

sontag

1. Adjective
2. Determiner
3. Noun
4. Preposition Or Subordinating Conjunction
5. Adverb
6. Adverb
7. Adjective
8. Preposition Or Subordinating Conjunction
9. Noun
10. Noun - Plural
11. Preposition Or Subordinating Conjunction
12. Adjective
13. To
14. Verb
15. Verb - Past Participle
16. Noun
17. Noun
18. Coordinating Conjunction
19. Verb - Present Tense
20. Adverb
21. To
22. Verb - 3Rd Person Singular Present
23. Adjective

24. Adjective
25. Noun - Plural
26. Verb - 3Rd Person Singular Present
27. To
28. Verb - 3Rd Person Singular Present
29. Proper Noun
30. Adverb
31. Verb
32. Noun
33. Verb - 3Rd Person Singular Present
34. Preposition Or Subordinating Conjunction
35. Adjective

sontag

I am _____ of _____ dark--not _____ it,
but I feel uneasy when I think about it _____. Even when I know nothing will change
when a light turns off, I can feel myself become slightly more _____
_____ it. The video game _____: The Eight Pages produced by Parsec Productions
_____ on this innate, primal fear _____ the dark and
_____ to _____ a powerful and overwhelming sense of fear by throwing the player
into an unknown body _____ to explore a pitch black _____ in search of eight pages
with _____ but a flashlight _____ a general awareness that something is following
them. _____ the critical lens Susan Sontag crafts with her essay "Against Interpretation," we
can begin to see _____ Slender manages _____ to _____ be the powerhouse of fear and darkness that IGN
_____ as "pure horror" (Onyett). Sontag's _____ focus on the form of a
work of art rather than its content is _____ for analyzing Slender because the game is entirely focused
on toying with senses and _____ to develop an overwhelming sense of fear and paranoia. As
Sontag _____, "the function of criticism is _____ to _____ show how it is what it is...
rather than show what it _____." In other words we should disregard any commentary
_____ may make--what it means--and _____ how its minimalist design and
its manipulation of our sense of space and time manifest into a suspenseful, psychological _____ that
_____ a strong case for video games as the new and immersive medium for
conveying

utter horror _____ the limitations of film and printed media.

Sontag

The game the player in an _____ body in an unknown forest armed with nothing but a weak flashlight and instructs them to find 8 pieces of paper scattered throughout the woods.

McCloud -> faces -> no eyes = not at all relatable -> unknown?