HORROR IN "SEPTEMBER 1999"
IDENTIFYING AND INTERPRETING THE CHARACTERISTICS OF THE HORROR GENRE BY PLAYING SEPTEMBER 1999

KATE CHRISTENSEN
KØBENHAVN SYD HF & VUC

HORROR IN “SEPTEMBER 1999”

In this exercise the students will play the short horror game “September 1999” and use their knowledge of the horror genre to identify and interpret the characteristics of the horror genre in a video game. The purpose of this is to practice identifying the characteristics and be able to discuss the effect of these in both games and films.

Subject and level
Media Studies C-level

Connection to curriculum
A part of the theme “Evil”, which includes horror as fiction and true crime as non-fiction.

Didactic and pedagogic considerations
The exercise is done through immersive and deductive learning, where the students can use knowledge that they have already acquired in connection to other media than film. The aim of this is to both show how these characteristics resonate through different types of media and hopefully add to their knowledge of the genre.

Time estimate
Two lessons (approx. 100 minutes).

Group size
Groups of 2-3, but playing the game individually.

Overall introduction to exercise
The students are presented with selected theories about narrative structures in video games, but also asked to download the game, while introducing these. They are told to focus on finding the characteristics, while they play, and afterwards discuss the effect.

HORROR IN “SEPTEMBER 1999”

Exercise as presented to the students

First part of the exercise

Play “September 1999”, while paying attention to the dramaturgy and cinematic techniques.

After playing

You must now relate the video game to what you already know about the horror genre.

Talk about the dramaturgy and determine how the conflict evolves.

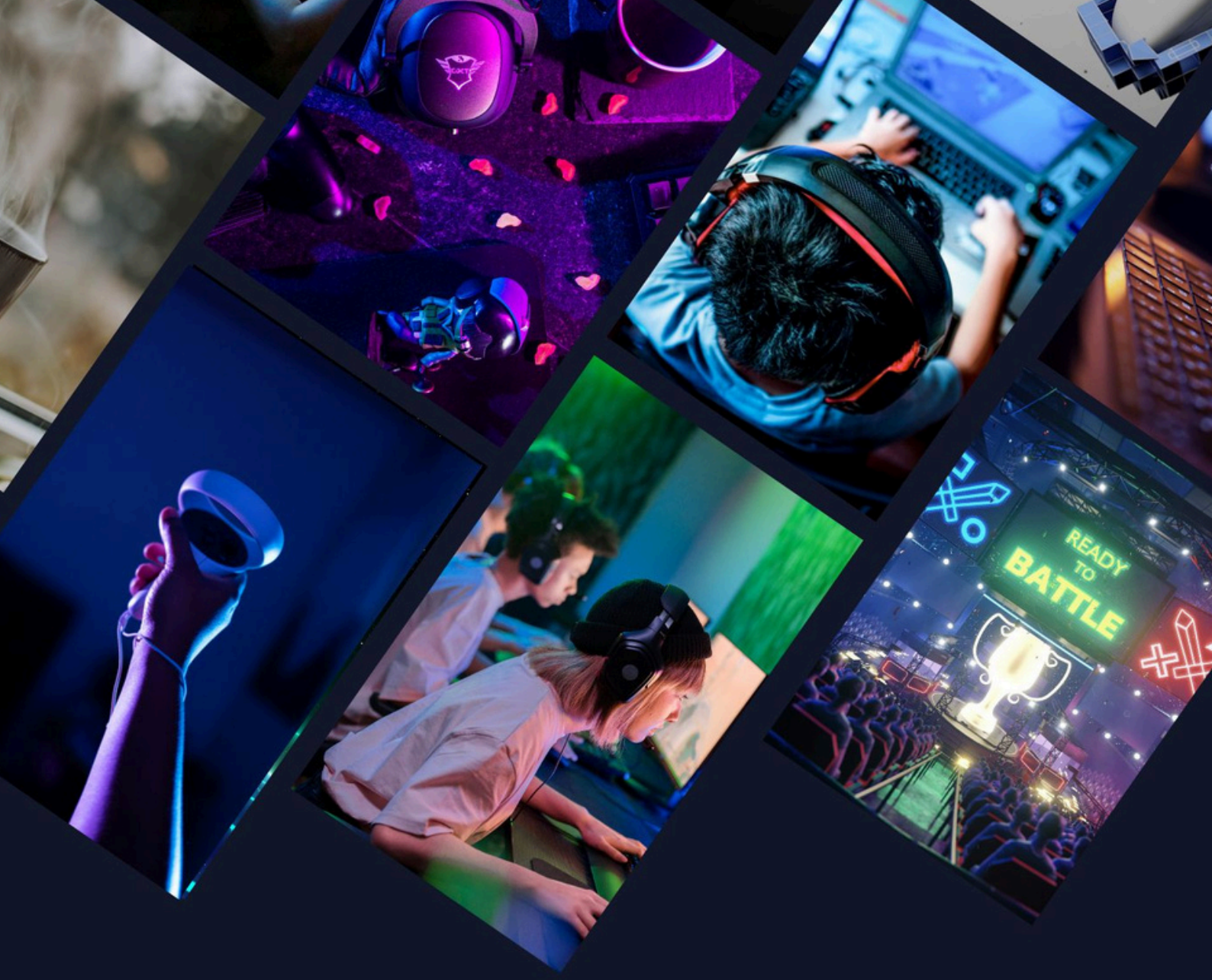
- How does the game use narrative devices that propel the story forward?
- Try to divide the story into one of the narrative structures.
- How does the narrative of the game fit the narrative characteristics of the horror genre?

Talk about the characteristics of the horror genre.

- Which characteristics can you find in the game?
- How do these add to the horror in the game?

Relate it to your work with the horror genre.

- Compare the use of horror characteristics in video games and films, what do they have in common?
- What advantages does a video game have over horror films?



E-SPORT AS ACCELERATOR FOR SOCIAL INCLUSIVE EDUCATION

WWW.EASIE.GG

Co-funded by
the European Union

FUNDED BY THE EUROPEAN UNION. VIEWS AND OPINIONS EXPRESSED ARE HOWEVER THOSE OF THE AUTHOR(S) ONLY AND DO NOT NECESSARILY REFLECT THOSE OF THE EUROPEAN UNION OR THE EUROPEAN EDUCATION AND CULTURE EXECUTIVE AGENCY (EACEA). NEITHER THE EUROPEAN UNION NOR EACEA CAN BE HELD RESPONSIBLE FOR THEM.