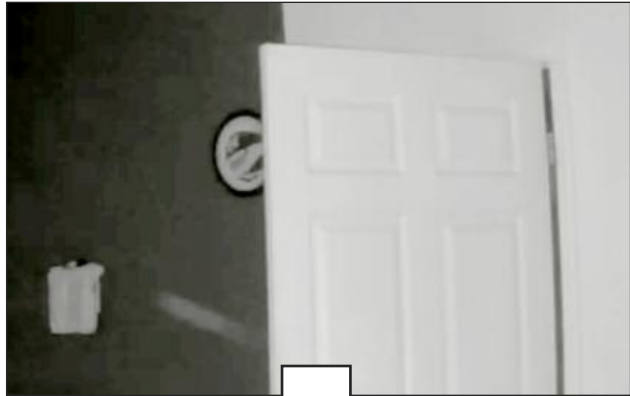
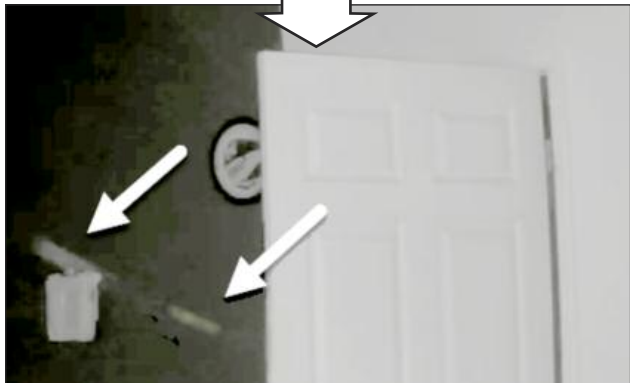


Figure 7: The top right photo is a still from Video 10 that shows an orb made visible by its contrast with the dark background. The photo below it, with two arrows added, combines two shots showing the same orb moving from right to left.



streaming right to left through the open door in Figure 7. If so, this would be a crucial size-distance clue. However, closer examination shows that the orbs are not entering the doorway. They are merely somewhat obscured by the white wall and door until they reach the darker wall where the contrast makes them more vivid.

Shape and composition. The name “orb” suggests that our brains should impose a spheroidal shape onto the circular video image. Such an inference is never contradicted in these videos. However, if orbs were not spheres but, say, puck-shaped, then some would appear rectangular or oblong when seen edge-on. That this never occurs reinforces the false perception that they are three-dimensional spheres, multiple inches across and multiple feet from the camera. These are weak grounds for any argument about spirits, but precisely what we would expect if orbs are dust particles blooming under infrared lights.

Movement and location. An orb traversing the 15 or so feet of the Vital Vapors stockroom in 2 seconds would put its rate at 5+ mph. This would indeed require a significant breeze unless the orb is self-propelled. Alternatively, a dust particle drifting 3 inches from the lens would be wafting at under .1 mph. Could this happen in a room with the heating/cooling system turned off? Yes, absolutely. In fact, it

would be virtually impossible to eliminate all air currents in this setting. Open air ducts can transmit breezes through pressure changes across rooms, as can gaps around doors, windows, or ceiling tiles. Moreover, convection currents may occur when the surface of a wall, floor, or ceiling is warmer or colder than the interior air temperature. Vital Vapors has three exterior-facing walls, making convection all the more likely. To illustrate how this might work, I calculated the convection airflow near a wall that is just 3 degrees cooler than the ambient temperature in the room.⁴ The airflow would be over .5 mph, more than enough to move dust particles past cameras.

A simple test can determine a moving orb’s location in a room: Set two identical, synchronized cameras two feet apart and pointed in the same direction. The *parallax effect* will cause objects in the room to be offset in one video image relative to the other. Knowing the distance between lenses and the orb’s shift across images, one can calculate an orb’s distance from the cameras (and its size!) using trigonometry. If the object is very close to one camera—as I would suspect—it will not appear at all in the other camera’s image.

In sum, orb evidence needs to meet significantly higher standards before we entertain claims invoking spirits or demons.

Claim #3:

Things Go Bump (and Talk) in the Night

Five videos have audio events inexplicable to Ben. My hearing tests normal, and I listened to them played at maximum volume with high quality ear monitors. Below I summarize what I could discern and what Ben claims to have heard in the five videos.

