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The Manifest Content of Self-Reported Lucid Versus  
Non-lucid Dreams Among College Students

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A major research interest of mine has been in the systematic content analysis of the lucid dream, and probably stems from my own experiences with this dream. This work started with my dissertation in the mid-1970's and has continued. To date the majority of my work involves asking people to evaluate their own dreams. For instance I might ask, 'To what extent is the dream you just had very recallable?' They are then asked to evaluate their dream experience along a likart-type scale. This is a well accepted procedure in the personality literature in terms of the self evaluation of internal experience. We are fairly accurate judges of our own internal experiences.

However, what has rarely been done, and what I'm going to report on today, is a lucid versus non-lucid dream content analysis by independent judges. In a recent Lucidity Letter, Foulkes called for just such an analysis. Of course, the preference in such an analysis would be for signal-verified lucid versus sleep lab collected non-lucid dreams. An analysis of that type of data on non-student samples is reported on elsewhere (Gackenbach, in press). I'm going to report on the content analysis of lucid and non-lucid dreams using the Hall and Van de Castle system of analyzing the manifest content. There are certainly newer "process" oriented systems today, but I think normative data on the manifest content of the lucid

dream needs to be obtained before we move on to a "process" approach.

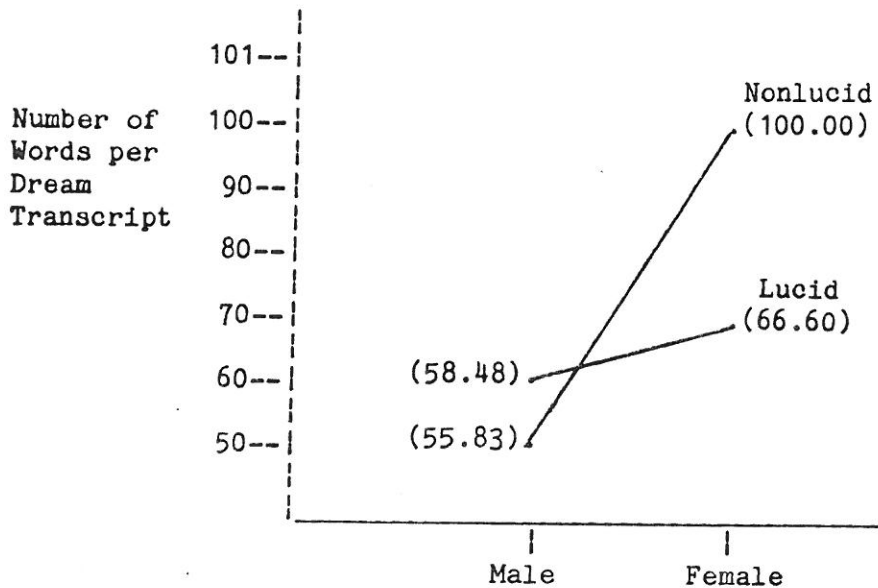
I gathered, through lucid dream verification, dream diaries and various other self-report procedures, accounts of 443 lucid and non-lucid dreams from either students or adults. I eliminated some of these dreams. For instance, I took out the dreams of adults for several reasons: first, there were very few non-lucid dreams in that sample and second, they were all self selected and highly interested in dreams. Therefore, the adults were not as "normal" as the students and consequently, not directly comparable to Hall and Van de Castle's student norms. From the five student samples, I ended up with 132 lucid and 104 non-lucid dreams.

We trained three judges in a variation of the Hall and Van de Castle system. A colleague and I developed a code book so the data could be entered into a computer thereby facilitating the use of standard statistical procedures for analyses of the data. Although this simplified a very tedious assessment procedure, we lost some of the subtleties obtainable with the original data recording procedure. The basic statistical analysis that I used throughout was a 2(type of dream: lucid, nonlucid) X 2(sex of subject: male, female) analysis of covariance in which the word count (number of words in the dream transcript) was the covariant. This was done in order to estimate dream recall. An obvious weakness with this estimation is that anyone with poor verbal skills would appear to have lower dream recall. However, since I had no other estimate of recall I was forced to use word count. It can be seen in Figure 1 that an analysis of variance of lucid versus non-lucid dreams by sex of subject on number of words further justifies using

I'd like to extend a special thanks to Judith Siler for her valuable help with the code book.

Figure 1

Number of Words per Dream Transcript as a Function of Sex of Subject and Type of Dream



words as a covariant. Specifically, there was a main effect for type of dream, with more words in the non-lucid dreams than in the lucid dreams. That, in and of itself, is provocative, because in study after study, those asked to self evaluate the recallability of their dreams have reported lucid dreams as more recallable than non-lucid ones. They may be more recallable, but they seem to be shorter. The effect is totally accounted for by females, who, of course, have better verbal skills.

