

Creepiness as a Dream in the Digital Age and the World of the Dead

Summary

Invoking national heritage, visual media and innovative modern theoretical approaches, the aim is to discuss the phenomenon of eeriness as a dream, experienced in the digital age and communicated as a reflection of the world of the dead in the world of the living. The phenomenological approach correlates with the notions of uncovering and conveying the mythicity of cinema as tradition and interpretation as heritage, integrally shaping the realities of allusions, insinuations and déjà vu and opening up the need for

the importance of traditions and heritage creating horror stories. The dominance of the virtual space conditions the tendency of the traditional mythicity to disappear and presupposes a certain rebirth of horror, connecting horror with humor as a peculiar form of transcription. Losing tradition, a way of accepting horror and dismantling it, horror remains an integral part of our experiences and participates in dreamlike forms in our everyday life, invading the digital age and providing transcultural values.

Keywords: creepiness, dream, horror, digital age, world of the dead, heritage, tradition.