Video 1: (i) retail area; male at counter; “thud”
(ii) back room; “clunk,” shuffling;
(iii) voice allegedly says “miss you.”

Video 5: back room; male asks the spirit questions; voice allegedly says “inside.”

Video 6: retail area; “clunk”; rumbling sounds

Video 7: back room; alleged sounds of footsteps and Bible pages turning.

Video 9: back room; two males sitting; one asks for responses to knocks and questions; voice allegedly says three words.

Explanation: Ambient Noise, Recording Artifacts, People, Apophenia

All of the clips have numerous incidental, unwanted sounds or “artifacts.” These include static, hisses, crackling, and other muddled noises. Some of the sounds *might* be construable as very garbled human voices, perhaps crosstalk from people outside the room or building, or even radio broadcasts interacting with the surveillance system. None of the background sounds are discernable as meaningful human speech. Most of the alleged voices are indecipherable and barely rise above background noise.

Below I discuss two types of non-background sounds: Physical and “EVP.”

Physical sounds. There is nothing at all remarkable about the “thud,” “clunk,” and “rumbling” sounds cited above. The alleged sound of turning Bible pages is extremely weak, unidentifiable, and barely above the static. Nothing is identifiable as turning pages, much less Bible pages specifically. Overall there is little to conclude about these physical sounds without knowing the camera’s audio characteristics. How sensitive and accurate is the microphone? How do impediments such as distance, walls, and competing ambient sounds affect recordings?

We also cannot evaluate these sounds without having a baseline of everyday audio events at the location. Microphones in the non-haunted unit next door might detect similar sounds just as often. A coffee mug dropped on the carpet in the next room, a car door closing in the parking lot, or rooftop equipment operating above adjacent units all may be picked up in recordings. Generally speaking, the existence of spirits will always be less probable than the existence of ran-

dom, mundane noises. It would be unwise to leap to the paranormal conclusion before ruling out more prosaic causes.

EVP. “Electronic Voice Phenomena” are alleged communications by spirits by way of electronic devices. In the video where the words “miss you” are supposedly uttered (Video 1), there are only very soft hissing sounds and static. The word “inside” (Video 5) is the only EVP of the bunch that most would agree is an actual spoken word—soft, but reasonably distinct. However, it does not appear to be a reply to questions being asked aloud by the man who was present. It is intriguing, but we would want to rule out mundane possibilities such as the witness talking under his breath, or someone else talking in another room or outside the building. Finally, regarding the “whispers three words” claim, I cannot discern three distinct sounds of any kind above the background noise.

EVP methods offer low quality evidence under the best of circumstances. They have been roundly debunked by scientific paranormal investigators and regarded as worthless even by parapsychologists eager to find evidence of survival after death.⁵ Reasons include a lack of standards for equipment and procedures, and an absence of safeguards against subjective interpretations and social influences. Ben’s approach reflects what we typically see on ghost hunting shows: Go to the haunted place; turn on a recorder; ask questions aloud; give spirits time to respond; repeat. Later, pore through the recordings; play them at maximum volume; listen for any anomalies; interpret them; validate the interpretation by telling others what you heard, then having them listen to the recording and agree with you.

This approach encourages a state of *expectant hypervigilance*. It renders the listener highly sensitive to stimuli, primed for emotional reactions, prone to over-interpreting, and far more likely to attribute significance to insignificant events. Enter *confirmation bias*, i.e., “The tendency to test one’s beliefs or conjectures by seeking evidence that might confirm or verify them and to ignore evidence that might disconfirm or refute them.”⁶ When listeners know what they are supposed to hear, they tend to infer audio patterns supporting those expectations.

Expectant hypervigilance helps account for the interpretations and significance Ben attaches to barely discernable sounds on the video tracks. Especially when so motivated, humans are adept at inducing patterns where none exist. In her book *Spook*, Mary Roach describes an experiment in which subjects were asked to transcribe a poor quality lecture recording that in actuality consisted only of white

noise.⁷ Despite the absence of any content, subjects heard and reported numerous snippets of nonexistent words and sentences. The more general phenomenon is called *apophenia*, “the perception of connections and meaningfulness in unrelated things.”⁸ As often seen in the ghost hunting shows, social conditions enhance apophenia when listening for EVP with one or more other people. Typically one person cajoles the others into hearing what he hears, and then everyone gets excited as unanimity emerges. Once told what to hear in garbled EVP, it becomes almost impossible not to hear it. Moreover, listeners are unaware that the social cues colored their interpretations.

