



Creepypasta and Internet Literature: Unmasking Digital Horrors and the Evolution of Contemporary Storytelling

Parthiva Sinha*

Abstract

This study explores the evolution and impact of Creepypasta narratives within digital horror communities. Despite the growing popularity of Creepypasta, there is a lack of comprehensive analysis on how these narratives shape and are shaped by online participatory cultures. By examining various Creepypasta stories and their dissemination through platforms such as Reddit's r/NoSleep, this research aims to fill this gap. The objective is to understand the narrative techniques employed, the psychological impact on readers, and the community dynamics that facilitate the spread of these stories. Findings from this study will contribute to the broader field of digital literature and internet culture by providing insights into the mechanisms of online horror storytelling and its effects on contemporary audiences.

Keywords: *Creepypasta, Horror Literature, Digital Storytelling, Online Communities, Cultural Significance.*

Introduction

In recent years, the internet has given rise to a new form of horror storytelling known as Creepypasta. These digital horror stories, short for "cospypasta," exploit the very nature of the online experience to evoke fear. Unlike traditional horror, Creepypastas are deeply rooted in the digital landscape, leveraging the familiarity and trust we place in our everyday technology to create unsettling narratives. The objective of this research is to explore the psychological impact of Creepypasta on internet users and to understand how these stories reflect contemporary anxieties about technology and the blurring lines between fiction and reality. By examining the unique characteristics of Creepypasta and the ways in which they are disseminated and consumed online, this study aims to provide insights into the broader implications of digital horror storytelling in the modern age.

*Department of English, Bankura Sammilani College, Bankura, West Bengal, India. Email: parthivasinha319@gmail.com

Research Gap

While there has been significant research on traditional forms of horror in literature and film, there is a notable gap in academic literature regarding the impact of digital horror stories, specifically Creepypasta. This research aims to fill that gap by focusing on how these stories exploit digital culture and the psychological effects they have on readers.

Research Aim and Objectives

The aim of this research is to explore the emergence and impact of Creepypasta as a significant subgenre of horror literature in the digital age. The objectives are:

- a) To examine the origins and characteristics of Creepypasta.
- b) To analyze the cultural significance and communal aspects of Creepypasta.
- c) To investigate the ethical concerns and potential harms associated with Creepypasta.
- d) To assess the influence of Creepypasta on contemporary storytelling and its future trajectory.

Methodology

This study employs a qualitative research methodology, utilizing content analysis of selected Creepypasta narratives, academic articles, and online forums dedicated to Creepypasta. The analysis focuses on identifying recurring themes, narrative structures, and the role of multimedia elements in enhancing the horror experience.

Literature Review

"Slender Man Is Coming: Creepypasta and Contemporary Legends on the Internet" is an academic exploration of the Slender Man phenomenon within the context of modern folklore and digital culture. The book delves into the origins of Slender Man, who emerged from a 2009 Photoshop contest and became a prominent figure in online horror stories known as "creepypastas." The article titled "Creepypasta": images of waiting for death and danger in the online Space" by Olga V. Fedina, Sergey A. Malenko, and Andrey G. Nekita explores the phenomenon of "creepypasta" within the context of the digital age and its impact on socio-cultural environments. The article "Spectres des Monstres: Post-postmodernisms, hauntology and creepypasta narratives as digital fiction" by Joe Ondrak examines creepypasta as a distinct form of digital fiction within the context of contemporary media and cultural theory. It offers a scholarly exploration of creepypasta as a significant cultural phenomenon shaped by digital media, intertwined with theoretical perspectives on post-postmodernism and hauntology. It provides insights into how digital platforms influence storytelling practices and cultural narratives in the digital age. Elizabeth Long's exploration of creepypasta as a genre in her article "Creepypasta: Horror Published by the Internet" highlights its unique characteristics and its profound relationship with the internet. Long's article underscores how creepypasta has redefined horror storytelling in the digital age, leveraging the internet's capabilities for widespread dissemination and collaborative creativity. It highlights the genre's ability to evolve and resonate within online communities, contributing to its enduring popularity and cultural significance.

Exploring the Evolution and Impact of Creepypasta: Digital Horror in Contemporary Culture

Creepypasta is a genre of internet literature that emerged in the early 2000s and has since grown to become a significant part of digital storytelling. One of the most popular examples of Creepypasta is Smiling-dog, which tells the story of a demonic Husky that appears in a photograph and haunts those who view it (Henriksen,2018). Creepypasta stories are often shared and circulated through online forums, social media platforms, and other digital channels (Tolbert,2013). The spread and development of creepypasta narratives can be seen as a form of collective storytelling that reflects the anxieties and fears of contemporary society (Ondrak, 2018).

