

Watched a 40 minute video essay about the videogame 'Bloodborne' linking major points and plot devices to its more feminine aspects of its horror (childbirth, abortion e.g.). It explained how a lot of the game connects intrinsically with how certain aspects of the female body and societal views on women make its way into the horror aspects of the videogame labeled as 'Visceral Femininity'. / Subject Explorer / LearningCorner.co

- The child learned about the connections between the videogame 'Bloodborne' and feminine aspects of horror, such as childbirth and abortion.
- They explored how societal views on women and certain aspects of the female body influence the horror elements of the game.
- The child gained an understanding of the concept of "Visceral Femininity" and its portrayal in the videogame.

For continued development related to this activity, encourage the child to:

- Explore other video essays or articles that discuss the intersection of gender and horror in media.
- Research the cultural and historical contexts that may have influenced the portrayal of feminine horror in 'Bloodborne' and other similar works.
- Engage in critical discussions or debates about the representation of women in the horror genre, using 'Bloodborne' as a starting point.

Book Recommendations

- [Blood, Magic, and Gender: From Menstruation to Menopause](#) by Janet Carsten: Explores the cultural significance of blood and gender across various societies and time periods.
- [Horror Noire: Blacks in American Horror Films from the 1890s to Present](#) by Robin R. Means Coleman: Examines the representation of Black characters in horror films and their significance in shaping cultural perceptions.
- [The Female Complaint: The Unfinished Business of Sentimentality in American Culture](#) by Lauren Berlant: Analyzes the role of sentimentality in shaping gender dynamics and cultural norms in American society.

If you click on these links and make a purchase, we may receive a small commission.