



**TABULA DIGITA VIDEO GAMES ADD UP FAST:  
ONE MILLION DIMENSIONM GAMES PLAYED BY MATH STUDENTS**

*Educational Video Games Driving Student Excitement,  
Math Fluency and Test Scores Significantly Higher*

**New York, Jan. 25, 2010** – One million video games played. Typically, such a statement might spark concern, but when the gamers are absorbing complex algebraic principles in the math class of the 21<sup>st</sup> century, it's another story. Designed in compelling, fantasy-rich formats, the immersive video game world of the Tabula Digita DimensionM™ series has students playing the math-based games a million times over, literally. Tabula Digita has announced that students, representing all ages, genders and regions of the country, logged their one-millionth game this month.

Developed by [Tabula Digita](#), the leading educational gaming company in the K-12 market, the award-winning gaming series is the number one immersive math video game available in the education market today and is being used in numerous school districts nationwide including New York City Public Schools, Chicago Public Schools, Broward County Public Schools, Austin and the Ft. Worth Independent School Districts in Texas.

“The rate of adoption of educational video games is increasing dramatically, and industry experts predict continued strong adoption in the months and years to come,” said Ntiedo Etuk, CEO and co-founder of Tabula Digita. “Let The Games

Begin isn't just a cliché. Our game-based learning solution has been proven to increase math skills and test scores, not to mention overall interest in the subject and time on task. We are very proud of reaching this milestone and even more pleased to know the impact that our games are making in the way math is taught and learned in the 21<sup>st</sup> century."

The research-based DimensionM™ video game series offers standards-based, educational gaming that immerses students in learning and applying essential arithmetic and algebra concepts. By completing "missions" within the games' 3D, reality-based environments, students ages 8-18 are quickly learning and mastering multifaceted mathematical concepts instantaneously. The 21<sup>st</sup> century instructional tool provides users with highly interactive story introductions, content rich instruction supporting over 200 math skills and a host of practice activities. In addition, the Web-based lessons, accessible from home or school, offer an overview of the skills and learning objectives that are part of the missions. All of the games are correlated to the [National Council of Teachers of Mathematics](#) and state standards in all 50 states.

"We hear from educators all the time that the DimensionM gaming technology is the most transformational teaching and learning tool they have ever come across," said Etuk. "The games extend the reach of the conventional textbook, lectures, and drill and practice, to help create a dynamic classroom where the learning experience is relevant, collaborative and most of all, effective. And students seem to be saying the same thing by playing our games a million times over!"

For more information, call 1-877-682-2852 or visit [www.DimensionM.com](http://www.DimensionM.com).

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