

## Limited control of character movement in horror video games: How it amplifies fear felt by players

Matthew Ganther

mattrganther@gmail.com

Horror video games have always had a strange but alluring appeal to gamers that has brought the genre into the mainstream and, as many argue, risen it to its 'golden age' (Philippe Morin, 2023). This research in games will examine how specifically limiting the player's movement and control of the character, intensifies feelings of fear in a horror setting. I will be using the information gathered from my previous practice video game, 'Little Bit Of Gore' (LBOG). Informed by the results, I will prototype a practice-led experimental video game called *Late Night Delivery*. This paper will explore how small decisions in game development can impact the player experience through mechanical choices. The work created will contribute to the game development field as an example of how this concept can be used, as there is little research on this topic.