

- What is your opinion of this genre?

I have to say, as of late this is becoming one of my favorite genres of games. I like horror as a genre because I feel like good horror can get to the roots of cultural anxieties and is allowed to critique them more than any other genre can. I like horror games as they not only do this, but they also put you into the shoes of the one in danger and are able to immerse the player more because they are frightened. When done well, I think this genre of games is so cool and I respect the effort put into them because of how much more difficult it is to make these games.

- What do you feel defines a "good game" in this specific genre?

A good survival horror game is one that rides the line between making player death easy enough so that there is a real threat and tension in every gameplay encounter, but not too easy in that players understand how the horror works (understanding horror kills the effectiveness of how scary it is), has mechanics that give players enough control so that they feel like they have to manage a lot of systems, which leaves room for them to get caught off guard, but not too much control in that they feel like they are able to outplay the monster or horror, and has a deeper point to its horror (if a zombie is just a zombie and not representative of anything else, I'm not sure if it is effective horror as its not very relatable to us in any way. We aren't afraid of something like werewolves or supernatural killers because they don't exist and we don't have to deal with them, but some of us are afraid of our bodies working against us or of the security of our homes being put into question. That is what separates good horror from bad horror in my book)

- What do you think are the best examples of this genre? Why?

Some great survival horror games that I can think of are Alien: Isolation, and Signalis. Alien: Isolation is a great survival horror game in that it makes death easy enough for it to be a constant worry but not too easy in that the player understands the monster, is given a lot of control with inventory management, navigation, crafting, and more, but not too much control so that they could outplay the alien, and the alien franchise has a deeper meaning when it comes to worker rights, corporate corruption, gender politics, and bodily autonomy that makes its horror effective. Signalis is great in that it balances death, and gives players control in terms of resources management, inventory management, navigation, and more, while not giving the player too much control, and the game has a deeper meaning when it comes to what defines a human or someone's identity, governmental and societal pressures preventing someone from living a happier life, gender politics, and so much more (this game is honestly a masterpiece and has a lot going for it)

- What are the worst examples? Why?

Some of the worst examples I can think of for this franchise would probably be games like Resident Evil 6, Granny, and Poppy Playtime. For Resident Evil 6, it is mostly because the player is able to style on the zombies that it makes encounters just not very scary, and for Granny and Poppy Playtime, it's just that the horror doesn't mean much outside of "wouldn't it be scary if you were in this scenario". Sure these games might have a couple of moments that are scary, but these sorts of games don't really stick with me because the horror doesn't mean much at all. It doesn't keep me up at night because I can't relate it to anything that I've experienced in my life.