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AUSTIN MIDDLE SCHOOL STUDENTS SCORE IN TABULA DIGITA’S MEGABOWL EDUCATIONAL VIDEO GAME COMPETITION

Tournament Showcases Value of DimensionM Immersive Video Game Software to Raise Confidence, Excitement and Exam Scores for Students

New York, April 19, 2010 – Austin Independent School District (AISD) middle school students demonstrated their enthusiasm for mathematics last week as student “gamers” from 12 Austin middle schools competed in the MegaBowl Multiplayer Educational Game (MEG) tournament. Educational video gaming company, Tabula Digita, in partnership with Dell and Intel, hosted the event.

Using Tabula’s DimensionM™ educational software, part of the DimensionU Learning System currently used in the district, the competition included more than 100 math-loving students. The games send students on 3-D adventures interrupted by a dizzying array of quick-fire math questions where students demonstrate their arithmetic acumen in the head-to-head contest.

In the team championship, top honors went to students from Garcia Middle School – Team 2, while fellow school mates making up Garcia Middle School – Team 1 took second place. Students from Lamar Middle School placed third. Alfredo Hernandez from Webb Middle School secured first place in the individual tournament. The second place finisher was Nada Aljamal from Austin Peace Academy, and Ali Ali, from Renaissance Academy placed third.
The three-hour event, held at AISD’s Delco Center on April 14, was not your traditional pencil and paper math competition. The energy-packed contest had students going head-to-head using their math skills to advance through timed video games. To move ahead, and ultimately win the tournament, students had to successfully navigate through numerous mathematical obstacles to score the most points.

“It’s time to ramp up the fun and reinvigorate the current education process by inspiring young learners to embrace complex subjects like math,” said Ntiedo Etuk, chief executive officer of Tabula Digita. “Game-based technology coupled with standards-based content is the perfect solution to gaining and keeping students’ attention. It further fosters curiosity, collaboration and competition -- essential components that have been proven to improve academic achievement.”

The DimensionM Multiplayer video games used at the tournament were designed to reinforce key math concepts from grades 3-12 through a series of cutting-edge, first-person action adventure missions or lessons that incorporate over 200 math skills by way of three-dimensional graphics, sound and animation comparable to those in popular video games. The DimensionM gaming software content is aligned to standards set by the National Council of Teachers of Mathematics as well as state standards in all 50 states.

Tabula Digita games are currently being used in school districts across the country including New York City Public Schools, Chicago Public Schools, Broward County Public Schools, and Garland and Ft. Worth Independent School Districts in Texas.

About Tabula Digita

Since 2007, Tabula Digita has set a new course in the development of innovative educational video games. Through its collaborative, content-rich, immersive learning environments, Tabula Digita’s DimensionU Learning System offers research-based instructional tools that support math and science curriculum for elementary, middle and high school students.
The system includes the award-winning DimensionM math games designed for single and multiple players. Aligned to state standards, the games have been proven highly effective in increasing student engagement, time on task, and achievement scores. In 2009, the League of Scientists free-to-play web games were introduced for students in grades three-five. In 2010 the company will introduce its new line of literacy games.

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In 2008, Tabula Digita's DimensionM gaming series was named the Best Educational Game/Simulation from the Software Industry Information Association (SIIA).

For more information, please call 1-877-6-TABULA or 1-877-682-2852 or visit www.DimensionU.com.

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