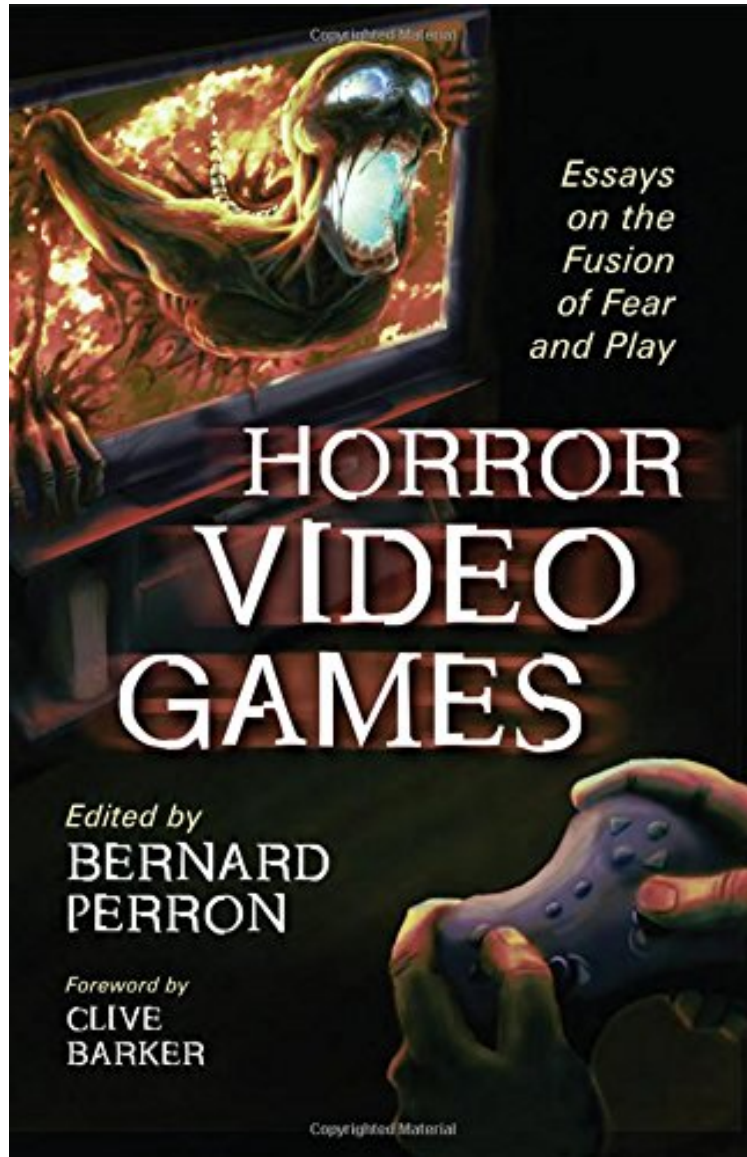


Horror Video Games: Essays on the Fusion of Fear and Play

Bernard Perron

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

0 of 0 people found the following review helpful. Nice collection of essays about horror video games By The Chronicler Nice collection of essays about horror video games. A must read for anybody who wants to enter the horror

video game field. 6 of 17 people found the following review helpful. Very dry and dull
By N. Hobson
I am an avid fan of horror movies and games, and was very much looking forward to this book. I was hoping for some insight into what it is that makes them so fascinating to me, and examples from games to expand on these insights. Although this does exist (at times) in the book at a certain level, it is so high and dry, so boring and dull that it could not hold my interest. Many terms and studies were referred to that I am not familiar with, and therefore unable to relate to. I stopped reading full pages and just scanned them about one quarter of the way through the book, and then just gave up all together soon after. If anyone else has read this book and found that the later chapters or articles were more interesting, please let me know. This seems more like a book written for other researchers than a book written for fans (and in this case, may be a good reference for students). For me, there are far more interesting articles to be read in magazines and online; I was just hoping this would be a book that collected some of them together. Disappointing - especially considering the \$30 price tag for a paperback book.
3 of 4 people found the following review helpful. A fantastic formal study on the medium
By Joseph Borrelli
If you're looking for an academic study of the creation and techniques of horror video games, this is a great resource. It proved invaluable to a discussion panel I did at World Horror Con. This is NOT a book if you want a casual discussion on the subject. Buyer beware. Ignore the one-star reviews.

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.

About the Author
Bernard Perron is an associate professor of cinema at the University of Montreal. He has co-edited two video game theory books, and written a book-length analysis of the video game series Silent Hill, as well as articles and papers on various aspects of horror video games and interactive cinema.