I'm going to go through the scales in the order that Hall and Van de Castle present them and summarize our findings, but first let me explain the construction of

the tables. There are two kinds of information on them (see Table 1). First are the proportions from the Hall and Van de Castle normative data. Sometimes they broke their data into more subtle categories than I was able to because of the data entry system I utilized. Next are proportions from my data, so the reader can make comparisons between his normative data and the lucid and non-lucid dream data presented here. Both sets of proportions are further divided by sex of subject. However, these proportional figures are misleading because dream recall is not controlled. Consequently, there are some contradictions between the proportions and the adjusted means, the third type of information on these tables. The findings depicted by the means are controlled for number of words in the dream transcript. So I think that the means give a more accurate picture. However, it's always important, in this kind of study, to provide normative data comparisons. The only normative data in the original Hall and Van de Castle publication was proportions. My comments will be primarily restricted to the weighted means. The last type of information provided on these tables is the F-ratios for effects involving type of dream. The first findings of this large content analysis are shown in Table 1. No matter what dream character characteristic is examined, number, sex, age, or identity, there are fewer in lucid than in non-lucid dreams.

We then examined the social interaction subscales the findings from which are depicted in Tables 2 and 3. Here the findings begin to get a little thin. The first of the three social interaction subscales, portrayed in Table 2, is aggression. As you look at the total aggressive acts divided into more aggressive (5-8) and less aggressive (1-4), in the proportional data it looks like something might be happening. However, when controlled for word count, there was no difference between lucid and non-lucid dreams in aggression. However, for friendly interactions (see Table 3), the second kind of social interaction that

Proportions, Selected Weighted Means and F-Ratios of Selected Character Subscales

Table 1

VARIABLE	HALL & VAN DE CASTLE PROP.		PROPORTIONS				MEANS				F-RATIOS	
	M	F	M	F	M	F	M	F	M	F	TOP=DREAM	MAIN EFFECT
NUMBER:												
SINGLE	.687	.719	.835	.757	.755	.681	5.13 <sup>1</sup>	6.21	F(1, 231)=6.13, p<.014	F(1, 231)=0.75, n.s.		
GROUP	.313	.281	.165	.180	.225	.269	1.25	1.86	F(1, 231)=21.11, p<.0001	F(1, 231)=2.14, n.s.		
SEX:												
MALE	.530	.372	.681	.221	.566	.255	4.23	5.39	F(1, 231)=7.85, p<.006	F(1, 231)=0.56, n.s.		
FEMALE	.258	.401	.132	.482	.162	.464	1.17	1.69	F(1, 231)=15.83, p<.0001	F(1, 231)=3.46, n.s.		
JOINT	.131	.133	.055	.059	.071	.189	0.22	0.54	F(1, 231)=16.07, p<.0001	F(1, 231)=2.57, n.s.		
INDEFI-												
NITE	.081	.093	.132	.239	.202	.092	5.61	6.41	F(1, 231)=1.56, n.s.	F(1, 231)=9.09, p<.003		
AGE:												
ADULT	.973	.933	.987	.930	.963	.955	3.13	4.38	F(1, 231)=10.29, p<.002	F(1, 231)=0.17, n.s.		
TEEN	.006	.014	.000	.006	.000	.019	0.69	1.22	F(1, 231)=13.23, p<.0001	F(1, 231)=3.00, n.s.		
CHILD	.018	.042	.000	.041	.024	.019	0.20	0.46	F(1, 231)=12.25, p<.001	F(1, 231)=3.54, n.s.		

Table 1

Proportions, Selected Weighted Means and F-Ratios of Selected Character Subscales

BABY	.003	.011	.013	.023	.012	.006	0.25	0.53	0.40	0.29	F(1,231)=2.06, n.s.
IDENTITY											F(1,231)=6.93, p<.009
SELF			.472	.394	.404	.296	3.84		5.05		F(1,230)=9.75, p<.002
FATHER	.025	.032	.011	.005	.020	.020	0.69		1.22		F(1,230)=12.95, p<.0001
MOTHER	.024	.046	.000	.009	.010	.010	0.21		0.46		F(1,230)=11.37, p<.001
PARENTS	.011	.013	.000	.005	.000	.000	0.25	0.54	0.40	0.29	F(1,230)=2.14, n.s.
BROTHER	.011	.099	.011	.009	.010	.010					F(1,230)=7.06, p<.008
SISTER	.095	.169	.011	.027	.000	.036					F(1,230)=0.87, n.s.
HUSBAND		.009		.014		.005					F(1,230)=0.04, n.s.
WIFE											F(1,230)=0.98, n.s.
											F(1,230)=0.50, n.s.
											F(1,230)=0.81, n.s.
											F(1,230)=0.34, n.s.
											F(1,230)=1.72, n.s.
											F(1,230)=1.11, n.s.

