Victor: My film, opening for Glitch, follows traditional horror conventions, such as an isolated character, an eerie sound and setting, and increased suspense. However, the twist is that the fear doesn't come from a ghost or a killer but from my Xbox console. Daniel - my character- suggests that something beyond the screen is watching, turning a simple gaming session into something much more...terrifying.

\\\(Cut to opening footage, then transition to the first warning message appears.)///

Victor: My film also challenges horror stereotypes. Most horror movies have a girl who survives against the odds. Others have the girl who is killed in the opening scene. (Remember Scream or Stranger Things Srie last season) I read about this in some high school newspapers and blogs. For example, in "Horror Films Enforce Stereotypical Representations of Women" by Andie Korenge (2023), the author states that "one common phenomenon in the horror genre is reducing a woman's voice to the sound of a scream. Furthermore, these women are made out to be fragile, docile, and timid, displaying fear as their sole emotion."

// (Cut to the newspaper//

Victor: Glitch flips this by having a male lead, showing that fear and vulnerability in horror aren't limited by gender. At the same time, it reflects teen digital dependency, turning the obsession with gaming and social media into something dangerous."

//Cut to the graphics from Pew Research: "Teen Gaming Statistics – Pew Research (2024)." //

Victor: "Teenagers spend a lot of time gaming. According to Pew Research, 40% of U.S. teens play video games daily; for teen boys, that number jumps to 61%. In Glitch, I wanted to take that reality and ask: What if staying connected wasn't safe? What if your game was watching you?"