

This video discusses the relationship between horror video games and their narrative structures, specifically how these games evoke fear compared to traditional horror cinema. It posits that video games may represent an emerging art form, often referred to as the "11th art," and examines how the straightforward good vs. evil narratives typical in horror video games align well with gameplay that is objective-oriented, creating a compelling experience for players.

The discussion mentions the work of various scholars, citing Richard Rose and others, who explore how horror video games engage players through ludic participation, which enhances identification with characters and intensifies the horror experience. However, the text voices concern over the idea that interactivity inherently heightens the experience of fear, arguing that it may instead detract from immersion and reduce the effective horror experience.

The analysis extends to consider virtual reality (VR), suggesting that VR can dramatically amplify horror due to the immersive nature of the medium, which creates a heightened emotional response and ideological receptivity. The authors co-authored a study that categorized two types of participation—ludic participation, which involves gameplay dynamics, and emotional participation. They hypothesize that the unique characteristics of VR could lead to deeper ideological implications, especially if horror narratives propagate reactionary themes.

This video concludes with a warning about the cultural implications of horror in video games, particularly concerning representations of violence and othering. It highlights the ongoing relevance of these discussions in light of the rise of platforms like Meta's Metaverse, suggesting that the normalization of certain fears and ideologies through interactive narratives can have significant societal consequences.