

Game Builders Academy

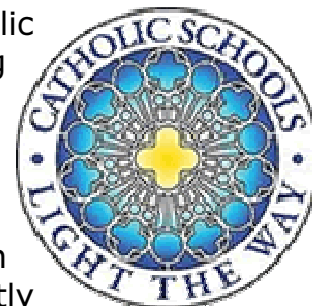
Press Release

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The Diocese of Rockville Centre and Game Builders Academy Develop Plan for Long Island Catholic Schools

Rockville Centre, NY, January 19, 2011 – Game Builders Academy announced that it has developed a special purchasing arrangement with the Diocese of Rockville Centre Education Department to provide GBA's exciting and innovative K-12 classroom enrichment programs to schools within the Diocese. This agreement will now enable the students of Catholic elementary schools and diocesan high schools located on Long Island to benefit from GBA's unique teaching method of reinforcing basic STEM academics.



GBA first began working with the Diocese when it provided one of its programs at St. John the Baptist Diocesan High School in West Islip in the spring of 2009. Then more recently in the fall of 2010, GBA added St. Mary's College Preparatory High School in Manhasset as a school client. With the active involvement and support of Mrs. Norma Whitley, Assistant Superintendent for Educational Technology, GBA began holding demos for other diocesan schools. The interest these schools exhibited became the basis for developing this recent joint agreement.

GBA's unique *Curriculum-In-A-Box*[™] products and associated teacher training service are utilized at a number of public and private schools, as well as in college-based youth programs and summer academic camps throughout the Long Island/NYC area. Students who participate in GBA programs apply their basic math, science, literacy, art and technology skills – as well as logical and critical thinking skills – all while doing something they enjoy. Students 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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