

# Game Builders Academy

## Press Release

Media Contact: Walter Ebe, SVP Sales & Marketing - 516.629.5333  
marketing@gbalearning.com



## Buckley Country Day School Introduces GBA Video Game Development to its Early Childhood Students

**Roslyn, NY, September 22, 2010** – The Buckley Country Day School began today a fall series of extended-day enrichment classes utilizing the *Starburst*™ Video Game Development classroom program from Game Builders Academy. This STEM-based early childhood program will assist young students to learn, retain and appreciate the value of academic basics like math, technology and English.



At this private school in Roslyn, Long Island, under the direction of Dr. Jean-Marc Juhel, the Buckley Country Day School Headmaster, an initial group of Kindergarten through fourth graders began a nine-week extended-day program in Video Game Development. These students apply their basic math, literacy, art and technology 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.

In this innovative *Starburst*™ program, young K-4 students learn how to apply basic math, science, and other skills to design and program their own video games. In a very fun and easy process, students learn the technical and artistic fundamentals of designing and programming video games. Students also learn how to draw their own game characters on the computer and add sound to their games. Students are also introduced to the fundamentals of animation for use in their games. Each child will create at least one full working video game. While a number of schools, youth programs, and summer camps in the Long Island area have already embraced GBA's programs for Grade 5-12 students, many are now starting to take a serious look at this new approach for younger students.

### **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.

Copyright©2010 Game Builders Academy™