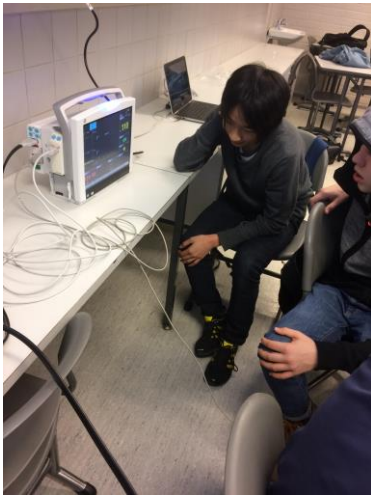


# Horror games and their effects to vital functions

## Problem

Our research was done with the GE Healthcare patient monitor. The purpose of our research was to find out how playing horror games affects vital functions.



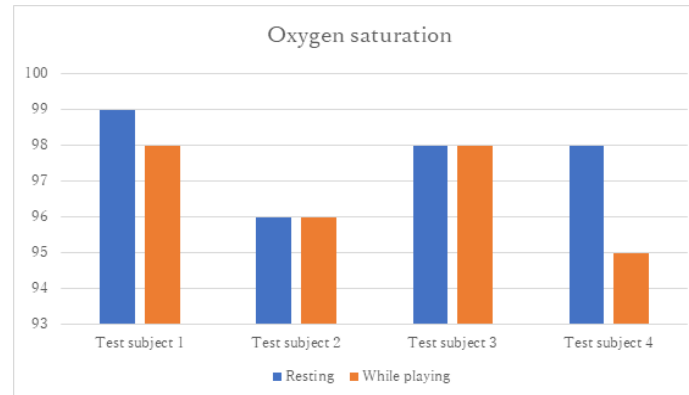
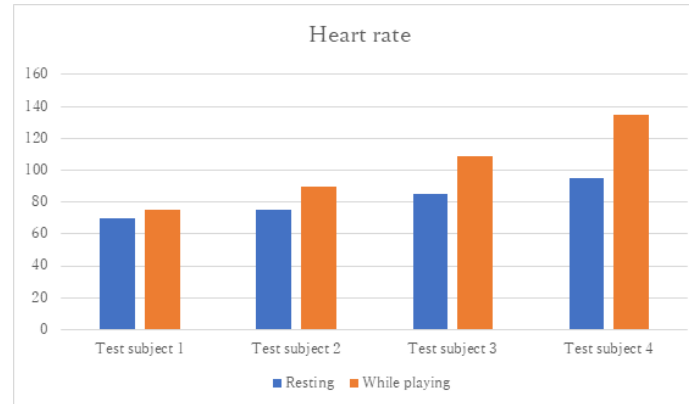
## Conclusions and error estimate

Our conclusions were that horror games acted according to purpose and created a fear-like feeling that makes player's heart rate rise. However, everything depends on the player itself. The results are not reliable because we hadn't time to measure more test subjects.

## Results

Changes in the heart rate was expected. Heart rate while playing of all test subjects was higher than resting pulse. Changes in oxygen saturation also occurred. The results went according to the diagram.

Horror games raises the heart rate. The oxygen content drops in the body while playing horror games.



## Methods

We used GE Healthcare patient monitor to measure and save the needed results for the research while the test subject was playing.

