

## FOR IMMEDIATE RELEASE

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### **TABULA DIGITA'S ALGEBRA-BASED VIDEO GAMES SELECTED AS PART OF STEM EDUCATION INITIATIVE**

*The Center for the Advancement of STEM Education will facilitate licensing  
and teacher training for schools interested in educational gaming*

**New York, Sept. 4, 2008** – [The Center for the Advancement of STEM Education](#) (CASE) has selected Tabula Digita's [DimensionM™](#) immersive math video games as a new component in the center's drive to ignite students' interest in STEM (science, technology, engineering and mathematics) learning. Two-year licenses for the award-winning instructional games for pre-algebra and algebra will be provided to at least 10 school sites throughout the United States, which are part of the CASE program. Funding is provided through the Department of Defense's National Defense Education Program (NDEP) initiative.

CASE encourages the use of the latest technology and cutting-edge best practices in order to truly engage students in STEM education. "Youngsters today are like no other generation before them, they are digital natives," said Dr. Nancy J. Priselac, CASE's director of training. "We can't continue to teach in the same manner as we're used to, if we want students to be enthused about learning. We need to incorporate the latest, most exciting technology."

Priselac discovered the award-winning Tabula Digita games while attending Hawaii's annual International Conference on Education. When she and her husband, Dr. Stephen M. Priselac who is currently CASE's executive director, joined the organization in 2006, they brought Tabula Digita to the attention of the Department of Defense, along with various collaborating organizations such as the National Institute of Aerospace and

Nortel Communications. “We knew that Tabula Digita’s products would greatly support CASE’s mission, said Stephen Priselac, “So we invited them to do a pilot in order to give evidence of its efficacy.”

During the Tabula pilot, students who had previously participated in CASE’s own pilot program ran through the game process to provide baseline data. The assessment showed the games generated not only excitement among youngsters, but also documented increases in their algebra scores.

The award-winning DimensionM™ [www.DimensionM.com](http://www.DimensionM.com) series of educational video games offer 3-D learning environments where students are transported to an action-packed virtual world with embedded algebra instruction based on standards set by the [National Council of Teachers of Mathematics](http://www.nctm.org). Through sustained game play, students master pre-algebra and algebra concepts critical to passing high stakes exams and graduation requirements.

### **About the Center for Advancement for STEM Education (CASE)**

Headquartered at Garrett College in McHenry, Maryland, CASE was established in June 2006 with funding from the U.S. Department of Defense. CASE is a response to President Bush’s 2006 State-of-the-Union Address during which he announced the American Competitiveness Initiative (ACI) to encourage American innovation and strengthen our nation’s ability to compete in the global economy. This ambitious strategy will increase federal investment in critical research, ensure that the United States continues to lead the world in opportunity and innovation, and provide American children with a strong foundation in math and science.

### **About Tabula Digita**

Tabula Digita is an educational video game company focused on delivering innovative and effective educational games to students and institutions. Through its fusion of education and technology-based immersive learning systems, Tabula Digita successfully offers standards-based, high impact educational tools that engage middle and high school students in learning and applying Pre-Algebra and Algebra I concepts. For more information, please call 1-888-9-Tabula or 1-888-982-2852, or visit [www.DimensionM.com](http://www.DimensionM.com).

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