

Game Builders Academy

Press Release

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St. John's High School is First in Diocese of Rockville Centre to Adopt Innovative Video Game Design Course

West Islip, NY, March 9, 2009 – The Diocese of Rockville Centre has taken a big step towards introducing some innovative teaching techniques in one of its high schools to help students retain and appreciate the value of academic basics like science, math, engineering and technology. A unique academic program currently underway in this Long Island Catholic school may determine how teachers and students alike within the Diocese may experience education in the coming years.



**ST. JOHN THE BAPTIST
DIOCESAN HIGH SCHOOL**

At the St. John the Baptist Diocesan High School in West Islip, students in grades 8-10 from various schools within the Diocese recently began a five-week spring program in video game design. Every Saturday for four hours, these 18 students, working with an instructional staff of four, design and develop their own video games from scratch. The students apply their mathematics, 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 series, which allows students to progress to intermediate and advanced levels of video game design via either programming or 'click and drag' paths. The St. John's instructional staff, which included two computer science department upperclassman, also undertook a 12-hour GBA training program in preparation for teaching the program to the students.

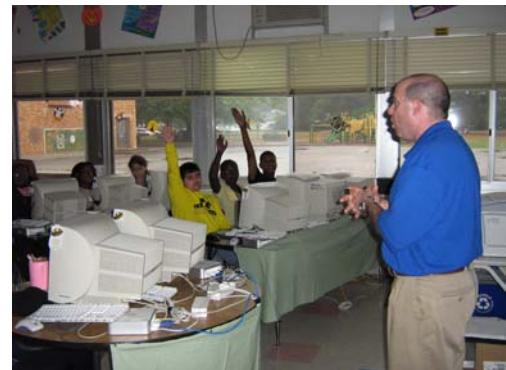
Mr. Walter D. Lace, Principal of St. John's High School, and Mr. Ron Martorelli, Chairman of the Computer Science Department, coordinate this new program. Mr. Martorelli is also one of the trained instructors. They immediately saw the potential benefit for most students, regardless of their current academic focus. Student interest in this initial program was strong.

Reports indicate that schools are, more and more, thinking about alternative ways of teaching and engaging kids. It is suggested that computer and video games have the potential to increase student engagement in science and engineering, as well as teach important concepts.

For those students thinking of a possible career in the explosive video game industry, a growing list of well-known colleges and universities have added certificate, undergraduate, and even graduate degree programs to their academic offerings. Video game design is no longer just a hobby, but a very promising career path.

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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