<https://d1wqtxts1xzle7.cloudfront.net/14750516/emotion2010-proceedings2008-with-cover-page-v2.pdf?Expires=1633340771&Signature=KpIufNBXjlyF6HQQx6dOXzSIRATxOWn0ArLF2BBvo1loyxFDn8VVFik1kMIbJP7uN5j~1-n1-q7xYmvqcpb5bY5~FRzOe~ilo9MYCqx3BM0b3LpQzcXBGYmYDVEqsiwvEs3y1AiwbMycGZb7dFUcjTx9cRbrNW0GQdDMUTc87eCZeoYwjRC1l2DdsnBYLWu8uHGsnplV3HduNsf8uCu6nw3KJQTRsgWDf~Z8x75Y6O3X44l6LQ7jAScvkFLi1qRhT4EzE~n10qZI-8cE5hVx31arZT4WEtDYk39igJL1Y-NTHcF3VpTUapabrSEqScDo5YK~Fd-G5ZK0DXRtxpmrPw__&Key-Pair-Id=APKAJLOHF5GGSLRBV4ZA#page=28> - Emotion in Video Games: Quantitative Studies?

<http://gamelearninglab.nctu.edu.tw/ctsun/10.1.1.221.4931.pdf> --- Game Reward Systems: Gaming Experiences and Social Meanings

<https://vbn.aau.dk/ws/files/316474313/Tom_Garner_13.pdf> -- Game Sound from Behind the Sofa: An Exploration into the Fear Potential of Sound & Psychophysiological Approaches to Audio-centric, Adaptive Gameplay

<https://bora.uib.no/bora-xmlui/bitstream/handle/1956/7855/Left%20in%20the%20dark_Kristine%20J%C3%B8rgensen.pdf?sequence=3> --- Left in the dark: playing computer games with the sound turned off