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DIMENSIONM EDUCATIONAL VIDEO GAME SERIES IS A FINALIST IN THE 2009 SERIOUS GAMES SHOWCASE AND CHALLENGE

Fourth Annual Competition Encourages Game Developers to Create Innovative Products for Non-Entertainment Purposes

New York, Dec. 14, 2009 – DimensionM™, the educational video game series from Tabula Digita, has been named a finalist in the 2009 Serious Games Showcase and Challenge. Through its synthesis of education and technology-based immersive learning systems, Tabula Digita offers the most engaging, standards-based, high impact educational tools for today’s interactive elementary, middle and high school students.

The Serious Games Showcase and Challenge competition is hosted by the National Training and Simulation Association. The annual competition recognizes the top 12 finalists in each of three categories including business, education, and government. All entries are judged by representatives in leading gaming, academic, and industry companies in three primary areas: Solution to a Stated Problem; Technical Quality; and Playability/Usability.

“There are differences between games for education and games for entertainment,” said Ntiedo Etuk, chief executive officer and co-founder of Tabula Digita. “As developers of an educational game, we must target the desired learning outcome, and then design a game to achieve that target. Our games are built on the science of learning, and address standards outlined by esteemed education associations such as the National Council for Teachers of Mathematics (NCTM). We are thrilled to be
recognized for our efforts.”

Designed to reinforce key math concepts, the DimensionM instructional software engages students in a series of first-person action adventure missions that incorporate three-dimensional graphics, sound, animation and storylines comparable to those in popular video games. By effectively navigating the multitude of embedded math and algebra lessons, students quickly gain understanding and mastery of math concepts previously discussed in class. The software also provides automatic progress tracking for students so teachers can provide additional instruction to help them comprehend and master key skills. DimensionM games adhere to NCTM standards and those of all 50 states, and are currently used in schools and districts across the country.

The DimensionM Multiplayer video game series is available on both Windows and Macintosh platforms. There are several purchase options available for schools and districts to consider when purchasing the new DimensionM games. Please visit www.DimensionM.com or contact sales@tabuladigita.com for more information.

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 math 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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