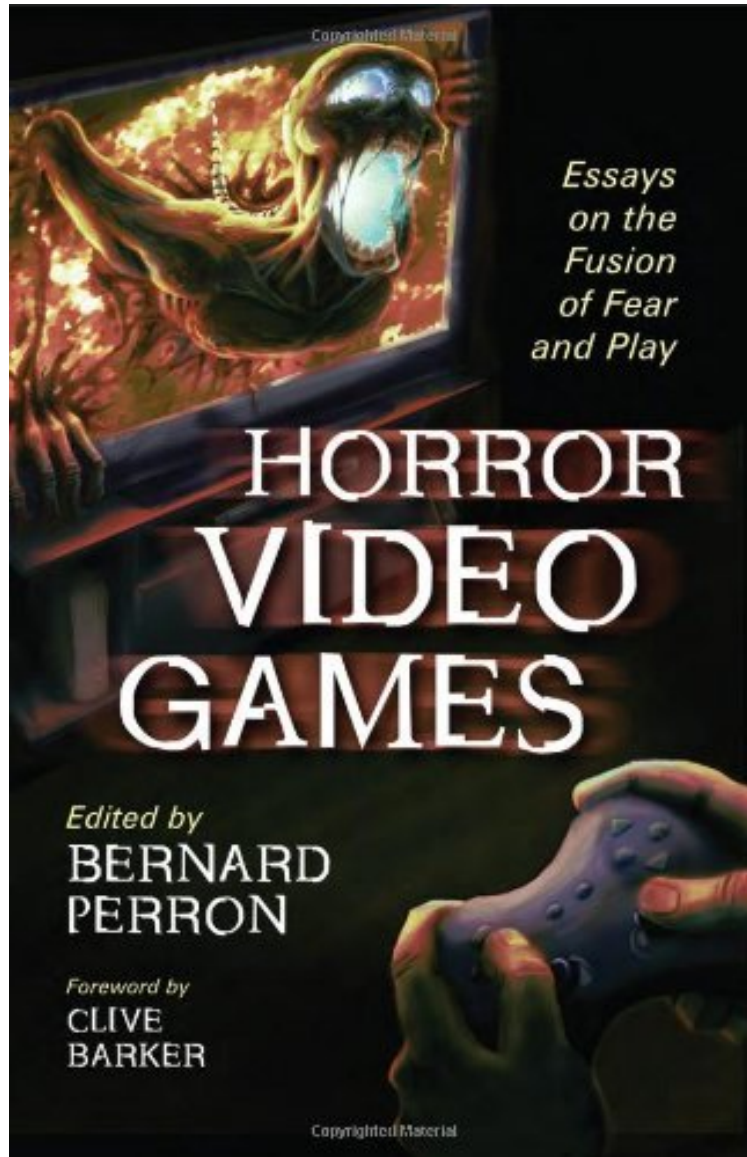


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Horror Video Games: Essays on the Fusion of Fear and Play

Von Bernard Perron, Bernard Perron
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Von Bernard Perron, Bernard Perron : Horror Video Games: Essays on the Fusion of Fear and Play before purchasing it in order to gage whether or not it would be worth my time, and all praised Horror Video Games: Essays on the Fusion of Fear and Play:

KundenrezensionenHilfreichste Kundenrezensionen2 von 2 Kunden fanden die folgende Rezension hilfreich. Unique publication on the topicVon Girard, Pavel"Horror Video Games" is a compilation of academic essays concerning

Horror Video Games with a strong focus on Survival Horror games such as "Silent Hill" or "Fatal Frame". As far as I know, it is the first (print) publication on the topic and it is a gem: Most essays are fun and very good to read (but nonetheless academic!) and have very different approaches both from the field of ludology and narratology. Authors are not only scholars (e.g. Kirkland or Perron), but also Game Developers (Rouse), thus the book offers a very broad and open perspective. I used it for writing my BA thesis and it was my primary source, since it combines essential and new information, written in a language, easily to understand (at least for English students).

Kurzbeschreibung In this in-depth critical and theoretical analysis of the horror genre in video games, 14 essays explore the cultural underpinnings of horror's allure for gamers and the evolution of survival themes. The techniques and story effects of specific games such as Resident Evil, Call of Cthulhu, and Silent Hill are examined individually. **Kurzbeschreibung** In this in-depth critical and theoretical analysis of the horror genre in video games, 14 essays explore the cultural underpinnings of horror's allure for gamers and the evolution of survival themes. The techniques and story effects of specific games such as Resident Evil, Call of Cthulhu, and Silent Hill are examined individually. **ber den Autor und weitere Mitwirkende** Bernard Perron is a professor of film and game studies at the University of Montreal. He has edited, co-edited and written many essays and books on film and video game theories as well as on horror films and horror video games.