

Game Builders Academy

Press Release



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Game Builders Academy Announces Its Exciting New Home Learning Series Video Game Development Product

Westbury, NY, April 13, 2011 – Game Builders Academy has announced a new Home Learning Series of innovative academic enrichment products. This new series of home products will complement the exciting subjects in GBA's popular and successful *Curriculum-In-A-Box*™ classroom products designed for schools, youth programs and academic camps. The first offering in this home learning series scheduled for release in June 2011 will be Video Game Development.

Game Builders Academy began developing its initial home product in Video Game Development during 2010 as a result of growing interest by parents. This self-learning product offers applications of math, language skills, problem-solving, logic, art, and much, much more, all wrapped in a tremendously fun environment of building a video game. GBA chose a recent Homeschooling Convention in Cincinnati to announce its new Home Learning Series. While GBA's product is not yet available for release, the response by families attending the convention was enormous with many parents placing advanced orders for the new Video Game Development home product.

GBA's Video Game Development home learning product is a video course filled with specific lessons and techniques that enable parents to get their children excited about academic subjects in an entirely new way – by making their own video games. The process of building the game itself builds logic skills and critical thinking skills, as well as involving a good deal of problem-solving. Beyond that, the projects offer many opportunities to expand on specific subjects, such as algebra, geometry, and writing skills. Children are learning, applying what they learn, and having fun doing it.

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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