

The influence of sound effect horror aesthetics on the viewing experience

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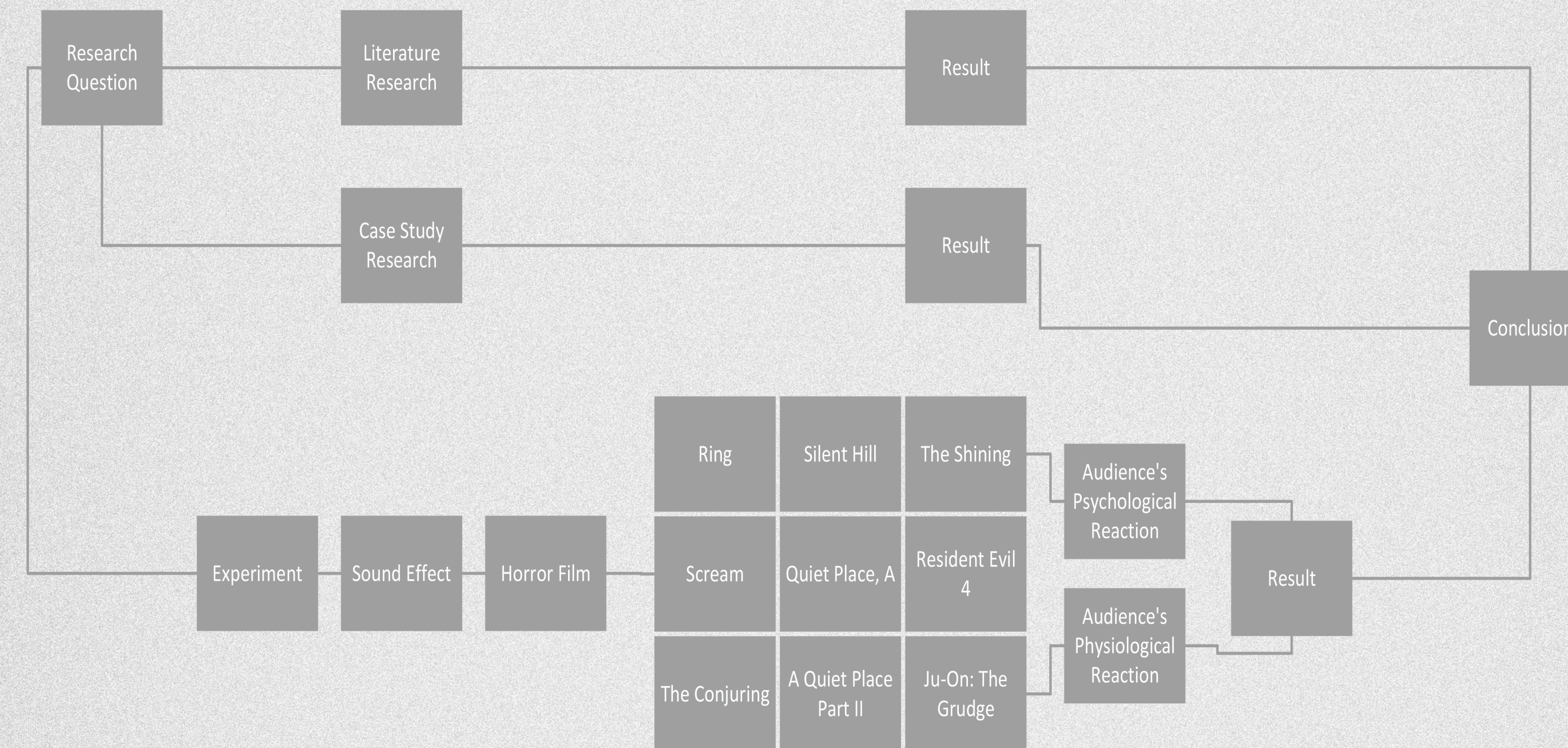
Abstract

We generally define "fear" as an unpleasant negative emotion we desperately want to avoid because it causes pain and fear. However, the aesthetics and psychology behind horror movies explain how "fear" can be a pleasant experience. "Fear" is an essential element of horror movies, which is why we've been craving the adrenaline rush of horror movies. The root of its fear is sight and hearing. From the perspective of horror aesthetics, this article mainly discusses the use of horror sound effects and the audience's response to horror sounds. Based on the sound effects movie works with prominent horror aesthetics, by studying the different reactions of movie-watching users to the fear of the movie content, we will further study the impact of sound-effect horror aesthetics on the movie-watching experience and how to improve the user's movie-watching experience more effectively.

