

Proposal Alexander Jenkins

by Alex Jenkins

Submission date: 19-Oct-2023 11:51PM (UTC+0100)

Submission ID: 213742681

File name: 33423_Alex_Jenkins_Proposal_Alexander_Jenkins_525049_917067367.docx (49.35K)

Word count: 1463

Character count: 7490

Research Proposal

The Art of Fear: Analysing the Techniques and Impact of Horror in Survival Horror Video Games

Alexander Jenkins [2103347]

Preferred Supervisor: Adam Head or Rich Morgan

1182 Words

Table of Contents

Research Proposal.....	1
Table of Figures.....	3
1. Introduction	4
2. Background to the Proposed Research.....	5
3. Aims & Objectives	6
4. Methodology.....	7
4.1 Research Methodology	7
4.1.1 Philosophy.....	7
4.1.2 Approach.....	7
4.1.3 Strategies	7
4.1.4 Risks & Limitations	7
4.1.6 Validity, Reliability & Generalisability.....	7
4.1.7 Data Evaluation Methods	8
4.2 Development Methodology.....	8
5 Resources and Planning	8
5.1 Hardware Resources	8
5.2 Software Resources	8
5.3 Information Resources.....	8
5.5 Project Plan	8
6. Reference List.....	9

The Art of Fear: Analysing the Techniques and Impact of Horror in Survival Horror Video Games

Tue, 24/10/2023

1

30 Oct 2023

23	24	25	26	27	28	29	30	31	1	2	3	4	5
----	----	----	----	----	----	----	----	----	---	---	---	---	---

[illegible]

1. Introduction

The project focuses on how horror is implemented into survival horror video games, there are an abundant of techniques used to scare and immerse the player whilst playing the game, if there is no immersion or the game fails to do a well job of creating horror in their survival horror game, it fails at what it set out to do. The project is to look at how game developers succeed at creating horror and what is it about certain games that terrify the player. The practical will consist of creating two dioramas both themed on horror, both varying in the horror design to see how they differ to each other.

2. Background to the Proposed Research

The background to this project comes from horror playing a big role in the video game industry today. Some horror game franchises remain some of the most popular to this day, examples being Resident Evil [1], Outlast [2], Alone in the Dark [3] and Five nights at Freddy's [4]. The main focal point to this project will be delving into how horror is implemented into video games, what is it about horror video games that can make people on the edge of their seat, some even too scary for people to play. There are multiple genres of horror games, the sub-genre that is the focus for this project will be survival horror, as that is the most popular and widely known sub-genre. Although, many survival horrors will take elements of other sub-genres, examples being, stealth, puzzle and psychological.

Before starting the project, there needs to be enough information online and resources available to pursue this idea. There are numerous articles and pages on the psychology of horror and videos online going in-depth on horror in video games. Video games aren't the only source to look at either, as there is a link between horror in video games and movies. Both pieces of media share some of the same horror techniques, some examples being jumpscare, creepy ambient sounds and gore. Eva Wierzbicko [5] made an article comparing some of the horror effects made in video games and movies.

This project lies in the field of games design, as the purpose is to find out how developers create horror in their horror survival games that allow for the player to be immersed. Survival horror games are known for being frightening, but not many people stop to think why a particular game is scary, and what is it about certain sections of a game that may be more terrifying than others. Horror in video games relates heavily to game design as just like with all other video games, the game needs to apply game design theory to keep the player engaged and immersed.

3. Aims & Objectives

The aim for this project is to find out what techniques survival horror games use to scare and put the player on edge.

The first objective is to define what a survival horror game is, there's debate online on what needs to be in a game for it to be classed as a survival horror, as some games may be better fit for another sub-genre such as action horror or psychological horror.

The next objective is to evaluate how horror is implemented into video games by using certain techniques that add to the experience.

The final objective is to analyse how survival horror games keep the player immersed, if you lose the player's attention, the immersion of the horror will fade.

4. Methodology

4.1 Research Methodology

The research for the project will consist of qualitative data, as this will use the opinions of various sources including but not limited to sources online from people who have experience and knowledge when it comes to interpreting horror and game designers that have had experience creating horror survival games, there isn't much room for quantitative data to be taken in. The data will be collected via articles, videos, papers, and already done interviews done online, to name a few sources. The data will be analysed by assessing who is saying it, and if there is any new information given, and if it is relevant to the main question.

4.1.1 Philosophy

The philosophy behind this project is phenomenological methodology, as horror is derived from subjective experiences as everyone's experiences are different when it comes to horror in video games, some people are more subjective to it than others. An advantage to this is getting a deep understanding of player experiences that can be collected, to understand what makes them scared while playing a horror game.

4.1.2 Approach

The approach taken with this project will be inductive methodology, this is due to the nature of the project not being backed by any facts or hard evidence, theories and people's opinions will be gathered and used as data.

4.1.3 Strategies

The strategy used to be ethnographic research, as this is related to qualitative research, as well as data being gathered by interpreting horror material via playing survival horror video games and possibly watching horror materials such as horror films.

4.1.4 Risks & Limitations

The main factor that could go wrong is the inability to find a specific piece of information that I'm looking for, a work around to this could be to broaden my search, allowing access to a wider range of sources, as well as finding different means of finding data, such as looking at journal papers and books.

4.1.6 Validity, Reliability & Generalisability

4.1.6.1 Validity

This is an efficient way of investigating the problem as there are a plethora of ways of gathering data giving me access to finding the required data.

4.1.6.2 Reliability

Another researcher investigating the same problem would be likely to yield similar results due to the same sources being out there to use.