1. In all tables only weighted means for significant effects are presented.

Proportions and F-Ratios of Aggressive Social Interactions Subscales

Table 2

VARIABLES	HALL & VAN DE CASTLE PROP.		PROPORTIONS				MEANS			F-RATIOS	
	M	F	M	F	M	F	M	F	TOP-DREAM	BOTTOM-DREAM X SEX INTER.	
TOTAL	402	337	26	53	23	30			F(1, 231)=0.59, n.s.		
AGGRESSION <sup>1</sup>	500	500	45	95	42	62			F(1, 231)=0.24, n.s.		
MURDER											
ATTACK	A8	.06	.02	.12	.06	.13	.00		F(1, 231)=0.48, n.s.		
CHASING-	A7	.22	.15	.15	.11	.43	.13		F(1, 231)=2.27, n.s.		
CONFINE	A6	.15	.13	.27	.40	.26	.33		F(1, 231)=0.58, n.s.		
DESTRUCTION	A5	.06	.04	.04	.06	.00	.00		F(1, 231)=0.15, n.s.		
SERIOUS	A4	.05	.04	.08	.06	.00	.00		F(1, 231)=2.05, n.s.		
THREAT	A3	.18	.36	.12	.15	.13	.27		F(1, 231)=0.005, n.s.		
REJECTION	A2	.18	.15	.15	.13	.00	.17		F(1, 231)=2.87, n.s.		
VERBAL	A1	.10	.11	.08	.04	.04	.10		F(1, 231)=1.10, n.s.		
COVERT									F(1, 231)=1.04, n.s.		
TOTAL 5-8		.50	.34	.58	.62	.83	.47		F(1, 231)=0.80, n.s.		
TOTAL 1-4		.50	.66	.42	.38	.17	.53		F(1, 231)=0.01, n.s.		
									F(1, 231)=0.14, n.s.		
									F(1, 231)=0.04, n.s.		
									F(1, 231)=1.89, n.s.		
									F(1, 231)=0.82, n.s.		
									F(1, 231)=0.63, n.s.		

1. Total number of acts per total number of dreams. Notation is also used in friendly and sexual interactions.

Table 3  
Predictions, Selected Weighted Means, and F-Ratios  
of Friendly and Sexual Social Interactions Subseries

VARIABLES	HALL & VAN DE CASTLE PROF.		PROF. OPTONS.				MEANS		F-RATIOS	
	H	F	LUCIDS	NOBLUCIDS	M. F.	M. F.	TOP=DEAN MATN. EFFECT	BOTTOM=PREAH X SEX INTER.		
TOTAL	.250	.308	.7	.25	.10	.41	0.49	F(1, 231)=5.93, p<.016		
FRIENDLY	.500	.45	.95	.42	.62			F(1, 231)=1.09, n.s.		
MARRIAGE	.04	.08	.00	.04	.00	.02		F(1, 231)=0.04, n.s.		
PHYSICAL	.09	.08	.14	.04	.10	.07		F(1, 231)=0.02, n.s.		
INVITING,								F(1, 231)=0.02, n.s.		
DATING	.08	.15	.00	.12	.30	.10		F(1, 231)=1.64, n.s.		
HELPING,								F(1, 231)=0.58, n.s.		
PROTECTING	.42	.32	.86	.40	.30	.34		F(1, 231)=0.30, n.s.		
GIFT, LOAN								F(1, 231)=1.72, r.s.		
PREAH	.11	.10	.00	.00	.10	.02		F(1, 231)=1.57, n.s.		
CONCEPT	.20	.19	.00	.24	.10	.39	0.16	F(1, 231)=5.02, p<.026		
								F(1, 231)=1.61, n.s.		
TOTAL	.06	.08	.00	.16	.10	.05		F(1, 231)=0.00, n.s.		
SEXUAL	.73	.19	.1	.3	.4	.3		F(1, 231)=0.75, n.s.		
INTERCOURSE	.500	.500	.45	.95	.42	.62		F(1, 231)=1.24, n.s.		
								F(1, 231)=0.53, n.s.		
FITTING	.27	.26	1.00	.33	.50	.00		F(1, 231)=0.05, n.s.		
								F(1, 231)=0.89, n.s.		
KISSING	.18	.26	.00	.33	.25	.00		F(1, 231)=0.05, n.s.		
								F(1, 231)=1.79, n.s.		
SEXUAL	.11	.21	.00	.33	.00	.67		F(1, 231)=0.70, n.s.		
OVERTUIS	.30	.16	.00	.00	.25	.33		F(1, 231)=0.43, n.s.		
SEXUAL								F(1, 231)=2.67, n.s.		
FANTASIES	.14	.11	.00	.00	.00	.00		F(1, 231)=0.05, n.s.		



