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TABULA DIGITA’S DIMENSIONM EDUCATIONAL VIDEO GAMES NAMED FINALIST IN 2010 SIIA CODiE AWARDS

A four-time finalist, Tabula Digita Won CODiES Education Newcomer in 2007; Best Education Game or Simulation in 2008

New York, March 3, 2010 – DimensionM™ 3.0, the educational video game series from Tabula Digita, has been named a finalist in the Best Education Game or Simulation category for the 2010 CODiE Awards. Now in its 25th year, the CODiE Awards are sponsored by the Software & Information Industry Association (SIIA), and serve to showcase the software and information industry’s finest products and services.

“Tabula Digita has been a driving force within the gaming movement in K-12 education, understanding that it takes more than cool graphics to make a good supplemental tool,” said Ntiedo Etuk, co-founder and CEO of Tabula Digita. “What we have learned over the past five years is that it takes a great deal of research, alignment to standards, input from front-line educators and more to develop and harness the power of immersive game-based technology. That’s what we have put in to DimensionM 3.0 and we’re thrilled that our peers have recognized us accordingly.”

More than 327 nominations were submitted for this year’s CODiE Awards. The products that were selected as finalists will now be reviewed by members of SIIA, who will vote on winners for all 24 categories. The winners will be announced at a
special CODiE Awards Dinner on May 24, which will be held in conjunction with the 2010 Ed Tech Industry Summit.

The DimensionM multiplayer video games are designed to teach and reinforce key mathematics concepts from grades 3-12. The games incorporate a series of first-person action adventure missions that feature graphics, sound and animation similar to those in popular video games. By successfully navigating a myriad of embedded lessons, students quickly master the mathematics concepts previously discussed in class. This helps to simplify the complexities of mathematics by presenting them in a format – video games -- that today’s students understand. Further, students can challenge themselves in single-player format or compete against other students – in their classroom, across town, or even across the country -- in a fast-paced, tournament-style set-up. The gaming format provides an immediate “need-to-know the math” environment that supports the introduction of new math concepts, engages students in their own learning, increases time on task and accelerates academic achievement.

About Tabula Digita
Tabula Digita is the world leader in the development of innovative educational video games. Research-based and aligned to state standards, the award-winning DimensionM and League of Scientists instructive tools currently support mathematics and science curriculum for elementary, middle and high school students.

Through its fusion of collaborative, content-rich, immersive learning environments, Tabula Digita’s single and multiplayer products have been proven highly effective in increasing student engagement, time on task, and achievement scores. 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 the Ft. Worth Independent School District in Texas.

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.DimensionM.com.
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