

Game Builders Academy

Press Release



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Riverhead School District Introduces GBA's Video Game Design Program to its High School Students

Riverhead, NY, February 1, 2010 – The Riverhead Central School District began today a spring series of enrichment classes utilizing the Video Game Design & Development classroom program from Game Builders Academy. The program will be offered primarily to high school students, including a group of alternative high school students at the district's RHS Star Academy.



Riverhead's first spring offering will be to 9th-12th grade students taking a Survey of Mathematics class at its Star Academy. The one-hour classes are planned to run four days a week over two to three months. Additional series of classes will be offered this spring to students at Riverhead's High School and Middle School.

Utilizing GBA's innovative *Curriculum-In-A-Box*[™] product and instructor training, ten Riverhead teachers -- including Math, English, and Survey of Mathematics high school teachers -- participated in the 15-hour professional development this past fall to prepare for the spring video game design student programs.

Ms. Nancy Carney, Deputy Superintendent of the Riverhead School District, was the driving force in making this unique and exciting learning experience a reality for the students in her district.

GBA's *Curriculum-In-A-Box*[™] and associated instructor training is available for a variety of GBA's educational enrichment programs, including Video Game Design, Video Game Programming, Robotics, 3D Computer Modeling & Animation, and Fashion Design. These products are utilized at public & private schools, as well as in college-based youth and summer academic 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 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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