Introduction & Background

Horror movies are one of the genres of movies that directly stimulate human emotions and have recently gained popularity among audiences. However, in the face of the silent rise of horror film, the theoretical and aesthetic researchers in it are rarely discussed, and the enthusiasm for creation and reception is in stark contrast to the indifference of the theory. Based on the previous research results, this paper abandons the traditional research method of genre films, and mainly studies the sound effects of horror films as an aesthetic cultural phenomenon. Regarding horror sound effects, the impact on user experience is to learn to improve the horror state of users caused by accidents by integrating the aesthetic experience into horror movies and to upgrade horror movies to the independent aesthetic character and aesthetic state. Focus on sorting out and summarizing art types Based on the inherent laws and aesthetic characteristics of its art, a systematic, comprehensive, open and practical horror film research system will be constructed to enhance the user's viewing experience. This research requires researchers to deeply understand the psychological needs and physiological responses of users to different sound effects when watching horror movies, judge the user's viewing experience and visual effects, and optimize the user experience.

Diagram



Study Methodology

This research will be conducted through two main methods: literature research, case studies, semi-structured interviews, and practice.

1. Literature research: In the early stage of writing, consult relevant materials, and then organize, summarize, and summarize all the materials. On this basis, you can understand the research results of predecessors, and lay a good theoretical foundation for the writing of future papers.

2. Case Study: Focus on analyzing horror movie related cases. Based on the sorting and research of its horror sound effects, it summarizes how it affects the audience's physiological and psychological reactions. Understand the connection between sound effects and the audience, enhance the sensory experience-oriented users to watch horror movies, strengthen the resonance with the works, and improve the user experience accurately and efficiently.

Testing & Evaluation

The 30 users who participated in the heart rate test were divided into three groups by collecting data and feedback through the preliminary questionnaire survey.

1. There are users who often watch horror movies in daily life, and they think that there is no user group who is not afraid of horror movies.
2. A group of users who actively choose to watch horror movies in daily life, but think they are slightly afraid of horror movies.
3. A group of users who do not actively watch horror movies in their daily life, and who think they have a great fear of horror movies.

The main test target user groups are the first and second categories. Classic horror movies are selected, and the horror sound clip 2 minutes before the horror scene appears as the test sample, a total of ten horror movie samples. Let users not watch the movie screen for the first minute when participating in the test, and only make screen guesses based on the background sound effects. After the second minute, the user starts to watch the sample video and uses the heart rate monitor to sample the continuous heart rate data. By playing the video sample on the user's watch, the user's heart rate change during the test is tested, and the data is sampled and recorded for comparative analysis. The reference variable is the sample (duration, heart rate value, heart rate value floating interval)

Conclusions & Future Work

Horror sound effects serve as clues to enhance the sound and overall artistic expression of the film, either appearing multiple times in the film for emphasis or carefully designed as a novelty. Coupled with its auxiliary function as sound in the film, it can help the creator to better present the intention or theme that they want to express. Horror movies will use sound effects to deepen the audience's imagination of darkness or blind spots and bring strong psychological cues to the audience. In the process of sound effects affecting the audience, it is not just a simple expansion of imagination, but also allows the audience to achieve the effect of "penetrating the hearts of the people" out of instinct and associations with past experiences. Every sudden change in horror music directly affects the emotional ups and downs of the audience. When a person receives a sudden sound stimulus, the adrenaline in the brain will increase rapidly, causing various parts of the body to react abnormally, such as shortness of breath and rapid heartbeat.

It is expected that in the future development of horror movies, the connection between sound effects and audiences can be more comprehensively verified and improved, realizing its value and significance in movies.