Hall and Van de Castle talk about, there were more friendly interactions in non-lucid than in lucid dreams when controlled for word count, particularly of a verbal nature. Remember, we're not talking about the person who has had hundreds of lucid dreams but rather the dreamer whose had them now and again. Sexual interactions show no dream type differences despite claims to the contrary.

The characters who do these social interactions were separately analyzed from the aggression, friendliness, and sexuality subscales (see Table 4). For instance, self aggressor versus other aggressor: was the self or was another person being aggressed against? With the exception of other as befriender, there was no difference between lucid and non-lucid dreams in character social interaction roles.

The activities analyses are interesting and pertain somewhat to what Tore Nielsen was talking about (see Table 5). Hall and Van de Castle list eight different activities: verbal, physical, movement, location change, visual, auditory, expressive, and cognitive. There are some dream type differences, but first let's talk about the lack of differences. There were no differences in verbal, physical or movement activities. This would seem to imply no kinesthetic differences, yet when people self evaluate a dream, (i.e., 'Is there kinesthetic activity in your dream?'), with a definition of kinesthetic included, they self evaluate their lucid dreams as more kinesthetic than their non-lucid. This has been replicated several times. But when judges read a transcript of these dreams, they don't perceive any differences. Furthermore, location change, another potential kinesthetic activity, was judged to be more in non-lucid than in lucid dreams. As with dream recall, this may be another "eye of the beholder" phenomenon. For the visual activities scale there is an interaction with sex. Finally, lucid dreams in this student sample were more auditory and cognitive than non-lucid

Table 4

Proportions, Selected Weighted Means, and F-Ratios of Character Roles in the Three Types of Social Interactions

VARIABLES	HALL & VAN DE CASTLE PROP.		PROPORTIONS				MEANS				F-RATIOS		
	M	F	LUCIDS	NONLUCIDS	LUCID	NONLUCID	TOP=DREAM	BOTTOM=DREAM	X	SEY	INTER		
AGGSSION:													
SELF	.31	.28	.19	.04	.12	.15	---	---	---	---	---	F(1, 231)=0.11, n.s.	
AGGESSOR												F(1, 231)=2.28, n.s.	
OTHER												F(1, 231)=0.19, n.s.	
AGGESSOR	.20	.20	.30	.41	.33	.35	---	---	---	---	---	F(1, 231)=0.49, n.s.	
SELF												F(1, 231)=0.54, n.s.	
VICTIM	.48	.57	.28	.36	.26	.30	---	---	---	---	---	F(1, 231)=0.24, n.s.	
OTHER												F(1, 231)=0.06, n.s.	
VICTIM	.20	.20	.22	.18	.29	.20	---	---	---	---	---	F(1, 231)=0.25, n.s.	
FAIRNESS:													
SELF	.45	.41	.36	.16	.20	.11	---	---	---	---	---	F(1, 231)=0.08, n.s.	
PERFENDER												F(1, 231)=0.26, n.s.	
OTHER												F(1, 231)=6.71, p<.01	
PERFENDER	.10	.16	.14	.34	.30	.39	0.14	0.36				F(1, 231)=0.62, n.s.	
SELF												F(1, 231)=3.03, n.s.	
PERFENDER	.45	.46	.14	.32	.25	.31	---	---	---	---	---	F(1, 231)=0.12, n.s.	
OTHER												F(1, 231)=2.12, n.s.	
PERFENDER	.10	.16	.36	.18	.25	.19	---	---	---	---	---	F(1, 231)=1.07, n.s.	
SEXUALITY:													
SELF	---	---	.00	.00	.37	.00	---	---	---	---	---	F(1, 231)=2.49, n.s.	
PERFENDER												F(1, 231)=2.80, n.s.	
OTHER												F(1, 231)=0.41, n.s.	
PERFENDER	---	---	.00	.50	.13	.50	---	---	---	---	---	F(1, 231)=0.02, n.s.	
SELF												F(1, 231)=0.41, n.s.	
RECIPIENT	---	---	.00	.50	.13	.50	---	---	---	---	---	F(1, 231)=0.02, n.s.	
OTHER												F(1, 231)=2.49, n.s.	
RECIPIENT	---	---	.00	.00	.38	.00	---	---	---	---	---	F(1, 231)=2.80, n.s.	

