

# Game Builders Academy

## Press Release

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## NYIT Launches Two Video Game Development Summer Youth Programs from Game Builders Academy

**Old Westbury, NY, July 18, 2011** – New York Institute of Technology has taken two steps this summer towards introducing some innovative academic enrichment classroom programs from Game Builders Academy to youth in New York City and on Long Island.

NYIT began a summer program on Long Island today as part of New York State's Science Technology Entry Program (STEP). Approximately 20 students in grades 7 to 9 from three neighboring school systems (North Babylon, Central Islip and Our Lady of Providence) will be participating in this five full-day Video Game Design & Development program at NYIT's Central Islip campus. Three NYIT instructors were trained by GBA for this introductory level video game design offering. GBA worked with NYIT's Technology Based Learning Systems, under the leadership of Director Stan Silverman.

# NYIT

NEW YORK INSTITUTE  
OF TECHNOLOGY

NYIT also initiated the same GBA video game design program in New York City this summer. This exciting two-week program, which began last week at its Manhattan campus, is part of NYIT's Technology Career Discovery. It targets area high school students and is offered by NYIT's School of Engineering and Computer Sciences, under the leadership of Dean Nada Anid.

Game Builders Academy provided all the curriculum materials for this exciting program through its *Curriculum-In-A-Box*<sup>™</sup> product line. The 20-hour Video Game Design & Development program is the initial program in the GBA video game design series. NYIT immediately saw the potential benefit for most students, regardless of their current academic focus. Student interest in this initial program was very strong. 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*<sup>™</sup> 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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