4.1.6.3 Generalisability

Understanding what techniques are used to scare the player may help other developers with making horror games, as well as going into the psychology of why the player gets scared.

4.1.7 Data Evaluation Methods

4.1.7.1 Data Collection

The data collected will consist of sources found online via articles, journal papers, videos online, playing survival horror video games, watching horror movies, and reading relevant books. If there isn't enough data, the search will be broadened, and more sources will be looked at.

4.1.7.2 Data Evaluation

Data will be evaluated on how relevant it is to the question, to make sure irrelevant information isn't thrown in, as well as time isn't spent searching for information that isn't relevant, reducing getting sidetracked.

4.2 Development Methodology

Each of the objectives will be answered, to answer the question of the aim, to do this, the methodology strategies mentioned above will be used to gather data effectively.

5 Resources and Planning

5.1 Hardware Resources

The only hardware resource used during this project should be a networked computer, as well as a mobile phone possibly.

5.2 Software Resources

One software commonly used will be Microsoft Word [6], this is the software I'll be using to write the dissertation, on the latest version. Another major piece of software that will be used is Blender [7], which will be used to create the dioramas. Another software is Microsoft Excel [8] to create any spreadsheets/charts.

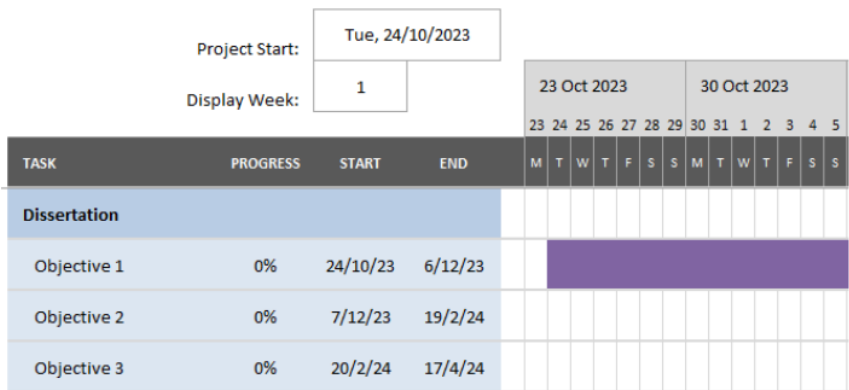
5.3 Information Resources

Books may also be used to gather data, specifically books going into detail of games design and horror.

5.5 Project Plan

Below is a basic Gantt chart that was created using Microsoft Excel [8], showing the projected dates that the objectives will be aimed to be completed by.

The Art of Fear: Analysing the Techniques and Impact of Horror in Survival Horror Video Games



6. Reference List

- [1] Resident Evil. [Software], Japan: Capcom, 1996.
- [2] Outlast. [Software], Canada: Red Barrels, 2013.
- [3] Alone in the Dark. [Software], France: Infogrames, 1992.
- [4] Five Nights at Freddy's. [Software], Texas: Scott Cawthon, 2014.
- [5] E. Wierzbicki, "Virtually Horrified: A Comparison of the Effects of Horror in Games Versus Film", *Game Developer*, Nov. 30, 2016. [Online] Available: <https://www.gamedeveloper.com/design/virtually-horrified-a-comparison-of-the-effects-of-horror-in-games-versus-film>. [Accessed Oct. 17, 2023].
- [6] Microsoft Word, Version 2309, [Software]. Washington: Microsoft, 1983.
- [7] Blender, Version 3.6.5, [software]. Netherlands: Blender Foundation, 1998.
- [8] Microsoft Excel, Version 2309, [Software]. Washington: Microsoft, 1985.

Proposal Alexander Jenkins

GRADEMARK REPORT

FINAL GRADE

GENERAL COMMENTS

57 / 100

Intro / A&O (500 words)		
Project title; Identification of a specific problem to be investigated; Well-defined aims and SMART objectives; Explaining why this project is worth doing; Discussion of what the project needs to do in order to be a success; Description any deliverables that will be produced at the end of the project - Intro explains focus of project well, but would liked to have seen a clearer question being asked/problem to be investigated. - Aims and Objectives outline some of the ways. Highlighting definition is a good point to make as the majority of your written work will be based around whatever definition you present (with research and backing) to the reader. When talking about 'certain techniques' in A&O, would be good to give a very brief explanation of the method of gathering said information. - Intro outlines the practical work to be completed alongside and supplementary to the document.	40	25

- Intro mentions fear levels in players with terms such as 'terrify'. How do you plan on capturing/researching the effect of horror games in this way?		
Background to the Project (500 words)		
Description of how the work to be done by in the project relates to the work identified in the literature review; Discussion of any ethical issues raised by the project Identifying what has already been done within the field; Topic familiarity; Brief literature review using appropriate sources – 6-8 journal papers and book chapters rather than just websites; Selection of relevant models & concepts - Background to project and research largely mentions video games as sources with only one mention of an article. Try to get a wider range of references when moving to the final dissertation. Look into things like the psychology of fear etc. - In terms of information gathering and the use of interviews found online that have been completed prior to the project; what measures are taken to	40	20

ensure information found is contemporary? - Could potentially elaborate on books mentioned in research methodology section.		
Document Presentation		
Correct spelling, grammar and punctuation; Flow of narrative/fluency; Coherence; Word processed ; Correct use of referencing with bibliography; Strict word limit - Some issues with grammar and sentence structure. - References used correctly in IEEE format.	20	12
TOTAL	100	57

PAGE 1

PAGE 2

PAGE 3

PAGE 4

PAGE 5