The EVP at Vital Vapors have the earmarks of so-

cially induced apophenia (the same can probably be said for inferring a spirit orb’s third dimension from a two-dimensional image). The sounds are ambiguous, and generate cognitive biases, impelling listeners to attach great significance to barely discernible sounds. The shop is near busy streets, parking, retail, and pedestrian areas, each a potential source of mundane sounds and vocalizations. Yet, there has been minimal effort to control or monitor the environment. As for social factors, Ben interacted with numerous other people about his situation: spirit cleansers, mediums, church personnel, friends, and employees. It is probably safe to infer that few if any of them challenged his supernatural conclusions. This is a perfect formula for confirmation bias.

Claim #4: Will O’ the Wisps

Six video segments show gossamer objects moving across the screen (Videos 1-4, 10 and 12). These “wisps” move at about the same pace as orbs but are more subtle in appearance. *Figure 8* shows one of the most prominent and coherent, angled diagonally from the lower left to the upper right corner of the screen. Many of the wisp clips also have orbs.

Explanation: Environmental Phenomena, Video Artifacts.

Compared to the previous claims, I’m less sure about the wisps’ true nature and found nothing exactly like them in the scientific literature. I will offer some thoughts and welcome ideas from readers more familiar than I am with the technical subtleties of security cameras.

Wisps have many of the same qualities as orbs: always in motion, comparable speed, but unknown size, distance, or composition. The parallax test mentioned earlier could be used to locate wisps in

the room. Using non-haunted spaces as control sites for comparison purposes would also be helpful. Below are some other considerations.

Banding. This phenomena appears in videos as step-like gradations in color saturation. For example, instead of a smooth transition from black sky to light gray horizon, one may see a series of increasingly lighter bands. They are caused by an interplay of light source, image characteristics, and camera sensors. Banding may alter the wisps’ appearance in Ben’s videos, but they do not seem to account fully for their existence.

Webs. Most wisps look like what we would expect to see if a strand of spider web or cobweb drifted near the camera and bloomed under IR lighting. To rule this out would require air purification comparable to that of an industrial cleanroom. The parallax test is probably a cheaper alternative, at least for determining whether wisps are large and out in the room, or tiny and near the camera.

Lens flares. These are bright streaks, blobs, or

Figure 8:
A very subtle
wisp moves
diagonally from
the lower left
to the upper
right corner
of the left hand
photo. The path
is indicated by
arrows in the
right hand
photo.



other visual artifacts that appear in an image when a light source bounces around within a camera's lens system. The flare is often offset from the source which may even be off-screen. In our case, we would have to ensure that there are no off-camera light sources, such as an open laptop's screen saver or car headlights glaring into the showroom and leaking under the stockroom door. Given that orbs are also present in most wisp videos, blooming dust particles may also be a source.

Infrared artifacts. Could wisps result from temperature gradients in convection currents being detected by the camera's IR sensors? It seems plausible, but I have not found any research on it. Another possibility is that wisps are caused by the shop's motion sensors. Many popular motion detectors emit IR waves that cause video artifacts. Do wisps still appear when motion sensors are blocked? Are motion sensors ever triggered by wisps (or orbs) when they appear on video?

Vape smoke. A video shows two men watching a surveillance feed on a laptop. One of them is vaping. Vape smoke is mostly fast dissipating water vapor, but perhaps more vapor hangs in the air where a lot of vaping occurs. Could these traces show up in IR-lit videos? Is vape smoke more persistent under certain combinations of temperature and humidity? Do other vape shops' surveillance cams also detect wisps?

Without answers to such questions, there simply is not enough evidence to make the leap from wisp images to disembodied spirits of the dead. Such a conclusion would ignore a fact on which I think we can all agree: The videos show vague clouds of lighter pixels on backgrounds of darker pixels. Their exact nature remains unclear, but lacking answers to the above questions is not tantamount to evidence that wisps are spirits.

