

Game Builders Academy

Press Release



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GBA Presents Video Game Design at Microsoft DigiGirlz Tech Camp 2008

Stony Brook, NY, July 16, 2008 – Game Builders Academy (GBA) presented two concurrent workshops today in Video Game Design and Development to teenage girls at Microsoft's DigiGirlz Tech Camp. The three-day event was hosted at Stony Brook University on Long Island.



This is the second consecutive summer that Microsoft has invited GBA to participate in this event, aimed at teenage girls from schools throughout the eastern U.S. Approximately 90 girls attended the camp, some from points as far away as Georgia and Washington, DC. The majority of the attendees came from NYC/Long Island area schools.

Six members from GBA formed two teams to engage these girls in basic video game design. GBA employed a unique and innovative learning methodology to spark interest and encourage the campers to learn more. The DigiGirlz Tech Camp brings together local government, community, technology companies, and education in a partnership to bring awareness to young women on the many opportunities in the technology field.

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, and robotics. 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 programs have been integrated within regular and gifted daytime school curricula, after-school and weekend programs, and summer youth activities.

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