First-person horror gameplay video watching experience - Explore the impact of different devices

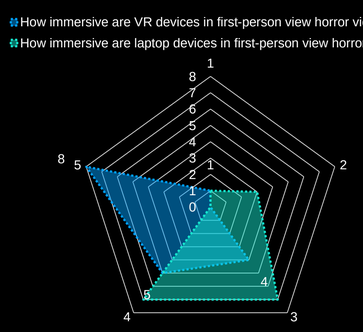
Name: Maojing Lu

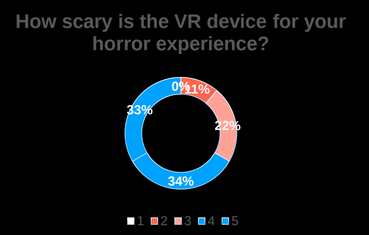
Abstract

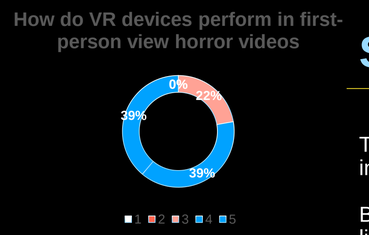
The aim of this project was to explore the impact of different devices on the viewing experience of first-person horror game play videos. Laptop and VR devices were chosen for this project due to the genre of horror video games and the limitations of the objective experimental conditions. A total of 18 participants between the ages of 18 and 25 were tested. Physiological signals were collected using a heart rate detector and a video camera when watching horror videos on a Laptop and a VR device respectively, and questionnaires and interviews were used to compare the horror experience between the two devices

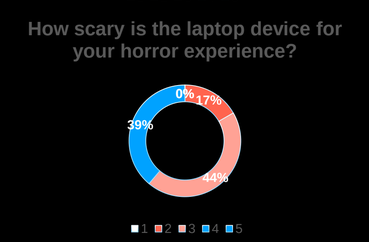
Introduction & Background

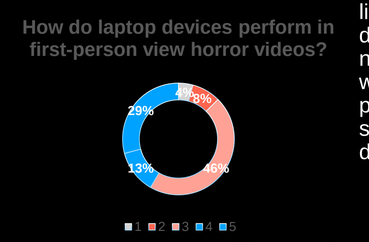
The aim of this project is to explore the differences between today's traditional viewing devices and new devices in terms of the horror viewing experience. With the advancement of technology, media devices such as mobile phones and computers have become the most familiar everyday appliances, and in the realm of horror artefacts, the iteration of electronic devices has allowed for better horror games compared to the past. With the advent of VR devices, horror games have also seen an update in the horror experience, and VR devices seem like the perfect vehicle for first-person horror games. But is this really the case? Do first-person horror games really perform as well on VR devices as compared to traditional computer devices? The aim of this project is to examine the impact of today's traditional computer devices and VR devices on the horror experience of first-person horror games. To analyse the differences between the two devices and the strengths and weaknesses of each. To make a modest contribution to future iterations of the technology and customisation of the horror experience.











Study Methodology

The method used in this experiment was the AB test. Questionnaires, interviews. Data statistics.

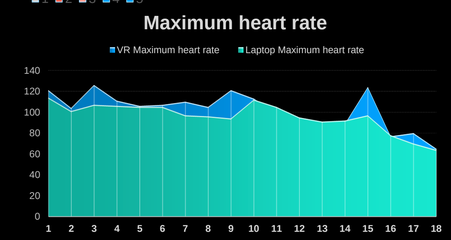
Before settling on a specific study, I did an extensive academic literature survey and focused the horror experience project on the devices of mobile phones, Ipad, Laptops, projectors and VR, before narrowing the study down through questionnaires to the three devices with the highest percentage of usage preference, namely laptops, projectors and VR. In the end I ruled out the projector by holding small viewing sessions and conducting interviews, and eventually decided to use a laptop and VR device for the test.

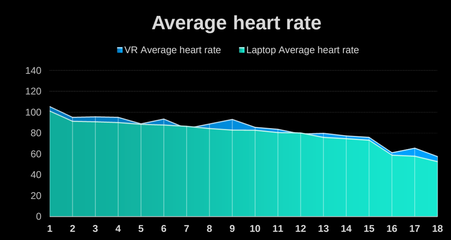
Testing & Evaluation

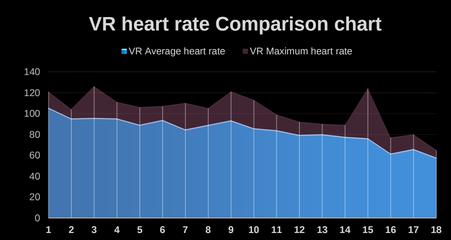
The experimental design of this project was to compare the horror experience of a first-person horror video game on a Laptop and a VR device, 18 participants were asked to watch a first-person horror gameplay video on each device, and their heart rate was recorded using a heartbeat test armband, and their reactions were recorded to investigate the objective effects of the two devices on the horror experience. The subjective impact of the two devices on the horror experience was understood by having participants complete questionnaires and conducting interviews after the test.

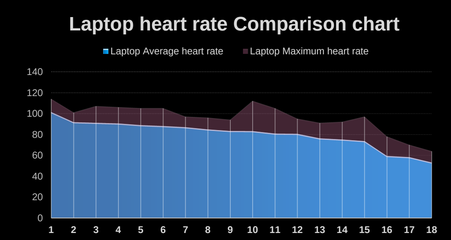
Research Results

The average and maximum heart rates of participants watching the video with the two devices were obtained and compared with each other to see how the two devices affected their horror experience. The questionnaires completed by the participants after the test will reflect their feeling with the two devices. Collecting this data will give me an idea of the users' dissatisfaction and suggestions for the two devices. This will help me to analyse the strengths and weaknesses of both devices.









Conclusions & Future Work

The results show that there is a difference in the horror experience between the two devices. Due to the current experimental conditions, the aim of this project in the future is to build on the current tests and upgrade the experimental equipment to explore more differences between the two devices. so that more modifications can be proposed for the user experience of the device.