

Game Builders Academy

Press Release



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Game Builders Academy Announces New *Starburst*[™] Program for Early Childhood Learners

Westbury, NY, November 29, 2007 – Game Builders Academy announced the release of a new educational service category aimed specifically at early childhood learners. The offering is named “*Starburst*[™]” and will initially provide video game development learning programs to students in grades K through 4.

In this exciting and innovative program, with a simplified, modular approach to video game development, students use and strengthen math skills, problem solving and creative thinking – all in the context of doing something they love – *creating video games!*

Using individual desktop computers, students reinforce computer keyboarding and navigation skills while they learn how to create art and animation for their games, as well as how to incorporate sounds, music, and other multimedia elements. Students create their own fully working video game that they can share with parents and friends.

Phil Lipsky, GBA President and Co-Founder, commented, “We are very excited to have launched our new *Starburst*[™] division. This offering will enable Game Builders Academy to provide our exciting learning methodology to a younger audience. With this new release, GBA now becomes a full K-12 educational services provider.”

Starburst[™] is GBA’s response to requests from client schools to address the needs of their younger students. GBA is currently in discussion with a private school on Long Island to potentially inaugurate this unique learning program in January 2008.

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 -- 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. 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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