



GBA Presents Innovative Learning Ideas at Celebration of Technology in Education

Stony Brook, NY, January 11, 2008 – Stony Brook University was the site today of the Eastern Suffolk BOCES Eight Annual Celebration of Technology in Education (CTE). Several hundred participants and visitors from all over Long Island were in attendance at this CTE showcase, which highlighted how technology supports great teaching and learning.



Game Builders Academy participated as a vendor of innovative technology-based learning tools to academic learning institutions that instruct K-12 students. GBA drew considerable attention by both students and teachers with their Video Game Design and Development learning program. Students were able to experience quick video game development lessons on laptop computers with the guidance of GBA staffers, while teachers learned how such exciting tools can keep their students focused while enhancing their love of learning.



Participating students exhibited their projects using classroom technology projects. The exhibits included use of SMARTBoards, video-conferencing, iPods, and digital media. Awards were presented to students and to innovative technology instructors.

Dignitaries in attendance at today's CTE showcase included senior administrators from Eastern Suffolk BOCES, a board president and several politicians. Plans for CTE in 2009 are already underway.

About GBA...

Headquartered in Westbury, New York, Game Builders Academy is an educational services and products provider of innovative, technology-based, instructional tools that help students – primarily in grades 5 through 12 – learn, grow, have fun and succeed. GBA's initial instructional tools have been based on video game design and development. A new *Starburst* offering is now available and specifically designed for early childhood students in grades K-4. Additional programs in Robotics, and Cartooning & Animation, are in development for future release. GBA's clients include public and private schools, summer camps, as well as college-based youth programs.

Helping children learn, grow, have fun and succeed!

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