Cyprus University Of Technology
Department of Multimedia and Graphic Arts

EMMA

Researching the human reactiong to fear,agony,empathy and how to provoke them
usign the VR tecnology as a mediem

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This Theses is submited to complete the oblications of the degree
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EMMA

Case study about Human reaction to fear and emotions
and how to provoke them using VR

Constantinos Neokleous 2021

Abstract: This work aims to investigate immersion of the horror/atmospheric games that utilizes VR setting. A literature review will be undertaken to investigate immersion techniques in both horror movies and atmospheric video games. Following from there, a narrative will be build and a number of scenes will be composed to put in practice the various methodologies identified in the literature. All assets used in the scenes will be original content created for the purpose of this research. A user testing will be conducted, and the collected data will be used to refine the scenes.

Keywords: fear, agony, confusion, VR.

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1. Introduction

The VR technology is the medium that has the ability to immerse you like no other, there are some VR games of the Horror genre, that has manage to give the filling of fear but most of them are relying on jump scares to accomplish the horror element, the environment, the atmosphere and the sound effects are sometimes overlooked by the developers and as a consequence the experience suffers.

Therefore the main goal of this research is to produce a VR experience that will be able to immerse the user in a word where sadness, desperation and empathy will be the main filling of the user, to accomplished that there was a need to start with gathering the required data, to do that I had study video games and movies literature based on horror and fear, and how they have accomplish there task, after the required data where analysed I have implement that on the VR experience that was build using Unity engine.

2. Main aims of the project

1) Research on games and film literature that have succeded to provoke empathy, confusion, agony etc.
2) Use this knowledge to make a VR experience-game that will have specific interactions and envirometns designed to envoke targeted emotion like empathy, sadness etc.
3. Conduct a user study
4. Refine the scenes based on the user study results