Table 5  
Proportions, Selected Weighted Means and F-Ratios of Activities Subscale

VARIABLES	HALL & VAN DE CASTLE PROP.		PROPORTIONS				MEANS				F-RATIOS	
	M	F	LUCIDS M	LUCIDS F	NONLUCIDS M	NONLUCIDS F	LUCIDS M	LUCIDS F	NONLUCIDS M	NONLUCIDS F	TOP-DREAM	BOTTOM-DREAM
VERBAL	.216	.262	.127	.188	.133	.217	---	---	---	---	F(1, 231)=0.34, n.s.	F(1, 231)=0.01, n.s.
PHYSICAL	.265	.195	.246	.239	.252	.175	---	---	---	---	F(1, 231)=1.79, n.s.	F(1, 231)=2.91, n.s.
MOVEMENT LOCATION CHANGE	.248	.251	.209	.196	.296	.243	---	---	---	---	F(1, 231)=2.43, n.s.	F(1, 231)=0.38, n.s.
VISUAL	.118	.124	.045	.069	.096	.175	0.19	0.19	0.57	0.57	F(1, 231)=16.09, p<.0001	F(1, 231)=2.67, n.s.
AUDITORY	.016	.014	.037	.024	.007	.008	0.10	0.10	0.03	0.03	F(1, 231)=5.33, p<.02	F(1, 231)=4.62, p<.033
EXPRESSIVE	.022	.034	.037	.015	.015	.057	---	---	---	---	F(1, 231)=1.15, n.s.	F(1, 231)=3.54, n.s.
COGNITIVE	.032	.046	.224	.175	.059	.065	0.64	0.64	0.24	0.24	F(1, 231)=24.20, p<.0001	F(1, 231)=0.05, n.s.

dreams. The thought-like, non-REM type of sleep mentation comes to mind with these last findings.

The achievement outcomes and environmental press findings are portrayed in Table 6. I kept achievement very simple; successful or failure. Basically there was more success imagery judged to be in non-lucid than in lucid dreams. There was no difference in terms of failure. If you look at the various Environmental Press subscales, i.e., 'Did death occur? Was there injury? Was there an accident? or Falling?', no difference emerged except for the obstacles dimensions. There were more obstacles, interestingly, in lucid dreams. This finding reminds me of when Beverly was talking about how something became an obstacle, and she kept crashing into things, and until she learned to get through it and she is a very sophisticated lucid dreamer.

Hall and Van de Castle identify five emotions for dream content scoring (see Table 7). For the four relatively negative emotions, there was no difference as a function of dream type. Happiness was judged to occur more often in non-lucid than in lucid dreams. This is contrary to some earlier work, again with dreamers self-evaluations.

For the descriptive elements subscales, i.e., chromatic, achromatic, etc., there were basically no differences (see Table 8). Interestingly, and surprisingly, non-lucid dreams were seen as having more intense descriptive elements. This is somewhat different from what I have been finding in previous studies with self-evaluations. Furthermore, here lucid dreams are seen as more cold, more descriptive references to cold, than non-lucid dreams. This also brings to mind the the characterizat on of the lucid dream as thoughtlike, with a lack of the interpersonal involvement.

Table 6  
 Proportions, Selected Weighted Means and F-Ratios of  
 Achievement Outcomes and Environmental Press Subscales

VARIABLES	HALL & VAN DE CASTLE PROP.		PROPORTIONS				MEANS				F-RATIOS	
	M	F	LUCIDS M	F	NONLUCIDS M	F	LUCIDS M	F	NONLUCIDS M	F	TOP=DREAM BOTTOM=DREAM	MAIN EFFECT X SEX INTER
<b>ACHIEVEMENT:</b>												
SUCCESS	.15	.08	.50	.30	.69	.60	0.08	0.23			F(1,231)=5.84, p<.016	
FAILURE	.15	.10	.50	.70	.31	.40					F(1,231)=0.08, n.s.	
<b>ENVIR. PRESS</b>												
DEATH	.08	.10	.18	.13	.13	.25					F(1,231)=0.07, n.s.	
INJURED											F(1,231)=0.83, n.s.	
CR ILL	.21	.25	.09	.13	.00	.17					F(1,231)=0.00, n.s.	
ACCID., DISTRUCT, LOSS OF POSSESSION	.25	.19	.09	.00	.13	.25					F(1,231)=0.56, n.s.	
THREAT FROM ENVIRONMENT	.13	.13	.18	.13	.38	.00					F(1,231)=2.60, n.s.	
FALLING	.05	.03	.27	.19	.38	.25					F(1,231)=1.51, n.s.	
OBSTACLE	.28	.30	.18	.44	.00	.08	0.06	0.01			F(1,231)=0.01, n.s.	
											F(1,231)=0.91, n.s.	
											F(1,231)=0.13, n.s.	
											F(1,231)=0.04, n.s.	
											F(1,231)=3.9, p<.049	
											F(1,231)=0.03, n.s.	

