



## QCC's Kids College Adopts Technology-Based Education

**Bayside, NY, March 27, 2008** – Queensborough Community College's Office of Continuing Education has taken the first steps in incorporating some innovative teaching techniques in its Kid's College curriculum to assist young students retain and appreciate the value of academic basics like math, science, social studies and English. A Saturday morning youth program, initiated recently in this City University of New York (CUNY) institution in northeast Queens, NY, may help determine how K-12 students will experience education in the coming years.



This Kids College class of 5<sup>th</sup> through 12<sup>th</sup> graders, comprised of students from the Queens and Long Island areas, began the ten-week program this February in Video Game Design and Development. Once a week for two hours on a Saturday morning, these students have been applying their basic math, science, literacy, art and technology skills – as well as their 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.

This innovative program, the first of its kind in a CUNY institution, has been provided by an educational services company called Game Builders Academy. While several public and private schools, and summer academic camps in the Long Island area have already embraced GBA's exciting programs, college-based youth programs are now starting to take a serious look at this approach. *Many in education believe this will be how education will be taught in the future.*



Although this video game development program is currently being taught on a Saturday morning, GBA's programs can also be integrated within regular school curricula, after-school activities, and summer 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, instructional tools that help students – primarily in grades 5 through 12 – learn, grow, have fun and succeed. GBA's initial instructional tools have been based on Video Game Design and Development, and Robotics. A new GBA *Starburst™* offering was released in early 2008, which is specifically designed for early childhood students in grades K through 4. Additional new programs, such as Cartooning & Animation, are in development for future release. GBA's *Curriculum-In-A-Box™* line of instructional products allows schools to provide GBA's innovative programs utilizing their own instructors. GBA's clients include public and private schools, college-based youth programs, as well as summer camps.

*Helping children learn, grow, have fun and succeed!*

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