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Local visitor at the India Gaming Show South 2018, Bengaluru / India. Photo by Xenia Zeiler, 20 January 2018.

Special Issue

**Video Game Development in Asia:  
Voices from the Field**

edited by

Gregory P. Grieve, Kerstin Radde-Antweiler, Xenia Zeiler  
and Christopher Helland



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## Interview With Kurt Prieto, Games Designer Of *Boo! Dead Ka! Game*.

Kerstin Radde-Antweiler

### Abstract

Interview with Kurt Prieto, Games Designer Of *Boo! Dead Ka! Game*.

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### **Q1: What is *Boo! Dead Ka!*? When was it founded/created, and by whom? Why did you choose this name (and does it has a specific meaning)? Why or for what purpose?**

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My project *Boo! Dead Ka!* was created in 2017 as a thesis requirement for my Bachelor of Fine Arts in University of the Philippines Diliman.



Figure 1. Start of the game.

It's a narrative video game aimed towards high school students as a means of supplementing their education about the Marcos regime in Philippine History during the 70's. Because of the amount of fake news and historical revisionism happening that downplays the violence during that time of Martial Law, young Filipinos have a distorted understanding of one of the biggest violations in human rights in our history.

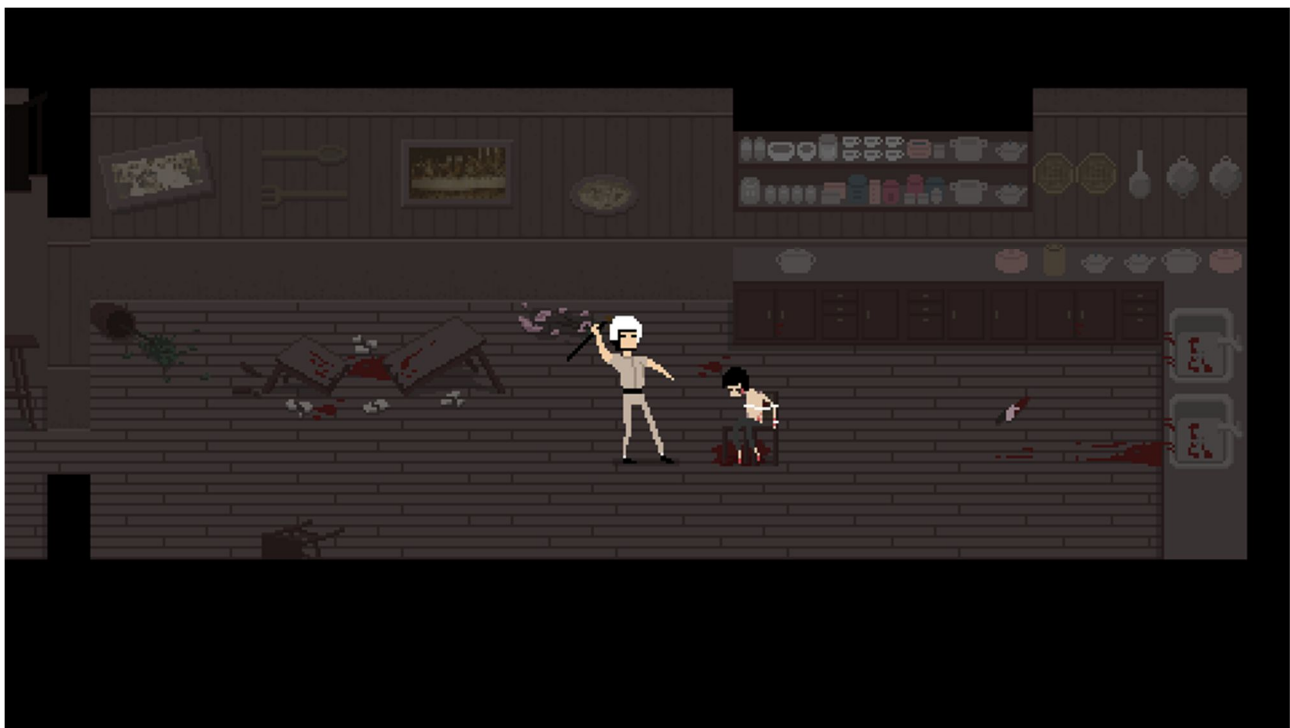


Figure 2. Torturing scene.

The title *Boo! Dead Ka!* translates to "Boo! You're Dead!" and is also a word play of *bodega* or a room for storage or warehouse in Filipino. It aims to sound like a horror story for young audiences while referencing a dark place where atrocious crimes can happen.

**Q2: What are the objectives, aims or concepts you want to share with the world? What is unique in *Boo! Dead Ka!* and in what way is it innovative?**

The game was structured to supplement history-teaching materials for Filipino high school students. It is unique in a way that it is an interactive digital medium instead of traditional teaching methods like textbooks and documentaries when teaching history.





Figure 3. Game figures.

Making it a choice-based game allows its players to explore various routes and sides of the story instead of being shown just one. There have been a few small projects that make use of Marcos' Martial Law as a setting of a game, but none have been fully developed and published because of the risks involved.

**Q3: To date, what have been the most important achievements of *Boo! Dead Ka!?* How did they come about? Do tell us about your most important game(s) please!**

Since this was a short project, the most important achievement for this was getting the idea out there. I realized that there is potential for it given the growing market for games and the need for schools to modernize their teaching methods.



**Q4: If it is possible for you to share this information: what is your next project about, and when and where can we look out for it?**

I am currently working on various pixel games that might appear on Steam. "Boo! Dead Ka!" as a thesis requirement is done, but I am hoping that I will be able to revisit this project again soon. Hopefully, in the near future, I can have my game be fully developed and published with the help of various institutions and educational groups.