One of the characteristics of Creepypasta is its ontological ambiguity, which allows for multiple interpretations and variations of the same story. Creepypasta stories can include multimedia elements such as videos, images, and audio recordings. The use of multimedia elements and the ontological ambiguity of Creepypasta are crucial to its effectiveness as a horror genre as they create a sense of uncertainty and unease in the reader (Bimo,2023). The anonymity of the authors and the folkloric qualities of Creepypasta add to its appeal and contribute to its evolution as a distinct form of digital storytelling (Menking et al., 2017).

The appeal of Creepypasta lies in its ability to elicit fear and unease in the reader, often by tapping into personal experiences and fears (Chornobylskyi, Kyrylova, Krupskyi, & Khotyun, 2023). Creepypasta has gained significant popularity in recent years, with many stories being adapted into movies, TV shows, and video games (Cooley & Milligan, 2018). The appeal of Creepypasta can be seen as a reflection of the desire for communal storytelling and the need to explore the unknown and the inexplicable (Douglas,2014).

Creepypasta has a significant cultural significance as it reflects the anxieties and fears of contemporary society (Bimo,2023). Creepypasta has become a communal form of horror storytelling and has given rise to a new genre of online horror fiction (Batzke, Erbacher, Lenhardt, & Heß, 2018). The evolution of Creepypasta can be seen as a continuation of the Gothic tradition and the exploration of the unknown and the inexplicable (Balanzategui,2019). The impact of Creepypasta on popular culture cannot be ignored and has reshaped the way stories are crafted and consumed in the digital age.

The role of digital platforms in the evolution of storytelling cannot be overlooked. Digital platforms have changed the ways in which stories are disseminated and consumed (Lu,2016). Creepypasta has been able to thrive on digital platforms, which have allowed for the creation and sharing of advanced narratives (Floch & Jiang, 2015). The emergence of digital "story banking" has also allowed for the mapping of the diffusion of story and the shaping of the structure and use of story in the digital age (Trevisan, Bello, Vaughan, & Vromen, 2019).

The power of online communication plays a significant role in the success and proliferation of Creepypasta. Reproduction of Creepypasta narratives is quick and easy through digital platforms, contributing to the genre's anonymous folklore cycle (Bimo,2023). The rapid

developments within digital media have also contributed to the increasing popularity of Creepypasta in the twenty-first century (Henriksen,2018). In the digital age, digital stories have become one of the main forms of communication, and Creepypasta has found a home on various digital platforms. The Creepypasta Wiki, for example, is a fanfiction website that has played a significant role in the evolution and dissemination of Creepypasta narratives.

The role of the reader is crucial in the success of Creepypasta. Studies have shown that readers' engagement with a story is influenced by language suitability and the genre of the story. Creepypasta stories, with their ability to invoke fear and unease, have gained significant popularity among readers. The role of the reader also extends to the shaping of the narrative and the interpretation of the story, contributing to the effectiveness of Creepypasta as a horror genre (Ondrak,2018).

The ethics of Creepypasta have been a topic of debate in recent years. The genre has been associated with moral panic and has been accused of causing harm to vulnerable individuals. However, the creation and consumption of Creepypasta stories are driven by a sense of community and role-play (Bimo,2023). The connected nature of new media has created a healthy dynamic that reorients ostension away from individual harm.

Creepypasta has reshaped the evolution of horror storytelling. The genre draws from various media, including oral tradition, horror novels, films, and comics, and reshapes them to suit the digital age. Creepypasta narratives playfully subvert formal horror tropes and reflect contemporary anxieties (Gerhard,2018). The evolution of Creepypasta can be seen as a response to the nature of an ever-expanding globalized world order (Ondrak,2018).

The diversity of Creepypasta narratives reflects the genre's evolution and its ability to adapt to various perspectives and traditions. Creepypasta narratives can draw from various beliefs, perspectives, and authorial voices. For instance, the Slender Man narrative draws from various cultural beliefs and traditions and reshapes them to suit the digital age (Spearman,2022). The potential scope of variation between Creepypasta narratives is vast, and different approaches to the genre can be taken from diverse traditions.

The reception of Creepypasta has been a mixed bag, with some praising it for its ability to evoke fear and unease while others have criticized it for its potential to cause harm. One of the most popular Creepypasta stories is Slender Man, which draws from various cultural beliefs and traditions and reshapes them to suit the digital age (Blank & McNeill, 2018). However, some online communities such as Creepypasta Wiki and FanFiction.net no longer accept spinoffs or fan fiction. Despite this, the reception and adaptation of digital folklore have brought the Creepypasta genre to the forefront of literature, folklore studies, and cultural studies (Nutting,2022).

