Investigating the Perception of Scariness in Monsters

Abstract:

The perception of scariness in monsters has been a topic of interest for researchers and artists alike. This study aims to explore the factors that contribute to the perception of scariness in monsters, as well as to understand the psychological, sociocultural, and HCI aspects that may influence these perceptions. Through a mixed-methods approach, including questionnaires, game development, and player feedback, this research will provide insight into the elements that make monsters scary and the potential implications for entertainment, media, and mental health.

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C. Player feedback prompts

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Dedication and Acknowledgements

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This section summarizes the study, revisiting its main objectives, findings, and contributions. It emphasizes the potential impact of the research on horror game development and HCI research within the domain of VR gaming. Additionally, it acknowledges the limitations of the study and encourages future work to expand and deepen the understanding of fear-inducing elements in VR horror games.