

Game Builders Academy

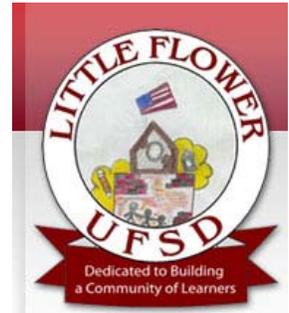
Press Release



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Little Flower Initiates After-School Program in Video Game Design for At-Risk Students

Wading River, NY, May 4, 2009 – The Little Flower School District in Wading River has taken a bold step towards introducing some innovative learning techniques to help at-risk school students retain and appreciate the value of academic basics like science, math and technology. Little Flower is the only residential *Special Act* public school district on Long Island.



Students in middle and high school grades recently began a 20-hour spring program in video game design. Every Monday and Wednesday afternoon for one hour, these 11 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 Little Flower instructional staff also undertook a 12-hour GBA training program in preparation for teaching the program to the students. Lisa Boerum, Assistant Superintendent for the Little Flower UFSD, coordinates this new after-school program. Ms. Boerum saw the potential benefit for all her students, regardless of their individual needs. 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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