**Group Project**

Confusion and panic potential related readings:

<http://www.gamasutra.com/view/feature/1992/constructing_artificial_emotions_.php?print=1> **– constructing artificial emotions**

This article will provide information about how to construct emotions during gameplay whilst giving examples of how this works. Seeing as we wish to try creating panic and confusion by the player some of this article could be useful in using for our own game as we learn how human emotion works and how we can cause this.

<https://ww2.kqed.org/mindshift/2013/02/18/why-confusion-can-be-a-good-thing/> - **Why confusion can be a good thing**

After searching for articles based towards confusion in gaming most articles portray confusion not as being a part of the game design intention, but much rather something the player does not understand. Therefore, this article will help us with understanding what confusion is and why we need it as if we’re ever asked why we want to confuse players we have our answers (example being Dave asking ‘why we would want to confuse the player?’).

<http://www.gamasutra.com/blogs/DarrenMcKettrick/20130909/199865/An_Investigation_into_the_Effects_of_Horror_Games.php> - **Effects of horror games**

[**http://www.gamasutra.com/view/feature/6480/scary\_game\_findings\_a\_study\_of\_.php?print=1**](http://www.gamasutra.com/view/feature/6480/scary_game_findings_a_study_of_.php?print=1) **– Scary game findings**

Both articles above are related by conducting studies into what makes horror games scary. This can help us with looking into how to cause panic into the player (if we do decide to go towards creating a ‘horror game’) as they both go about monitoring players as they play through a bunch of scary games. Since panic is usually linked to horror it would seem like creating a horror game is the way to go, however we could also just use elements of horror for our game if we decide against creating a horror game. One example being in the first link they used ‘Spec Ops: The Line’ which wasn’t a horror game but contained ‘horrifying’ material of burnt corpses which one play tester picked up on to cause some panic.

<https://www.researchgate.net/post/Is_it_possible_to_implant_panic_in_a_serious_game> - **Implant panic in a serious game question**

Not an article, but a question some raised with interesting answers. This is useful if we decide to avoid making a horror game and stick with simulating panic in gaming. Some answers the users provide are very interesting as well and can help with understanding panic in gaming.

**Note: While searching for panic in gaming there are a lot of articles pointing towards ‘Moral Panic’ which is not what we’re trying to create with our game. Moral Panic is when people fear a certain game will cause problems in society (blame games for violence for example) however we are looking to just simulate panic in our gameplay.**