The future of Creepypasta is uncertain, but its potential for growth and evolution is undeniable. The genre's success lies in its ability to adapt to new media technologies and its willingness to push the boundaries of horror storytelling. Creepypasta stories like "Candle

Cove" leave multiple possibilities open, further unsettling the reader (Balanzategui,2019). As new media technologies continue to evolve, the possibilities for Creepypasta will only continue to expand. However, the genre's reliance on the community and its role-playing aspect may limit its potential for growth (Chornobylskyi, Kyrylova, Krupskyi, & Khotyun, 2023),

Nevertheless, Creepypasta's impact on contemporary storytelling cannot be ignored. Creepypasta has had a significant impact on contemporary storytelling, reshaping the way stories are crafted and consumed in the digital age. The genre draws from various media, including oral tradition, horror novels, films, and comics, and reshapes them to suit the digital age (Ondrak,2018). Creepypasta's digital textuality distinguishes it from traditional horror narratives and allows for a range of narrative possibilities. The genre's folkloric practices shape its production and consumption, bringing the tradition of oral folk culture into the digital age (Balanzategui,2019).

While Creepypasta has many strengths, it also has its limitations. The genre's focus on negative emotions can enhance them, perpetuating rumours and nostalgia. Quality control is also a concern, as there is no standard for what constitutes high-quality work. Furthermore, some stories may challenge the limits of understanding, making them difficult to follow or comprehend. Despite these limitations, the interactivity and online participation of Creepypasta allow for audience immersion and the blending of digital media communication (Nutting,2022).

Analysis

Creepypasta represents a distinctive genre of internet literature that emerged in the early 2000s, characterized by its ability to evoke fear through digital storytelling. These stories often manifest as personal accounts or found footage, exploiting the trust and vulnerabilities of internet users. The genre thrives on ontological ambiguity and multimedia elements, such as videos and images, which intensify reader unease by invoking uncertainty. Central to Creepypasta's allure is its communal and anonymous nature facilitated by digital platforms. Stories spread virally across forums and social media, often masquerading as authentic experiences, fostering a sense of shared fear and community engagement. This participatory storytelling allows narratives to evolve and mutate, reflecting collective anxieties about technology and contemporary societal fears. Creepypasta's cultural significance extends beyond online forums, influencing popular media with adaptations into movies, TV shows, and video games. Its evolution is seen as a response to the digital age's demand for interactive and immersive narratives that resonate with global audiences. However, the genre also faces ethical debates regarding its potential to cause harm, contrasting with its role as a vehicle for communal storytelling.

Future Scope

The future scope of research on Creepypasta presents several promising avenues for exploration:

- a) *Psychological Impact*: Investigate the psychological effects of consuming Creepypasta on readers and viewers. This could include studies on fear responses, emotional engagement, and long-term psychological effects.
- b) *Cultural Studies*: Explore how Creepypasta narratives reflect and shape cultural anxieties, beliefs, and values across different regions and demographics. This could involve comparative analyses of Creepypasta from various cultural contexts.
- c) *Evolution of Digital Storytelling*: Track the evolution of Creepypasta and its adaptation to emerging digital technologies. Study how new media platforms influence the dissemination and reception of Creepypasta narratives.
- d) *Ethical Considerations*: Conduct ethical analyses on the creation and consumption of Creepypasta, particularly concerning issues of misinformation, online safety, and potential harm to vulnerable individuals.
- e) *Narrative Techniques*: Examine the narrative techniques unique to Creepypasta, such as ontological ambiguity, multimedia integration, and interactive storytelling elements. Evaluate how these techniques enhance the genre's effectiveness in evoking fear and suspense.
- f) *Audience Engagement*: Study audience engagement with Creepypasta stories, including participatory elements such as fan contributions, role-playing, and community interaction. Explore how reader interpretations and contributions shape the evolution of Creepypasta narratives.
- g) *Media Adaptations*: Analyze the impact of Creepypasta adaptations into mainstream media (e.g., films, TV shows, games) on the genre's evolution and audience perception. Investigate how adaptations influence the storytelling conventions of Creepypasta.
- h) *Educational Applications*: Explore the potential educational uses of Creepypasta for teaching digital literacy, critical thinking, and media analysis skills. Develop frameworks for integrating Creepypasta into educational curricula responsibly.

Conclusion

In conclusion, Creepypasta represents a compelling evolution in digital storytelling, leveraging the unique characteristics of online platforms to evoke fear and unease among its audience. As evidenced by its widespread popularity and cultural impact, Creepypasta stories transcend traditional horror genres by exploiting the digital landscape and fostering communal storytelling. The genre's ability to incorporate multimedia elements, exploit ontological ambiguity, and engage readers in interactive narratives underscores its effectiveness in tapping into contemporary anxieties and societal fears. Looking ahead, the future of Creepypasta research holds promise in several areas: exploring its psychological effects on consumers, analyzing its cultural implications across diverse contexts, tracing its adaptation to evolving digital technologies, and addressing ethical considerations in its production and consumption. Moreover, understanding Creepypasta's narrative techniques, audience engagement dynamics, and its influence on mainstream media adaptations will further illuminate its role in shaping digital storytelling practices.

