**Proposal: why people enjoy psychological horror games**

Psychological horror in indie games:

My topic for this documentary is psychological horror in indie games using Five Nights at Freddy’s as a base example with other games mentioned as alternative examples. The documentary will have elements of both observational and participatory.

This documentary will have elements of an observational doc because I will be using clips of youtubers and streamers playing the games and their reactions in order to show and explain how and why these games scare the audience while also bringing enjoyment and thrill. I will be explaining this by researching the effects of horrors and how it causes chemicals reactions such as adrenaline and dopamine.

The documentary will also be participatory due to the fact that I am a fan and enjoy the games I will be talking about and mentioning in my documentary. I will be able to give more insight as to why people enjoy horror as much as they do and how some games are better than others using my own opinions. While this may have some downsides on how it affects my documentary it will other all be an asset in finding and researching different aspects of these games and talking about them.

I will be using videos from popular youtubers such as MattPatt (from game theory, film theory, gtlive, and food theory) and footofaferret to get ideas of how to structure and film my documentary along with getting research for my base game of five nights at Freddy’s.

These videos commonly use animated or photoshopped images of the youtuber while they are talking and explaining the subject of the video, often with clips of images of the subject as well. An example of this is when MattPatt is talking about William Afton and how he never seems to die despite being trapped in a springlock animatronic suit and being burned up to 4 times and still returning toe continue his killing spree.

My target audience would be people of the age 13 and above. This is due to the people who play and watch these games often enjoy the horror and gory aspects of these games. In order to capture the attention of this audience I will be using similar aspects in my documentary such as jump scares and subliminal messages with some minor gore included.

Youtubers such as MattPatt will appeal to different audience by looking at what is popular and seeing if he can make a theory of find hidden lore in games such as fnaf serial killer), cooking companions (cannibalism and famines) and poppy playtime (human experimentation).