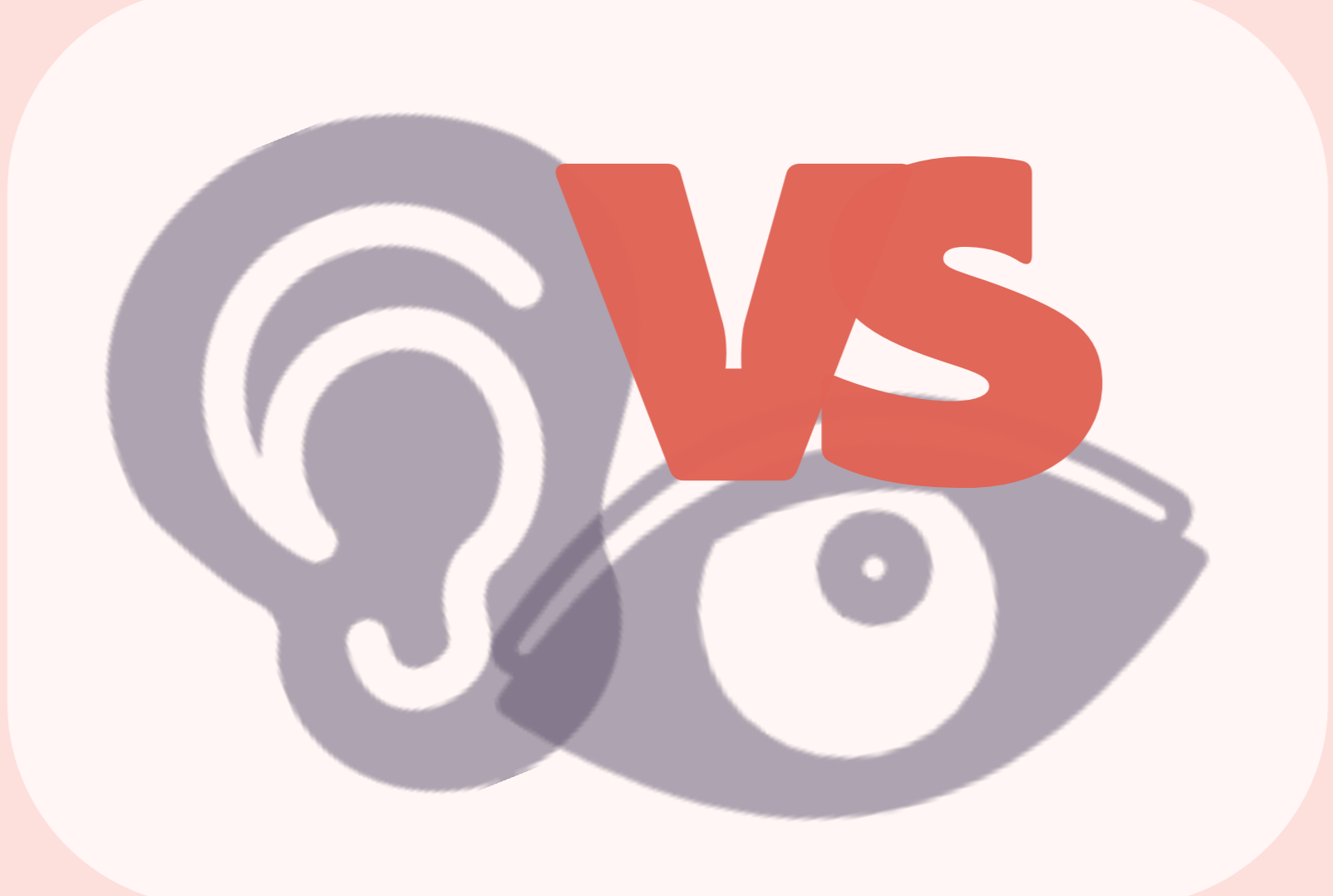


Use audiovisual elements to enhance the horror of horror games – academic project

