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<p>explained radiotimes : 7 , £ technology ; gaming: coad-mw3</p>
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anxiety, and emotional empathy for the direction of the film's
story and the fate of the characters. Some viewers have a sense of enjoyment for
the horror plot.</div></div></div></div></div><
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>analysis of the design aesthetics and player emotions of horror games</sp
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lt;div><div>People with anxiety are more likely to be negat
ively affected by horror movies. Chronic anxiety increases sensitiv
ity to startle stimuli, the researchers explain. As a result, it makes people wh
o are already stressed and anxious more likely to react negatively.</div>&
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