

Publication

"It's Like I Would Die as Well": Gratifications of Fearful Game Experience

ConferencePaper (Artikel, die in Tagungsbänden erschienen sind)

ID 3649312

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Year 2016

Title "It's Like I Would Die as Well": Gratifications of Fearful Game Experience

Book title (Conference Proceedings) CHI PLAY Companion '16: Proceedings of the 2016 Annual Symposium on Computer-Human Interaction in Play Companion Extended Abstracts

Place of Conference Austin, Texas (USA)

Publisher ACM

Place of Publication New York, NY, USA

ISSN/ISBN 978-1-4503-4458-6

Emotional game experiences have garnered increasing attention over the past few years, both from players and researchers. Previous research has not yet explored whether and what gratifications players derive from frightening game experiences. Interviews with eight players revealed several gratifications, including experiencing non-mundane negative emotions, overcoming emotional challenges and identification with the avatar. Although identification was regarded positively and amplified the emotional intensity of the frightening game experience, sometimes this close connection with the avatar almost became too intense. Based on these findings, we discuss opportunities for future research.

edoc-URL <http://edoc.unibas.ch/44705/>

Full Text on edoc No;

Digital Object Identifier DOI 10.1145/2968120.2987716

ISI-Number WOS:000390297900023