

Game Builders Academy

Press Release



Media Contact: Walter Ebe, VP Marketing - 516.629.5333, marketing@gbalearning.com

Game Builders Academy Experiences Explosive Local Growth and Begins Regional Expansion

Westbury, NY, November 2, 2009 – Game Builders Academy, a provider of educational products and services to K-12 schools and youth programs, has realized a ten-fold growth in its client base on Long Island over the past two years. Plans to expand into the surrounding tri-state region have been initiated.

Phil Lipsky, GBA president and co-founder, expressed great satisfaction in seeing such great expansion into public and private schools, as well as in the college-based youth program market. According to Mr. Lipsky, "GBA's unique learning approach has truly caught on with parents and educators alike. The academic connections in our programs makes GBA stand apart from anything remotely similar." In GBA's courses, students apply their math, engineering, technology, and literacy skills – as well as logical and critical thinking skills – all while doing something they enjoy. GBA's most popular programs include Video Game Design & Development, Robotics, and 3-D Computer Modeling & Animation.

In a related announcement, GBA will be expanding its sales efforts into the New Jersey and Westchester/Connecticut areas. Area sales representatives have been hired and positioned in GBA's attempt to duplicate its growth on Long Island.

Mr. Lipsky pointed out, "GBA's sales growth has been due in large part to the success and leadership of Walter Ebe in his role as VP Marketing during the past two years. Going forward, Mr. Ebe will assume the role of SVP Sales & Marketing in leading our strategy to expand regionally and nationally."

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 helps students learn, grow, have fun and succeed! GBA's initial instructional programs have been based on video game design and development, robotics, and 3D computer modeling & animation. A GBA *Starburst*™ offering in video game development was specifically designed for early childhood students in grades K through 4. Additional new programs are continually 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, Gifted, and Special Ed daytime school curricula, after-school and weekend programs, and summer youth activities.

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