

Game Builders Academy

Press Release



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Game Builders Academy Announces New Technology-Based Music Program

Westbury, NY, April 18, 2008 – Game Builders Academy announced the release of a new digital music learning program aimed at the 5th through 12th grade audience. This new program, named “Music Meets Science,” is being made available to schools, college-based youth programs, and academic camps beginning this summer.

In this exciting new program, students work hands-on, using computers and electronic musical instruments to create their own sound effects and music. The sounds and music can be used in videos, animated cartoons, slide shows, or video games.

According to Phil Lipsky, President and Co-founder of GBA, “Students learn how to create and record sound effects, as well as gaining a working knowledge of music production techniques using real synthesizer instruments and professional audio equipment.”

Along with learning how to create many sound effects, students will produce a one- to two-minute song that can be played to on its own, or used in a cartoon, commercial, video project, or video game. No previous knowledge of how to play a musical instrument or how to read music is required.

In addition to Music Meets Science, GBA’s offerings include Video Game Design and Development and Robotics. In early 2008, GBA inaugurated its early childhood *Starburst*[™] level of learning programs for K through 4th graders, with its initial program in Video Game Development.

About Game Builders Academy

Headquartered in Westbury, New York, Game Builders Academy is a STEM-based educational services and products provider of innovative, technology-based, instructional tools that help students -- in grades K through 12 -- learn, grow, have fun and succeed. Students use and strengthen math, science, literacy, technology, communication, engineering, logical and critical thinking skills -- as well as gaining self-confidence -- all while doing something they love. GBA's clients include public and private schools, summer camps, as well as college-based youth programs. Its products have been integrated within regular and gifted daytime school curricula, after-school and weekend programs, and summer youth activities.

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