Horror Video Games: Essays on the Fusion of Fear and Play

By Bernard Perron

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In this in-depth critical and theoretical analysis of the horror genre in video games, 14 essays explore the cultural underpinnings of horror's allure for gamers and the evolution of "survival" themes. The techniques and story effects of specific games such as Resident Evil, Call of Cthulhu, and Silent Hill are examined individually.

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Editorial Review

About the Author
Bernard Perron is an associate professor of cinema at the University of Montreal. He has co-edited two video game theory books, and written a book-length analysis of the video game series Silent Hill, as well as articles and papers on various aspects of horror video games and interactive cinema.

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