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Review of: The World of Scary Video Games: A Study in Videoludic Horror, Approaches To Digital Game Studies

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The world of scary video games : a study in videoludic horror , Approaches to digital game studies, 6

Perron, Bernard. Bloomsbury Academic, 2018

471p bibl index, 9781501316203 \$130.00, 9781501316197 \$39.95, 9781501316210

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Perron (Univ. of Montreal)—who previously edited *Horror Video Games: Essays on the Fusion of Fear and Play* (2009)—has with his latest title created a thorough academic resource on horror in video games. The book is split into three sections. The first looks at genre, the evolution of specific terminology, and what makes a game “scary.” The middle section is devoted to the history of horror video games, but readers looking for an encyclopedic account will be disappointed. Instead Perron combines the historical with the theoretical to illustrate the development of horror video games. The final section features an analysis of different methods for creating fear in video games (visual, audial, environmental, etc.), which may be of particular interest to those involved with game design, and a brief gender study of playable characters. Extensive use of French- and English-language academic and journalistic sources provides comparisons with film and historical and international context for video games. Those unfamiliar with academic texts on video games and horror films may find this book tough going in parts, but, despite that, it will undoubtedly find a place on many readers’ shelves.

Summing Up: Recommended. Advanced undergraduates through faculty and professionals.

Reviewer: M. Murray, University of Nevada, Las Vegas Libraries

Recommendation: Recommended

Readership Level: Upper-division Undergraduates, Graduate Students, Researchers/Faculty, Professionals/Practitioners

Interdisciplinary Subjects:

Subject: Science & Technology - Information & Computer Science

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