Foibles of Perceiving and Sleuthing

I have tried to imagine how the vape shop events appear through witnesses' eyes. (Though I would bet otherwise, I cannot rule out the possibility that Ben is perpetrating a hoax. Whether or not this is true, my points stand given the existence of widespread beliefs based on similar evidence.) Their experiences are visceral, while I opine from the safety of my armchair. For credulous witnesses, my analysis probably seems toothless. On the other hand, if this is their first exposure to some informed skepticism, perhaps it will get them thinking.

Just as I wrote that last sentence, something weird occurred. It is an unseasonably warm November (2020) afternoon here in North Carolina. I am on a folding chair outside a friend's house, in a

short-sleeve shirt, writing on an iPad. The sun is low in the sky, shining on my face from off to my right. I mindlessly scratch my right arm with my left hand. Suddenly there appear hundreds of tiny UFOs (spirit orbs?) swarming around my arm. I try scratching my left arm, but nothing happens. Can you, dear reader, guess what's happening?

You probably know that scratching sloughs off dead skin cells. That suggests a short inferential leap: The UFOs are probably not spirit orbs, but dander flakes exaggerated by back lighting. Nothing happened with my left arm because it was shaded by my torso. So here was a small mystery that could be solved from the comfort of an armchair—or a lawn chair, as it were. A little background knowledge led to a provisional, rational conclusion. This doesn't mean that logically we can rule out all other hypotheses, such as that the specks were insects or extraterrestrials. Occam's Razor compels the dander explanation, however, over the presumptive leaps required to arrive at wilder conclusions.⁹

Methodological Problems

Nobody has summarized the problems with amateur ghost hunting more thoroughly than Ben Radford.¹⁰ He compiled a list of them including the following:

Lack of specialized knowledge. A magic trick looks paranormal when you don't know how the magician does it. When you do know, you may be amazed at the craftiness, but any temptation to infer unknown forces dissipates. To offer plausible explanations for paranormal claims, much like knowing the magician's methods, may require an odd collection of informational resources. In our case, it helps to know some things about dust particles, convection currents, heating systems, shelf brackets, audio recorders, sound waves, and human physiology.

Reliability and validity. Science rejects unreliable or invalid research findings. "Reliability" means obtaining the same result when repeatedly measuring the same thing. Electronic devices used in ghost hunting render very low signal-to-noise ratios, making their output unreliable,¹¹ and others have thoroughly debunked "spirit boxes," EMF (electromagnetic frequency) meters, and other popular devices used by self-proclaimed ghost hunters. "Validity" is the extent to which a measurement accurately reflects the thing it is supposed to measure. Not knowing the physical properties of spirit orbs or wisps makes it impossible to validate measures for them.

Alternative explanations. My analysis identifies naturalistic explanations for paranormal claims. Knowledge vacuums result from the lack of such

explanations and encourage leaps from the mundane to the paranormal. Filling those vacuums is like exposing the magic tricks.

Stakeouts and postmortems. In typical ghost hunting stakeouts, participants move about a site noting impressions and taking readings with various devices. Afterward, in the “postmortem,” they mine their data for anything they can interpret as anomalous. Radford shows that, contrary to the ghost hunter TV shows’ claims, such activity is not “scientific” for many reasons, not the least of which is its propensity for false positives. He emphasizes that not a single piece of significant evidence for spirits has ever emerged from the use of these methods. In our case, Ben had multiple visitors to his shop helping with his investigation, some with equipment in tow, none working systematically.

History and feelings. TV ghost hunters promote the use of historical lore and subjective impressions as evidence. Both are anecdotal and low quality. Ben told me that his unit had been vacant for many months before he rented it. As a devout Christian, he believes that may have been due to the presence of demonic forces. He also gives much credence to his subjective impressions and those of church representatives, mediums, and spirit cleansers. Unfortunately, this evidence fails to establish a connection between the personal experiences and the external realities, as I will discuss next.

The Social Psychology of Hauntings

Several psychological and sociological factors bridge the gap between perceiving video images and believing in ghosts.

