

Game Builders Academy

Press Release



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Game Builders Academy Announces Nationwide Release of New Home Learning Series: Video Game Development

Westbury, NY, December 19, 2011 – Game Builders Academy announced today its new Home Learning Series with the nationwide release of its Video Game Development instructional product. The online course provides a combination of curricula, tools and techniques that teaches kids and teens how to make their very own exciting video games.

Using Game Maker software, users learn how to create their very own video games from scratch. Each chapter of the video course is fully narrated and guides users through every single step of making their game, from start to finish. By the end of this course, students will have created a complete 2D action/adventure game that can be played on anyone's computer, PC or Mac.



GAME BUILDERS ACADEMY™
HOME LEARNING SERIES

Parents can help their children succeed in school through learning to make their own video games. The course also helps build a great deal of self-confidence, critical thinking and problem-solving skills, all while learning some important basics of math, science, technology and many other subjects. Complete details of Game Builders Academy's new Home Learning Series can be viewed at: www.gbalearning.com/homelearning.

GBA's Home Learning Series was created as a result of its highly successful *Curriculum-In-A-Box™* classroom product for schools and other K-12 learning environments. The CIB product line provides all the curriculum materials needed by instructors, supplemented by professional development training, to deliver the various unique GBA classroom enrichment programs.

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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