Source Notes

Elsensohn, David. *Polarbeast's Essays*, May 2003, www.deadlounge.com/offramp/

essay_fear.html.

This source provides important information for the history and evolution of fear in entertainment,

and it displayed some examples of how human interest has changed. I think this source has very

good roots.

"Has The Quality of Horror Movies Declined Over Time?" *Where's The Jump?*,

  wheresthejump.com/has-the-quality-of-horror-movies-declined-over-time/.

This source is very important because it has lots of hard statistics and is spot on for the topic of

my essay. This source is very helpful for raw information.

Katayama, Lisa. "How Robotics Master Masahiro Mori Dreamed Up the 'Uncanny Valley.'"

  Wired, Conde Nast, 29 Nov. 2011, www.wired.com/2011/11/pl_mori/.

This source gave me information on the roots of the uncanny valley, which is important for the

reader to fully understand the concept and it's origins.

Lay, Stephanie. "Uncanny Valley: Why We Find Human-like Robots and Dolls so Creepy |

  Stephanie Lay." *The Guardian*, Guardian News and Media, 13 Nov. 2015,

  www.theguardian.com/commentisfree/2015/nov/13/robots-human-uncanny-valley.

This source gave very good general information but also had fun facts included which make the

informational video more interesting and relatable.

Tallerico, Brian. "Get Out Movie Review & Film Summary (2017) | Roger Ebert."

RogerEbert.com, 24 Feb. 2017, www.rogerebert.com/reviews/get-out-2017.

This source provided me with information on a very big piece of my essay, and it gave me the

strings I needed to connect important aspects of this film to the meaning of my thesis.

The Punk Writer., 11 Aug. 2016, burnttongueblog.wordpress.com/2016/07/16/the-chilling-power-

of-ambiguity-in-supernatural-horror/.

This source gave me extra inspiration to write about horror and ambiguity in entertainment, and

provided lots of good points and ideas to help back up my statements.

"Uncanny Valley." *TV Tropes*, tvtropes.org/pmwiki/pmwiki.php/Main/UncannyValley.

This source gave lots of tidbits and side information that helped bulk up points to my

informational video.

Vsauce. "Why Are Things Creepy?" *YouTube*, YouTube, 2 July 2013, m.youtube.com/watch?

v=PEikGKDVsCc.

This source was very important to the idea of the information video, as it dives deep into the

science of ambiguity itself, and it inspired me to talk more about ambiguity as a whole.