Emotions and judgment. We are largely unaware when emotions bias our judgments. Witnesses’ emotional reactions can so intensify an unusual experience that they presume the only sensible conclusion is otherworldly. Worse, we readily use our “gut” to separate fact from fiction, often excluding more objective sources.¹² Others’ emotional expressions of fright, grief, joy, or wonderment are contagious and impact our judgments vicariously. An emotionally fraught testimonial affects us more, and *feels* more believable, than the same story delivered without expression.

Motivated cognitions. When people have a vested interest in a belief, they are motivated to validate that belief and become more prone to bias.¹³ A deeply held belief may feel indisputable even if false, making it all but impossible to correct it.¹⁴ If you believe that spirit orbs are 4-inch globes flying around rooms, you are unlikely to accept them as specks of dust near the camera. In our case, the effect is amplified further by

what appear to be multiple lines of evidence: orbs, wisps, EVP, flying objects, eerie feelings, and social reinforcement. To have multiple strands of evidence feels convincing, but in reality they cannot magically combine to make bad evidence good.

Scripts. These are socially acquired mental road maps that guide interpretations and responses to situations.¹⁵ In our case, the term is quite literal as Ben and associates took cues from ghost hunting TV shows. Sharon Hill shows how these programs have shaped popular culture and normalized amateur ghost hunters’ beliefs.¹⁶

Social impact. Social impact theory asserts that we are more susceptible to influence when there are multiple consistent sources, they are close to us, and they are “strong,” e.g., high in status, power, or legitimacy.¹⁷ The same factors have been shown to induce paranormal beliefs.¹⁸ TV ghost hunters influenced Ben because he regards them as role models who always appear unanimous and self-assured. Ben’s friends are socially close, and the spirit mediums and church representatives appeared to make authoritative assessments. Impediments to these factors—such as an authoritative skeptic—can thwart social impact. However, it appears that Ben was either not exposed to the views of any well-informed skeptics, or his confirmation bias led him to dismiss their explanations.

Conclusion

Science does not set out to frustrate popular beliefs. It just happens sometimes. In part it is because paranormal claims would have to defy physical laws and scientific precedents to be true. Nonscientific approaches to paranormal claims almost appear to be custom made to generate fantastic but false claims. Those false claims then anneal into bad evidence and false beliefs, aided by normal human limitations in perceptual acuity, judgment formation, and memory retrieval. False beliefs become socially contagious and collectively held when supported by social groups and networks, social media, and mass media.

Despite my investigation’s limitations in breadth and depth, I found nothing to suggest that Vital Vapors is haunted—and much to suggest otherwise. I don’t claim to have proven with certainty either that ghosts do not exist in general or that this particular business is spirit free. However, the combination of weak evidence and alternative explanations makes this alleged haunting very unlikely. **S**

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APPENDIX

VIDEO FROM THE FILMMAKER

Video 1 <https://bit.ly/3sHPfUu>
4:43

VIDEOS FROM THE BUSINESS OWNER (with his titles in quotes)

Video 2 <https://bit.ly/3axGlm3>
1:59 "Flying around office." (Orbs and wisps.)

Video 3 <https://bit.ly/32EB5c0>
1:10 "Flies right over my head." (Orbs and wisps.)

Video 4 <https://bit.ly/32DjWzr>
1:56 "Through the office." (Best wisp example.)

Video 5 <https://bit.ly/3awyndb>
0:56 "Says 'Inside' 0:44 Mark" (apparently didn't hear at the time)

Video 6 <https://bit.ly/3v7FiRR>
0:21 "Listen only" (clunk, rumble, static)

Video 7 <https://bit.ly/3vcl7IC>
1:45 "27 mark footsteps/Bible pages turning"
(Much hiss, tiny clicks; maybe paper sounds around 1:03)

Video 8 <https://bit.ly/3n8Mevg>
0:51 "33 second mark Ciska [sic]/orb"

Video 9 <https://bit.ly/3gxnfiJ>
0:33 "Whispers 3 words 0:14-16/Orb Top L to R" (I hear soft mumbling)

Video 10 <https://bit.ly/3asyhmE>
0:21 "Door on the right" (orbs, wisps; not coming in the door)

Video 11 <https://bit.ly/3gqCXxg>
0:38 "Privilege" (Orbs. He's vaping!)

Video 12 <https://bit.ly/3slqN5a4>
1:10 "Appears out of nowhere" wisps
(moving streak; 2 guys sitting, at least one holding vape)

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