

# Game Builders Academy

## Press Release

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## Portledge School Incorporates Fashion Design Summer Youth Program from Game Builders Academy

**Locust Valley, NY, August 1, 2011** – The Portledge School began today an exciting Fashion Design youth program from Game Builders Academy. This innovative, technology-based classroom experience is being offered as part of Portledge's Summer Adventures Program.

At this private school in Locust Valley on Long Island, a group of students between 10-15 years of age began today a week-long, full-day summer program that will introduce them to all the processes of fashion design from trend



research to a final story board presentation of their own collection. GBA has been working and planning this program for Portledge with Melissa Worth, the Director of the school's Summer Adventures Program.

In this unique GBA classroom experience, these young designers will be learning the fun and creative software, *Graphics-Toolbox* to design their own fashion line. They will learn to combine silhouettes and garment parts to create their own styles, and then will learn to merchandise their line. Important related specialties will be introduced like the science of color, an introduction to fabric and garment construction, math for pricing garment costs and writing a press release about the finished collection. The Fashion Design class at Portledge will finish with each designer presenting her/his story board collection to the other students and parents. An emphasis will be placed on working together as a design team and sharing ideas and suggestions throughout the design process.

### **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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