Table 7

Proportions, Selected Weighted Means and F-Ratios for the Emotions Subscale

VARIABLES	HALL & VAN DE CASTLE PROP.		PROPORTIONS				MEANS				F-RATIOS			
	CASTLE PROP.		LUCIDS		NONLUCIDS		LUCIDS		NONLUCIDS		TOP=DREAM MAIN EFFECT		BOTTOM=DREAM X SEX INTER	
	M	F	M	F	M	F	M	F	M	F	F(1,231)	p	F(1,231)	p
HAPPY	.195	.195	.176	.115	.261	.341	0.06	0.20			F(1,231)=5.99	p<.015	F(1,231)=0.53	n.s.
SAD	.094	.129	.000	.058	.087	.045	-----	-----			F(1,231)=0.36	n.s.	F(1,231)=1.42	n.s.
ANGER	.156	.126	.470	.250	.261	.136	-----	-----			F(1,231)=1.00	n.s.	F(1,231)=0.08	n.s.
CONFUSION	.215	.178	.118	.173	.130	.318	-----	-----			F(1,231)=1.61	n.s.	F(1,231)=0.36	n.s.
APPREHENSION	.340	.372	.235	.404	.261	.159	-----	-----			F(1,231)=0.63	n.s.	F(1,231)=2.02	n.s.

Table 8  
Proportions, Selected Weighted Means and F-Ratios for the Descriptive Elements Subscales

VARIABLES	HALL & VAN DE CASTLE PROP.		PROPORTIONS				MEANS				F-RATIOS	
	M	F	LUCIDS	NONLUCIDS	LUCIDS	NONLUCIDS	M	F	M	F	TOP=DREAM MAIN EFFECT	BOTTOM=DREAM X SEX INTER
MOCIIFIERS:												
CHROMATIC	.067	.114	.21	.04	.21	.07	----	----	----	----	F(1, 230)=0.26, n.s.	F(1, 230)=0.05, n.s.
ACHROMATIC	.039	.046	.00	.01	.04	.06	----	----	----	----	F(1, 230)=3.21, n.s.	F(1, 230)=0.33, n.s.
LARGE	.180	.133	.13	.004	.12	.05	----	----	----	----	F(1, 230)=0.15, n.s.	F(1, 230)=0.05, n.s.
SMALL	.095	.078	.11	.04	.07	.06	----	----	----	----	F(1, 230)=0.13, n.s.	F(1, 230)=0.74, n.s.
INTENSE	.295	.300	.00	.02	.02	.11	0.02	0.28	0.28	0.28	F(1, 230)=3.60, p<.05	F(1, 230)=1.37, n.s.
WEAK	.051	.038	.01	.03	.03	.02	----	----	----	----	F(1, 231)=0.31, n.s.	F(1, 231)=0.39, n.s.
FILLED	.016	.015	.02	.17	.01	.04	----	----	----	----	F(1, 231)=0.35, n.s.	F(1, 231)=0.13, n.s.
EMPTY	.008	.002	.01	.02	.02	.00	----	----	----	----	F(1, 231)=1.00, n.s.	F(1, 231)=2.80, n.s.
STRAIGHT	.004	.004	.00	.09	.00	.004	----	----	----	----	F(1, 231)=2.45, n.s.	F(1, 231)=1.72, n.s.
CROOKED	.012	.013	.00	.09	.04	.00	----	----	----	----	F(1, 231)=2.08, n.s.	F(1, 231)=2.76, n.s.

