

# Framework to consider in developing your proposal

## 1. Research Question and Project Rationale

what do you plan to research? how will you research it?  
& why it is important to research this subject?

**I will be researching:**

- **Combat scenes**
- **Visual effects within video games**
- **Visual effects within the fantasy genre**
- **Visual effects within the survival horror genre**
- **Weapon design**
- **Gore design**
- **Creature design**
- **Chase sequences**
- **Health deterioration within games**

**I will be researching these using google scholar.**

**These are vital to research for my thesis proposal as I will be examining the implementation of visual effects within combat scenes in video games and how this enhances user experience.**

## 2. At least 5 keywords

**Weapon design**

**Spell casting**

**Modelling**

**Survival horror**

**Combat**

## 3. Situate your proposal in relation to key texts, issues and debates.

Name and explain authors relevance to your project proposal

**The authors I will be researching include previously written theses, technical analyses and ethical papers of video games and violence within visual media**

**These enable a variety of viewpoints such as creative and visual, technical and ethical perspectives to be included in arguments.**

#### **4. Research Methodology and Analysis**

Include names of case studies, images, material examples like artworks, games or films.

Games I will be researching are:

- Resident Evil series
- Fallout 4
- World of Warcraft
- The legend of Zelda

These offer a variety of genres and different combat styles to analyse.

Films will be in relation to these games, comparing how combat is presented with real life scenes and actors and how this is portrayed and inspired in the gaming industry.

## 5. Bibliography (not included in word count)

So far, I have these sources that I will definitely be implementing into my thesis and proposal.

“Creating illumination, either by post-processing effects such as bloom or adding a glow to your texture, can add to the magical feel of your effect. This can make your effects feel more alive and give the illusion that they are light or power sources”

“Attacks and spells that don’t affect the player or game in a dramatic or significant way should visually indicate they are less important than the mechanics that have a significant effect on the gameplay.”

“Level of importance can be controlled and adjusted by modifying the size, shape, saturation and opacity of the effect.”

*Mattila, M. 2018. “Visual Effects for a 3D Action Game”.*

[https://www.theseus.fi/bitstream/handle/10024/151308/Mattila\\_Meri.pdf?s](https://www.theseus.fi/bitstream/handle/10024/151308/Mattila_Meri.pdf?s)

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“In Resident Evil (2015), when the player’s health is low or critical, the “Danger” condition state activates. Although the player is not in any immediate danger, this low-health state is visually exacerbated.”

“The main factor that creates an engaging chase sequence is the assertion that the player must feel that they cannot directly defeat their assailant. The player must feel powerless in the face of an insurmountable challenge, prompting the player to conclude that escape is the only means of survival.”

“In the reimagined Resident Evil 2 (2019), the player is periodically chased by a seven-foot creature called Tyrant, colloquially known as Mr. X, who happens to be impervious to most weapons and artillery”

*Smith, L. 2023. “Creating Tension through Game-Centric Design in Survival Horror Video Games”. Bachelor’s Thesis. Tampere University of Applied Sciences.*