

Game Builders Academy

Press Release

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St. Mary's High School Agrees to Implement Innovative Learning Programs from Game Builders Academy

Manhasset, NY, November 1, 2010 – Saint Mary's College Preparatory High School has become the second school within the Diocese of Rockville Centre to contract with Game Builders Academy for innovative academic enrichment classroom programs. The expectation is that this decision will lead to having a number of other schools within the Diocese implement these unique learning experiences, all which will help students retain and appreciate the value of academic basics like mathematics, science and technology.

At this college preparatory high school in Manhasset, students in Grades 9 through 12 will take courses in Video Game Design and Development, Robotics, 3D Modeling and Animation, and Fashion Design. Under the direction of Principal Jonathan D. Kramer, St. Mary's High School anticipates beginning their exciting GBA programs during the Spring 2011 semester. Summer programs are planned as well. Initially, a number of teachers from the school will undergo professional development provided by GBA instructors in the various programs to prepare them for providing the program lessons to their students.



GBA's unique *Curriculum-In-A-Box*™ products and associated teacher training are utilized at various 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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