ABSTRACT

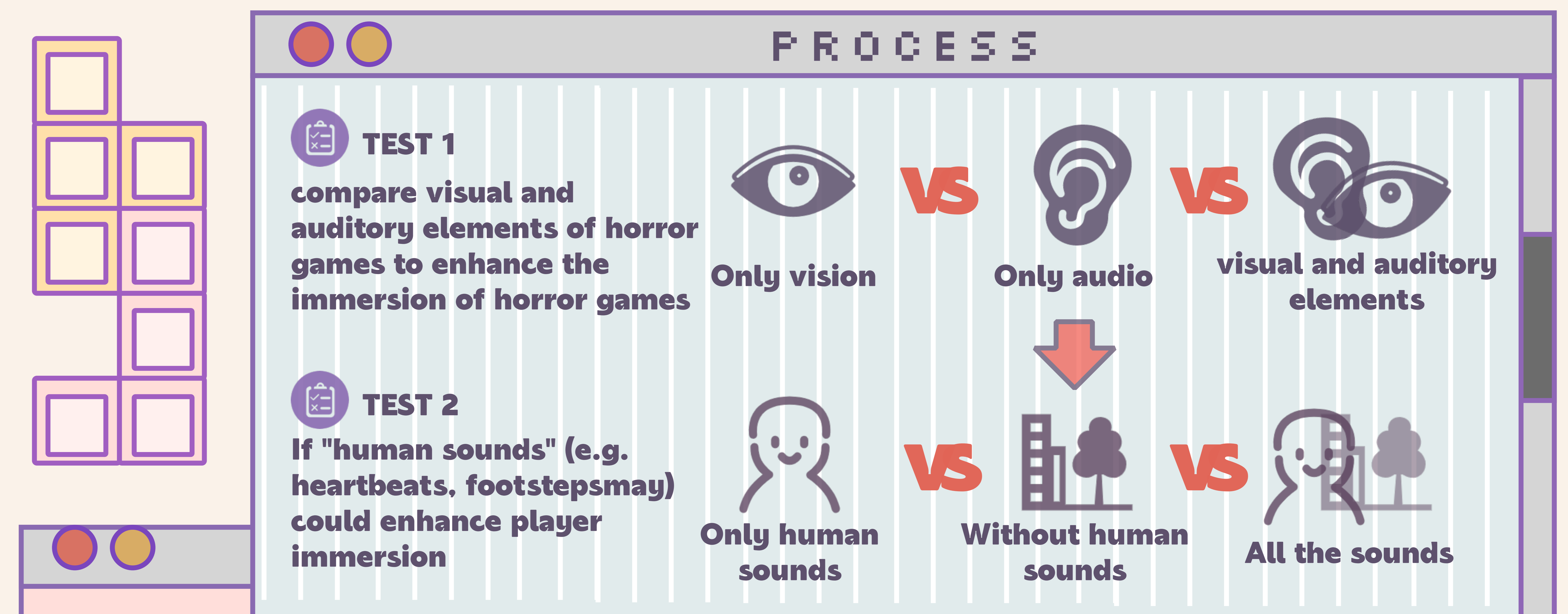
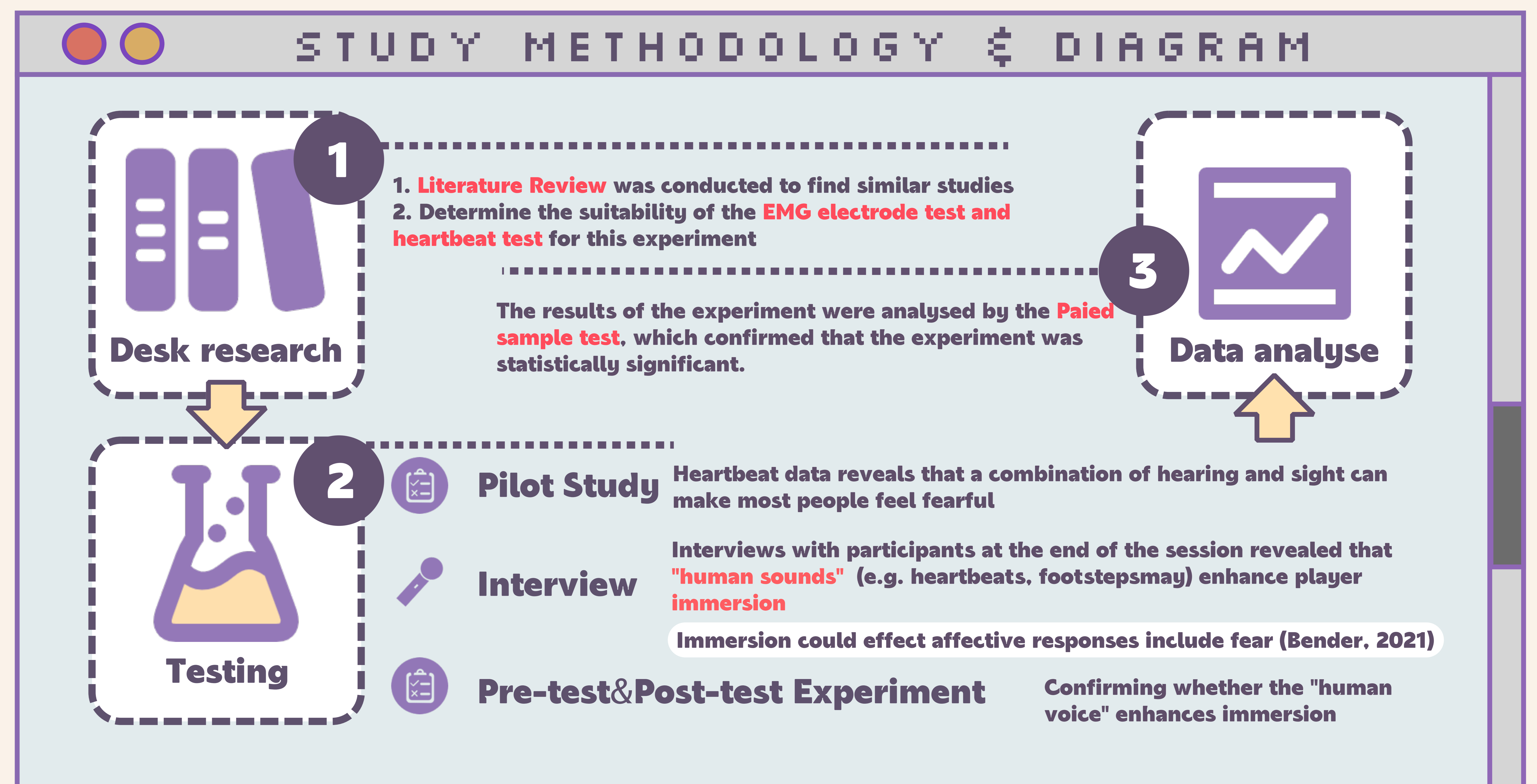
This project uses physiological response data and interview data to investigate the visual and auditory elements of horror games, using a computer as the primary gaming device, to explore the enhancement of horror in young people playing horror games. It was found that the 'human voice' in the auditory element enhanced the immersion of the participants to a certain extent, thus enhancing the sense of horror in the game.



