Game Builders Academy

Press Release

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Microsoft DigiGirlz Tech Camp 2009 Features GBA's Video Game Design Workshop

Stony Brook, NY, July 23, 2009 – Game Builders Academy (GBA) once again presented its workshop today in Video Game Design and Development to teenage

high school girls at Microsoft's DigiGirlz Tech Camp 2009. The three-day event was hosted at Stony Brook University on Long Island.

This was the third consecutive summer that Microsoft has invited GBA to participate in this event, aimed at teenage girls from schools throughout the eastern U.S. Approximately 65 girls attended the camp, some from points as far away as Atlanta, Georgia. However, the majority of the



attendees at Stony Brook came from NYC/Long Island area schools.

Four members from GBA engaged these girls during the 90-minute workshop in basic video game design. GBA employed a unique and innovative learning methodology to spark interest and encourage the campers to learn more. Microsoft's DigiGirlz Tech Camp brings together local government, community, technology companies, and education in a partnership to bring awareness to young women on the many opportunities available to them in technology fields.

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 help students learn, grow, have fun and succeed! GBA's initial instructional programs have been based on video game design and development, robotics, and 3D computer modeling & animation. A GBA *Starburst*™ offering in video game development was specifically designed for early childhood students in grades K through 4. Additional new programs are continually in development for future release. 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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