Table 8  
Proportions, Selected Weighted Means and F-Ratios for the Descriptive Elements Subscales

HOT	.005	.008	.18	.07	.03	.004	-----	-----	F(1,230)=2.76, n.s.
									F(1,230)=2.10, n.s.
COLD	.007	.008	.02	.06	.00	.00	0.05	0.00	F(1,230)=5.42, p<.02
									F(1,230)=0.05, n.s.
FAST	.036	.021	.01	.01	.00	.02	-----	-----	F(1,230)=2.41, n.s.
									F(1,230)=3.37, n.s.
SLOW	.007	.007	.04	.004	.03	.01	-----	-----	F(1,230)=0.00, n.s.
									F(1,230)=0.26, n.s.
OLD	.040	.042	.08	.11	.23	.26	0.25	0.85	F(1,230)=3.60, p<.05
									F(1,230)=0.17, n.s.
YOUNG	.051	.042	.01	.08	.10	.03	-----	-----	F(1,230)=0.07, n.s.
									F(1,230)=1.54, n.s.
PRETTY, GOOD	.052	.071	.02	.37	.03	.12	-----	-----	F(1,230)=0.42, n.s.
									F(1,230)=0.31, n.s.
UGLY, BAD	.035	.058	.16	.16	.04	.13	-----	-----	F(1,230)=0.46, n.s.
									F(1,230)=0.25, n.s.
TEMPORAL REF.:									
UNIT OF TIME	---	---	.82	.86	.92	.39	-----	-----	F(1,230)=0.14, n.s.
DATING AN									F(1,230)=2.81, n.s.
EVENT	---	---	.18	.14	.08	.61	-----	-----	F(1,230)=2.34, n.s.
NEGATIVE SCALE									F(1,230)=1.27, n.s.
NEGATIVE WORD	---	---	.92	.93	.69	.42	-----	-----	F(1,230)=0.86, n.s.
NEGATIVE									F(1,230)=0.29, n.s.
PREFIXES	---	---	.08	.07	.31	.58	-----	-----	F(1,230)=3.04, n.s.
									F(1,230)=1.26, n.s.



The bizarreness scales are not from Hall and Van de Castle. We added these scales because the question of bizarreness in contemporary lucidity research is often examined. We used four bizarreness subscales. For the animate characters (see Table 9), the non-lucid dreams were judged to be more bizarre than the lucid ones. We would expect this given the thoughtlike notion just touched upon and originally characterized by Green. For the inanimate scale, again non-lucids were more bizarre than lucids. The two other types of bizarreness examined were (see Table 10): (1) dream transformations, which showed no difference and (2) variations on metamorphosis, which also showed no difference.

Finally, we added three scales which were of interest based on previous research in the area: palpable sensations, control and balance (see Table 11). There was no difference in the sensations of touch and body nor was there for dream control. Again I wonder if the "eye of the beholder" isn't at work here. Several studies have shown that self-evaluated lucid dreams are perceived as more controlable. But in the reading of the dream transcript the judges didn't see any difference, which surprises me.

For balance, I got a difference in the opposite direction of one I would have predicted. Again, as Tore said, it may be a poor question. Finally, we also looked at the within dream method used to trigger lucidity (see Table 12). Specifically, we classified lucid dreams within each sex as either nightmare triggered, incongruent elements triggered or sensation of the "dreamlikeness" triggered. Of the 136 lucid dreams analyzed, most (71%) were triggered by the "dreamlikeness" of the dream.

To conclude, I see two problems with this data. First, I collapsed the non-lucid dreams of lucid dreamers with the non-lucid dreams of non-lucid

Table 9

Selected Weighted Means and F-Ratios for Animate Characters and Inanimate Environment Bizarreness Scales

VARIABLE	LUCIDS		MEANS		NONLUCIDS		F-RATIOS	
	M	F	M	F	M	F	TOP=DREAM	MAIN EFFECT
<b>ANIMATE CHARACTERS (SUM)</b>	0.30		0.55					
Appearance in a dream of <u>monsters</u> and <u>alien beings</u>	----		----				F(1,231)=4.76, p<.03	F(1,231)=3.34, n.s.
Appearance of <u>fictional</u> , <u>dead</u> or <u>prominent</u> characters <u>unknown</u> personally dreamer	----		----				F(1,231)=0.00, n.s.	F(1,231)=1.14, n.s.
Absence of or <u>inappropriate</u> <u>clothing</u> , <u>tools</u> or <u>implements</u>	----		----				F(1,231)=1.55, n.s.	F(1,231)=0.14, n.s.
<u>Distorted</u> or <u>disfigured</u> <u>body parts</u> not present in reality	----		----				F(1,231)=2.82, n.s.	F(1,231)=0.59, n.s.
<u>Impossible</u> <u>acts</u> or <u>magic</u> by animate characters	----		----				F(1,231)=0.31, n.s.	F(1,231)=0.23, n.s.
Wrong on in <u>appropriate</u> <u>role</u> of dreamer or other characters	----		----				F(1,231)=2.36, n.s.	F(1,231)=2.02, n.s.
<b>INANIMATE ENVIRONMENT SUM</b>	0.05		0.15				F(1,231)=0.89, n.s.	F(1,231)=0.52, n.s.
Violation of <u>physical</u> <u>laws</u> by inanimate objects	----		----				F(1,231)=3.83, p<.05	F(1,231)=0.28, n.s.
Realistic objects but in the <u>wrong</u> <u>place</u>	----		----				F(1,231)=1.67, n.s.	F(1,231)=0.03, n.s.
Inappropriate or fantastic combination of <u>environmental</u> features	----		----				F(1,231)=2.68, n.s.	F(1,231)=0.29, n.s.
	----		----				F(1,231)=0.42, n.s.	F(1,231)=0.11, n.s.