As Creepypasta continues to evolve and expand within the digital age, it remains a dynamic arena for exploring the intersection of technology, folklore, and narrative creativity. By examining these facets, researchers can contribute to a deeper comprehension of how digital narratives shape contemporary cultural landscapes and influence audience perceptions and experiences in profound ways.

References

- Balanzategui, J. (2019). Creepypasta, 'Candle Cove', and the digital gothic. *Journal of Visual Culture*, 18(2), 187–208. <https://doi.org/10.1177/1470412919841018>
- Batzke, I., Erbacher, E. C., Lenhardt, C., & Heß, L. M. (2018). *Exploring the fantastic: Genre, Ideology, and Popular Culture*. Transcript Verlag, Roswitha Gost, Sigrid Nokel u. Dr. Karin Werner.
- Blank, T. J., & McNeill, L. S. (Eds.). (2018). *Slender Man Is Coming: Creepypasta and Contemporary Legends on the Internet*. University Press of Colorado. <http://www.jstor.org/stable/j.ctv5jxq0m>
- Bimo, Sara. (2023). The Horror of Networked Existence: Affect, Connection, and Anxiety in Classic Creepypasta Narratives. In Torsa Ghosal (Ed.), *Global Perspectives on Digital Literature: A Critical Introduction for the Twenty-First Century* (Chapter 5)
- Chornobylskyi, A., Kyrylova, O., Krupskyi, O. P., & Khotyun, L. (2023). Social sharing of emotions in social media system on the example of Creepypasta on Reddit. *Information & Media*, 96, 65–79. <https://doi.org/10.15388/im.2023.96.66>
- Cooley, K., & Milligan, C. A. (2018). Haunted objects, networked subjects: The nightmarish nostalgia of creepypasta. *Horror Studies*, 9(2), 193–211. https://doi.org/10.1386/host.9.2.193_1
- Douglas, N. M. (2014). It's Supposed to Look Like Shit: The Internet Ugly Aesthetic. *Journal of Visual Culture*, 13(3), 314–339. <https://doi.org/10.1177/1470412914544516>
- Floch, J., & Jiang, S. (2015). One place, many stories digital storytelling for cultural heritage discovery in the landscape. 2015 *Digital Heritage*. <https://doi.org/10.1109/digitalheritage.2015.7419566>
- Gerhard, A. (2018). CreepyPastas: How counterterrorist fantasies (Re-)Create horror traditions for today's digital communities. In *Lettre* (pp. 239–268). <https://doi.org/10.14361/9783839440278-011>

- Henriksen, L. (2018). "Spread the Word": Creepypasta, Hauntology, and an Ethics of the Curse. *University of Toronto Quarterly* 87(1), 266-280. <https://www.muse.jhu.edu/article/689102>.
- Lu, J. (2016). Chinese Historical Fan Fiction: Internet Writers and Internet Literature. *Pacific Coast Philology* 51(2), 159-176. <https://www.muse.jhu.edu/article/632439>.
- Menking, A., McDonald, D. W., & Zachry, M. (2017). Who wants to read this? (pp. 2068–2081). <https://doi.org/10.1145/2998181.2998254>
- Nutting, I. (2022). Framing Nostalgia: How Digital Folklore Evokes the Past to Construct the Present (Version 1). Macquarie University. <https://doi.org/10.25949/22064771.v1>
- Ondrak, J. (2018). Spectres des Monstres: Post-postmodernisms, hauntology and creepypasta narratives as digital fiction. *Horror Studies*, 9(2), 161–178. https://doi.org/10.1386/host.9.2.161_1
- Ondrak, J. (2023). Digesting creepypasta: social media horror narratives as gothic fourth-generation digital fiction. <https://doi.org/10.7190/shu-thesis-00523>
- Spearman, P. (2022). Doki Doki Literature Club. *PARtake*, 5(1). <https://doi.org/10.33011/partake.v5i1.917>
- Tolbert, J. (2013). The sort of story that has you covering your mirrors. *Semiotic Review*, (2). Retrieved from <https://www.semioticreview.com/ojs/index.php/sr/article/view/19>
- Trevisan, F., Bello, B., Vaughan, M., & Vromen, A. (2019). Mobilizing personal narratives: The rise of digital “story banking” in U.S. grassroots advocacy. *Journal of Information Technology & Politics*, 17(2), 146–160. <https://doi.org/10.1080/19331681.2019.1705221>