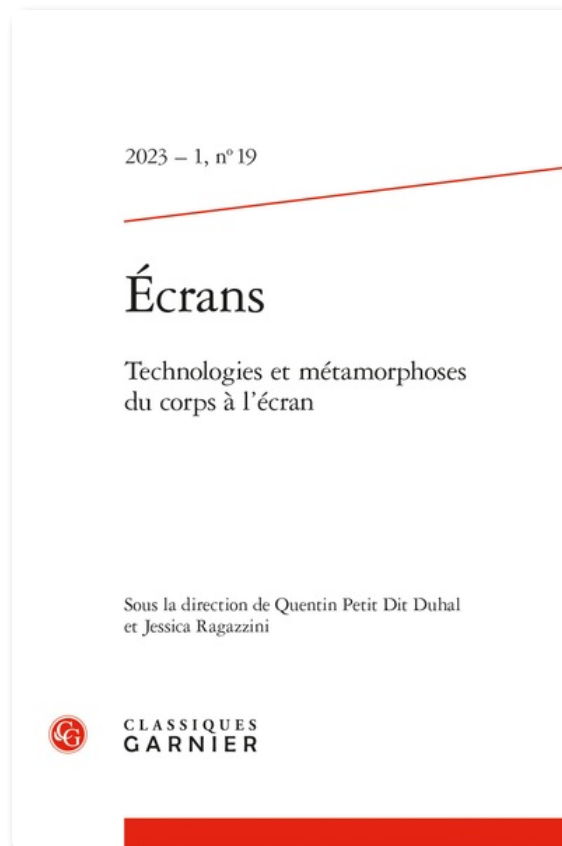




Stories of body liquidation in video game horror

Incarnation and transmigration

Publication type: Journal article

Journal: [Écrans](#)
[2023 - 1, n° 19. Technologies et métamorphoses du corps à l'écran](#)

Author: Baychelier (Guillaume)

Abstract: This study examines the paradox inherent in the materialist logic of horror video games aiming to render the materiality of simulated bodies perceptible. From here, it considers how certain video games belonging to the same genre—*Soma* (2015), *Observer* (2017), *Transference* (2018), *Transient* (2020)—turn this around and use science-fiction contexts to make the erasure of the body a horror theme from a perspective of issues specific to transhumanism.

Pages: 257 to 271

Journal: [Screens](#)

CLIL theme: 3157 -- SCIENCES HUMAINES ET SOCIALES, LETTRES -- Lettres et Sciences du langage -- Sciences de l'information et de la communication

EAN: 9782406157212

ISBN: 978-2-406-15721-2

ISSN: 2491-2557

DOI: 10.48611/isbn.978-2-406-15721-2.p.0257

Publisher: Classiques Garnier

Online publication: 10-11-2023

Periodicity: Biannual

Language: French

Keyword: transmigration, transhumanism, cybernetics, video game, horror

[Display online](#)