New York, March 5, 2010 – A paradigm shift is taking shape in K-12 education. No longer is the core of instruction viewed exclusively as what content students encounter in the classroom. Today, education leaders are considering how students experience, connect, interpret, and respond to the content. Rather than just simply consume knowledge, this new paradigm has students invested, engaged, questioning and collaborating with a collective energy shared between students, teachers, AND technology.

To help empower students and teachers and transform classrooms into environments that model the key 21st century skills that are so sought-after in today’s work place, Tabula Digita, makers of the award-winning DimensionM educational video games has entered into partnership agreements with both Dell and Intel.

The newly announced alliance will offer school districts a fresh approach to complex technology purchases of new hardware, software, and professional development services. Via one transaction, schools can access an alignment of student engagement and achievement through thought-provoking educational video games run on cutting-edge computer notebooks, and supported by inspired educator training programs.

“In the past, districts would divide their purchases: first was filling their hardware requirements, followed by the purchase of a particular software needed to move their student achievement needle, with teacher training on either the new hardware or software taking a distant third position,” said Ntiedo Etuk, Tabula Digita’s CEO and co-founder. “What Tabula Digita, Dell and Intel are offering is a new technical archetype that considers the purchase of technology to be more student-centric, where hardware and software decisions are made concurrently. Equally important is providing a means for administrators to focus on the ‘how and why’ students and teachers will use and benefit from the new acquisition. This is good news for all education stakeholders.”

Schools will be able to purchase new Dell notebook computers or Intel powered PCs with the DimensionM games pre-installed, or if they already have computers, they can buy the
games a la carte to supplement their previous acquisitions. Designed to teach and reinforce key math concepts, the research-based, DimensionM instructional software that incorporates math skills via three-dimensional graphics, sound, animation and storylines comparable to those in popular video games. By successfully navigating the hosts of embedded math and algebra lessons, students have the opportunity to review and master math concepts previously introduced and discussed in class. Dell will also provide professional learning to support the computers and games on a large scale.

“Today’s students have been weaned on computer games and Tabula Digita has seized on this hunger for gaming as an educational medium and implemented many of the common axioms of learning research into its offerings,” said Dr. Eileen Lento, Government & Education Strategist, Intel Corporation. “Educational games running on Intel’s latest processors not only provide a rich landscape of adventure and challenge that appeal to today’s learners, but the learners exercise a skill set that closely maps to the thinking, planning, learning, and technical skills increasingly demanded by employers. This type of educational offering keenly addresses one of the nation’s most pressing needs — strengthening our education system and preparing workers for 21st century careers.”

About Tabula Digita
Since 2006, 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. For more information, please call 1-877-6-TABULA or 1-877-682-2852 or visit www.DimensionU.com.

About Dell
Dell develops solutions that enable students worldwide to learn, achieve and compete. www.dell.com/K12

About Intel
Intel (NASDAQ: INTC), the world leader in silicon innovation develops technologies, products and initiatives to continually advance how people work and live. Additional information about Intel is available at www.intel.com/pressroom and blogs.intel.com.

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