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TABULA DIGITA’S DIMENSIONM EDUCATIONAL VIDEO GAMES TO BE USED IN WEST VIRGINIA PILOT PROGRAM

Nearly 1,000 Students to Participate in Blue Ribbon Mathematics Partnership’s Program to Advance Achievement Scores in Mathematics

New York, March 17, 2010 – Tabula Digita, the developer of the interactive DimensionU Learning System, announced today that the Blue Ribbon Mathematics Partnership Committee in West Virginia will be using its DimensionM™ educational video math games in a comprehensive pilot program, funded in part by the West Virginia Department of Education. In all, 1,000 students from seven middle and high schools across four counties will be represented in the test program running now through January 2011.

The schools selected to participate in the pilot are: University and Monongalia High Schools in Monongalia County; Liberty High School in Harrison County; Paden City High School in Wetzel County and Frankfort Middle and Keyser Primary Schools in Mineral County.

“We are searching for ways to help students be more successful in their understanding and use of mathematics and our partner teachers are interested in using more relevant teaching tools so that West Virginia students can compete with other students from around the globe,” said Dr. Laura Pyzdrowski, associate professor at West Virginia University and Coordinator of the Blue Ribbon Mathematics Partnership Committee.

“We are excited to observe how our students and teachers will embrace this supplemental
game-based technology and anticipate an impact on motivation, engagement, and student achievement.”

Pyzdrowski and the Blue Ribbon Mathematics Partnership Committee first learned of the game-based teaching tool through The Center for the Advancement of STEM Education (CASE) which has embraced the math video games as a new building block in the center’s drive to ignite students’ interest in STEM (science, technology, engineering and mathematics) learning.

“It is so gratifying to see West Virginia’s education leaders embracing gaming technology as a tool to foster learning,” said Ntiedo Etuk, Tabula Digita’s CEO and co-founder. “Clearly, they recognize the importance of meeting the needs of today’s digital students -- they learn best and perform at a higher level when using engaging technology-based tools. Their commitment to putting relevance and substance and FUN back in the classroom, is to be celebrated.”

The DimensionM product series, available on both Windows and Macintosh platforms, assists students in learning and mastering multifaceted mathematical concepts within three-dimensional, lesson-based environments. Teachers begin with instructional modules that are highly interactive, and Web-based lessons provide an overview of the skills and learning objectives that are part of the supplemental ‘missions’ or lessons to follow.

Schools and districts across the nation have been using the video games for the past four years as a resource in small and large groups to introduce new concepts or support instruction. Students are given greater autonomy and can choose to challenge themselves in single-player format, or face other students in a fast-paced, tournament-style set-up with other students in their classroom, from another district classroom, or in a school across the country. All of the gaming programs correlate to both National Council of Teachers of Mathematics (NCTM) and state standards, including West Virginia.
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.

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 Austin and Ft. Worth Independent School Districts 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.DimensionU.com.

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