F-Ratios for Dream Transformation and Metamorphosis Bizarreness Scales

Table 10

VARIABLE	MEANS		F-RATIOS	
	LUCIDS M	NONLUCIDS F	TOP=DREAM MAIN EFFECT	BOTTOM=DREAM X SEX INTER
DREAM TRANSFORMATION (SUM)				
An object suddenly <u>appears</u> or <u>disappears</u>	----	----	F(1, 231)=2.18, n.s.	F(1, 231)=0.02, n.s.
A sudden <u>shift</u> backward or forward in time	----	----	F(1, 231)=1.23, n.s.	F(1, 231)=0.04, n.s.
A person suddenly <u>appears</u> or <u>vanishes</u> but the entire dream scene is <u>unaltered</u>	----	----	F(1, 231)=2.18, n.s.	F(1, 231)=0.03, n.s.
Scene shift where the environment is alter- <u>ed</u> without the character having moved	----	----	F(1, 231)=0.98, n.s.	F(1, 231)=0.63, n.s.
METAMORPHOSIS SUM				
From one person to another	----	----	F(1, 231)=1.01, n.s.	F(1, 231)=1.03, n.s.
Animal to person or vice-versa	----	----	F(1, 231)=0.86, n.s.	F(1, 231)=0.00, n.s.
Inanimate to animal and vice-versa	----	----	F(1, 231)=2.18, n.s.	F(1, 231)=0.03, n.s.
From one object to another	----	----	F(1, 231)=0.07, n.s.	F(1, 231)=0.05, n.s.
			F(1, 231)=0.03, n.s.	F(1, 231)=2.09, n.s.

Table 11

Selected Weighted Means and F-Ratios for Palpable Sensations,  
 Dream Control and Dream Balance

VARIABLE	MEANS				F-RATIOS	
	LUCIDS		NONLUCIDS		TOP=DREAM	MAIN EFFECT
	M	F	M	F	BOTTOM=DREAM	X SEX INTEH
Palpable Sensations:						
Touch and Body Sensations	---	---	---	---	F(1,231)=0.07,	n.s.
Control Over Dream Content	---	---	---	---	F(1,231)=0.09,	n.s.
Balance (physical, psychological, and intellectual)	5.20			6.95	F(1,231)=4.07,	p<.045
					F(1,231)=0.88,	n.s.

Table 12

Within Dream Methods to Obtain Dream Lucidity As a Function of Sex of Subject

SEX OF DREAMER	WITHIN DREAM METHOD TO OBTAIN DREAM LUCIDITY		
	Nightmare	Incongr.	Dreamlike
Males	5	33	0
Females	20	58	5
	25	91	5

dreamers. It may be that the non-lucid dreams of non-lucid dreamers are quite different from the non-lucid dreams of lucid dreamers. In fact Harry Hunt and I have some preliminary data on oddness of dreams, which supports this idea. That is, lucid dreamers non-lucid dreams are less "odd" by their own evaluations, than the non-lucid dreams of non-lucid dreamers. I'm beginning to suspect that lucid dreamers have a different dreaming style. This fits into the waking imagination, and the imaginary/spatial kinds of stylistic differences that we have found between dreamer types.

Secondly, I think that some of these transcripts, excluding the dream diaries, were the result of someone being asked for a lucid dream in which no recognition phrase was included. So we called it non-lucid. Could it, in fact, have been a lucid dream that didn't have our criteria for lucid dream definition.

#### References

Gackenbach, J. I. (in press). The psychological content of lucid versus non-lucid dreams. In J. I. Gackenbach and S. P. LaBerge (Eds.), Lucid dreaming: New research on consciousness during sleep. N.Y.: Plenum.

Dream Psychology: Operating in the Dark

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The questions I want to address today concern the scientific significance of lucid dreaming, especially for our understanding of the function of dreaming.