

# Game Builders Academy

## Press Release



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## GBA to Present Keynote Address at Hofstra's Educational Technology Showcase

**Westbury, NY, November 21, 2007** – Game Builders Academy has been selected to deliver the keynote presentation at the Hofstra University's 2<sup>nd</sup> Annual Educational Technology Showcase on December 4, 2007.

Sponsored by the Curriculum and Teaching Department at the School of Education and Allied Human Services, the showcase invites the academic community to come and learn about emerging technologies and how they are being used in education. The showcase will include presentations, focused roundtables and vendor displays.

The keynote presentation will be delivered by Phil Lipsky, President & CEO of Game Builders Academy, on the topic of "Innovative Technology in Education." The presentation will focus on how technology needs to be a tool in the learning and reinforcement of academic subjects, rather than only utilized as a delivery mechanism for educational courses.

Facilitated by both Hofstra faculty and education students, the roundtables will concentrate on group discussions on subjects such as Podcasting, Second Life, Robotics, Virtual Reality, and Blogging.

Additional information is available from the Showcase Coordinator, Professor Roberto Joseph, at (516) 463-5086.

### ***About Game Builders Academy***

Headquartered in Westbury, New York, Game Builders Academy is a STEM-based educational services and products provider of innovative, technology-based, instructional tools that help students -- in grades K through 12 -- learn, grow, have fun and succeed. GBA's initial instructional tools have been based on video game design and development. Students use and strengthen math, science, literacy, technology, communication, engineering, logical and critical thinking skills -- as well as gaining self-confidence -- all while doing something they love: *creating their own video games!* 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. 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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