Out of Sight Critical Commentary Plan

Questions:

1. **WHAT you made**
2. a.     a short sentence explaining what you were aiming to achieve in the process of making your project?
3. b.     What experience were you trying to construct for a user?
4. **2.     HOW it fits into a critical context**
5. a.     where does it fit into the context of your chosen theme/ field/ domain?
6. b.     Who or what similar works inspired you?
7. c.     What frameworks helped you develop an understanding for your project?
8. d.     What theoretical papers/ chapters did you read that directly inspired/ informed you?
9. **3.     HOW I made it**
10. a.     what was your creative process; what creative strategies did you employ to develop your project?
11. b.     How did you implement the inspiration from others?
12. c.     **Critically**, how did the theoretical frameworks guide your project? How did you synthesise these into your own making?
13. **4.     WHY are the results of your project important/ valuable to you?**
14. a.     Was the outcome surprising? Expected?
15. b.     What challenges did you face when developing your project?
16. c.     What creative solutions did you innovate to overcome these?
17. d.     What new ideas did the combination of making with theoretical application (mixed with a large glug of inspiration) create for you? … for the field?
18. **5.     WHAT IF I was to do it again or develop it further**

**HorrorVR**

* Paranormal Activity: The Lost Soul - PSVR, PC VR
* Resident Evil 7 Biohazard - PSVR
* Five Nights at Freddy's VR: Help Wanted - Quest, PSVR, PC VR
* Phasmophobia - PCVR
* Alien Isolation - MothrVR MOD - PC VR
* Half-Life: ALYX - STEAM PC VR

**Horror non-VR**

Silent Hill 2, Outlast, The Shining, Resident Evil 7, Under the Skin, Eraserhead, Midsommar

**VR only**

* No Mans Sky, has a variety of options to help make VR more inclusive, withoptions to turn the rendering ofthe player character on and off. The game also allows the player to transition from a seated flying experience to an on foot exploration experience.

**Non VR, Non Horror**

* Outer Wilds, the game soundtrack is seperated into multiple pieces being played accross the solar system, envokes an emotional responsewhen it combines towards the end of the game

**Foundation Work (Any work done leading to this point)**

* Void, Unlikely Things, Teki, Plasma Invaders, Azure Toolkit

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