

**HIGH SCHOOL AND MIDDLE SCHOOL STUDENTS DESIGN VIDEO GAMES WIN AWARDS!
AWARD CEREMONY JULY 24, 2009 at ASU SKYSONG**

Scottsdale, Ariz. July 22, 2009 - Adaptive Curriculum and the Ira A Fulton School of Engineering host the Camp Game Reception and Award ceremony Friday, July 24, 2009 at ASU SkySong. Camp Game is a unique experience for middle and high school students in intensive video game creation, visualization and production. Students worked for six weeks with faculty experienced in the game industry to create concepts and prototypes for games using the latest software, hardware and development tools.

Friday's award ceremony will showcase the effort of the various middle and high school teams. State Superintendent Tom Horne will deliver a keynote address at 5:00 p.m. Participants get to play the games they have created during the camp. Team and individual prizes will be awarded

This interactive hands-on program teaches game design tools to middle and high school students, grouping them into game design teams and allowing them to create fun science and Math games. The teams competed to win various awards presented during the Camp Game Reception and Award Ceremony.

The games are based on the Adaptive Curriculum – Innovative Online Math and Science Simulations. Bringing real-world math and science lessons to life, the vision of Adaptive Curriculum is to meet students at their technological aptitude with math and science lessons to help them compete in a global economy. These web-based game-like lessons provide a solid foundation of core math and science standards for middle to high school grades.

The event is sponsored by Adaptive Curriculum and ASU's Technology Based Research and Learning Center with support from the Ira Fulton School of Engineering, Rainbow Studios, Autodesk, and Unreal Technology.

****TV and News Photo Editors: This will make a great video/photo opportunity!****

WHERE: ASU SKYSONG
1475 N. Scottsdale Road
Scottsdale, AZ 85257-3538

WHEN: Friday, July 24, 2009
Open House 1:00-5:00 p.m.
Keynote and Ceremony 5:00 p.m.

About Sebit:

Sebit, LLC, developer of the award-winning *Adaptive Curriculum*, is a U.S. based company located at the ASU SkySong Research facility providing curriculum solutions in math and science for grades 5-12 students and educators. *Adaptive Curriculum*—the company's premier product—is a web-based digital learning system designed to engage students in hands-on learning. *Adaptive Curriculum* uses a visual approach to foster conceptual understanding of math and science standards. Students are motivated to learn by the realistic graphics, interactive problem sets, and compelling real-world activities. Educators are delighted with the intuitive interface and tools that facilitate their capacity to provide personalized instruction. Districts where the software has been implemented note a significant improvement in student achievement, attendance, and attitudes towards math and science. Sebit also offers professional development workshops on teaching math and science with technology.

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