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TABULA DIGITA PARTICIPATES IN GAMES-TO-LAPTOPS INITIATIVE IN MICHIGAN

Program Funded by Kauffman Foundation To Evaluate Student’s Use Of Gaming Technology And 1:1 Computing in Four Michigan School Districts

New York, Feb. 1, 2010 – Today’s educators understand that to be effective, a one-to-one program – where every student works on a laptop computer -- must do more than just put a laptop in student’s hands. Central to the one-to-one concept is incorporating cutting-edge methods of teaching and learning, including the use of virtual environments and gaming technologies. Through a comprehensive initiative to understand the power and potential of gaming in the classroom, four Michigan school districts are taking part in a pilot Games-to-Laptop Initiative that will evaluate student’s use of gaming technology including Tabula Digita’s DimensionM™ math games.

Funded by the Kauffman Foundation and spearheaded by the One-to-One Institute the pilot program will evaluate self-driven student engagement and assess infrastructural impediments that may present themselves during wider implementations of educational video games. Three Michigan districts are participating in the program representing several regions throughout the state including suburban southeastern Michigan, rural northern Michigan, and urban western Michigan. In addition, the Armada Area School District in rural Macomb County is taking part in the program.

“Undoubtedly, students and teachers connect to educational video games differently,” said Ntiedo Etuk, chief executive officer and co-founder of Tabula Digita. “With this initiative, educators hope to gain a deeper understanding of how students respond to the idea of ‘click and go’ learning that engages them in challenging content. We believe this effort has the potential to positively affect student-centered learning in a big way.”

Tabula Digita is the developer of the award-winning DimensionM™ multiplayer math video games. Through cutting-edge, 3D learning systems, the research-based DimensionM games transports students ages 8-18 to virtual worlds where critical thinking, problem solving, creativity, and collaboration are paramount to success. The games incorporate a series of first-person action adventure missions that feature graphics, sound and animation similar to those in popular commercial video games. By
successfully navigating a host of embedded lessons, students quickly gain mastery of 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 find relevant and easy to understand.

“Today’s educational video games – the fusion of research-based content and cutting-edge technology – are being embraced by educators across the country. They are tools that engage students, foster collaboration, build confidence, and yes, help students learn concepts and content they need to succeed academically,” said Michael Gielniak, Ph.D., programs and development manager, One-to-One Institute. “We want to take gaming in the classroom to the next level – hundreds of thousands of students are engaged in higher level thinking that comes from game-centered teaching and learning. But first we need to lay the ground work for understanding the direct benefits of gaming in a one-to-one scenario.”

In addition to Tabula Digita’s DimensionM Multiplayer game, eight other educational video games and simulations will be used in the Michigan program. They include American Dynasties, Democracy, Hot Shot Business, Making History, Resilient Planet, Time Engineers, Virtual Cell and Zon.

The DimensionM video games series, including Dimenxian, Evolver and Multiplayer versions, 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 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.

For Press Inquiries only:
Charlotte Andrist @ 770-578-8007 or Charlotte@EicherCommunications.com
Leslie Eicher @ 314-965-1776 or Leslie@EicherCommunications.com

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