

Game Builders Academy

Press Release



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Game Builders Academy Achieves Another Significant Breakthrough with its First NYC Public School Contract

Bronx, NY, October 1, 2010 – Game Builders Academy has announced its first contract with the NYC Department of Education to provide its innovative *Curriculum-In-A-Box*™ academic enrichment programs to the Bronx Mathematics Preparatory School. This initial agreement paves the way for GBA to provide its K-12 educational products and services to all schools throughout the NYC public school system.



At this specialized intermediate school in the Bronx, NY, approximately 160 students in Grades 6 through 8 will take courses in Video Game Design and Development, Robotics, 3D Modeling and Animation, and Fashion Design. Under the direction of Principal Mark Clarke and Assistant Principal Jolores Polite, Bronx Math Prep School anticipates beginning their GBA programs during the Fall 2010 semester. Initially, a number of teachers from the school will undergo professional development given by GBA in the various programs to prepare them for providing the program lessons to their students.

GBA's unique *Curriculum-In-A-Box*™ products and associated teacher training are utilized at various public and private schools, as well as in college-based youth programs and summer academic camps throughout the Long Island/NYC area. Students who participate in GBA programs apply their basic math, science, literacy, art and technology skills – as well as logical and critical thinking skills – all while doing something they enjoy. Students are learning, applying what they learn, and having fun doing it.

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 & development, robotics, 3D modeling & animation, and fashion design. A GBA *Starburst*™ offering in video game development was specifically designed for early childhood students in grades K through 4. 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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