INTRODUCTION & BACKGROUND

Video games are one of the most popular industries in the world. As one of these categories, horror games have become one of the top five game genres in the YouTube game collection and have a huge user base. The simplest fear response in horror games is the startle response. For example, the classic horror game Resident Evil is known for its standard jump scare points. Another big genre of horror games scares players by rendering scary environments and focusing on psychological cues.

So apart from the scare response and the use of scary elements such as ghosts and monsters to scare players, how do you enhance the horror of a horror game from a user experience perspective with the computer as the primary gaming device? Craja's team looked at the impact of visuals and sound on the rendering of a scary atmosphere. The study found that sound plays a greater role in creating an atmosphere of terror and tension. Visual elements can also enhance the horror experience, increasing the user's sense of insecurity and putting them under psychological pressure. This study provides guidance for audiovisual research that enhances the horror experience

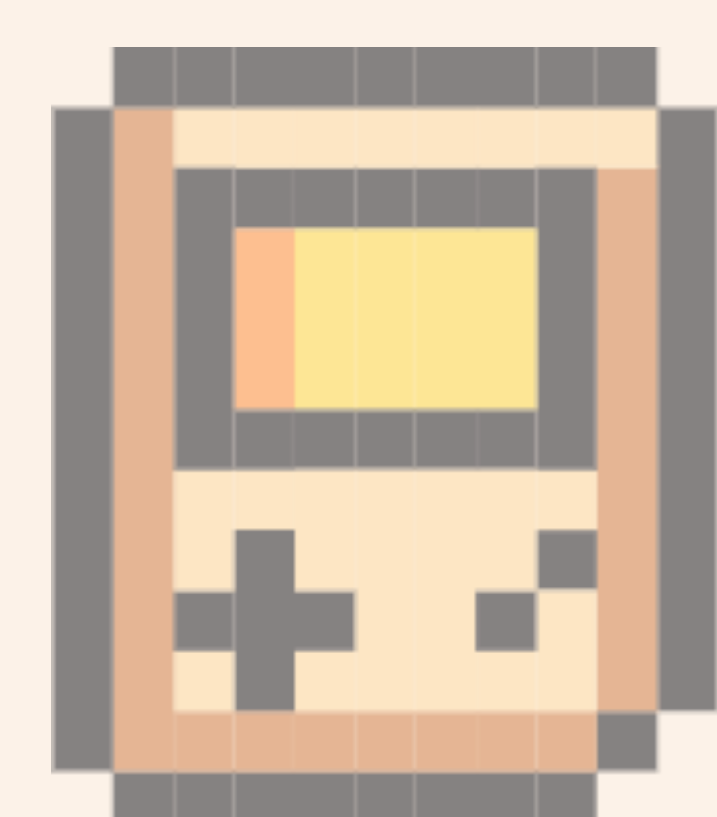


1. Most people think that it is the combination of auditory and visual gameplay that is the scariest

2. Human sounds" (e.g. heartbeats, footsteps) can enhance the immersion of the player to a certain extent, thus enhancing the horror of the game

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RESEARCH RESULTS



The "human voice" is a description of a human-related voice that allows the player to feel themselves in the game. It enhances the player's sense of immersion. In the future, as devices evolve, more and more horror games can be played in VR or better, not just on computer consoles, enhancing immersion and bringing the player "zero distance" from the game.

**CONCLUSIONS
FUTURE WORK**