

# Game Builders Academy

## Press Release



Media Contact: Walter Ebe, VP Marketing - 516.629.5333, [marketing@gbalearning.com](mailto:marketing@gbalearning.com)

## C.W. Post Launches Innovative Spring Saturday Youth Program in Video Game Design

**Brookville, NY, March 23, 2009** – The C.W. Post Campus of Long Island University has taken a big step towards introducing some innovative learning techniques to help middle and high school students retain and appreciate the value of academic basics like science, math, engineering and technology.



Students in grades 7 to 11 from various surrounding communities recently began a ten-week spring program in video game design. Every Saturday for two hours, these 15 students, working with an instructional staff of three, design and develop their own video games from scratch. The students apply their math, science, technology, literacy and art skills – as well as logical and critical thinking skills – all while doing something they enjoy: *creating their own video games*. Students are learning, applying what they learn, and having fun doing it.

Game Builders Academy provided all the teaching materials for this exciting program through its *Curriculum-In-A-Box*™ product line. The 20-hour program, Introduction to Video Game Design & Development, is the initial program in the GBA video game design series. The C.W. Post instructional staff also undertook a 12-hour GBA training program in preparation for teaching the program to the students. Dr. Kay Hutchins Sato, Assistant Provost for the School of Continuing Education, coordinates this new youth program at C.W. Post. Dr. Sato immediately saw the potential benefit for most students, regardless of their current academic focus. Student interest in this initial program was very strong.

### ***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, 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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