

Game Builders Academy

Press Release



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GBA Delivers Initial “Curriculum-In-A-Box™” Product to a Summer Camp

Westbury, NY, June 26, 2008 – Game Builders Academy (GBA) has announced delivery today of its first “Curriculum-In-A-Box™” (CIB) product. The initial recipient is a university-based summer youth camp client on Long Island

Nearly three years in development and refinement, this first CIB is created for the GBA Video Game Design and Development Level-1 program, designed for teaching students in grades 5-12. The product was delivered to The Summer Camps at Stony Brook at Stony Brook University.

Curriculum-In-A-Box™ provides everything teachers need – including lessons plans, student tutorials, handouts, computer files, and much more – to provide instruction in their classroom. Four Stony Brook instructors will take an intensive GBA “Train-the-Instructor” program to learn CIB and to prepare for teaching the program this summer.

GBA anticipates delivery of CIB for Video Game Design and Development Level-2 by mid-July 2008. GBA currently teaches three levels in this program series.

About Game Builders Academy

Headquartered in Westbury, New York, Game Builders Academy (GBA) is a STEM-based educational services and products provider of innovative, technology-based instruction – primarily for students in grades 5 through 12 – that help students learn, grow, have fun and succeed! GBA's initial instructional programs have been based on video game design and development, robotics, and digital music composition. A GBA *Starburst™* offering in video game development is specifically designed for early childhood students in grades K through 4. Additional new programs are in development for future release. GBA's clients include public and private schools, college-based youth programs, as well as summer academic camps. Its products have been integrated within regular and gifted daytime school curricula, after-school and weekend programs, and summer youth activities.



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