

For Immediate Release

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Travis Coffey, I Support Learning
913-764-4272 / tcoffey@isupportlearning.com

I Support Learning adds DDR pad to Video Game Design curriculum

Olathe Kansas January 30, 2008 - I Support Learning (ISL) has released an expansion pack for its popular Video Game Design curriculum. The DDR Project Pack is an additional learning tool that can be added to any license of ISL's **Video Game Design** curriculum. The DDR Project Pack allows students to create games within the ISL curriculum specifically for the DDR dance pad. Students will now have the ability to use a motion-sensitive control pad to control characters within their own video games.

The DDR Project Pack uses a dance pad with four arrow panels in a cross bar formation. These panels are pressed using the player's feet, in response to actions on the screen in front of the player. The arrows are synchronized to the general rhythm or beat of a chosen song, or other necessary action, and success is dependent on the player's ability to time and position his or her steps accordingly.

"We are very excited about this addition to the Video Game Design curriculum. We are seeing the industry embrace motion sensitive control devices, not only as an entertainment device, but also as a way of providing exercise to players," stated Steve Waddell, ISL's chief developer. "Plus, it is a lot of fun. Imagine students creating their own healthy games or creating adventurous simulations where their bodies – not just their thumbs – control the game. This is where gaming and simulation technology is going."

The DDR Project Pack adds the necessary software and hardware to allow students to easily compete in the Health Games division of the Future Game Designer Challenge. The Future Game Designer Challenge is a competition for middle and high schools students to create edutainment video games. The FGDC is sponsored by a generous grant from the Kauffman Foundation.

"The Video Game Design and Artificial Intelligence - Mobile Robotics curricula is the next generation of software that teachers need to really shake up their classroom and engage their students. The I Support Learning curricula is the future for teaching interactive courses that really entices, motivates, and teaches your students. I don't know how I survived as a teacher without this software, not only am I being challenged as teacher, but my students are being challenged as well. They love it, I love it and we are also having fun while learning," stated Mitzi Plunkett, Academy of Information Technology, Cypress Bay High School.

ISL's Video Game Design curriculum uses interactivity, animations, and digital videos to teach the basics of programming. This curriculum allows students to make a 3D video

game as they learn programming, math, science, and technology in a real-world environment.

About I Support Learning, Inc.

ISL (www.isupportlearning.com) is a dedicated team of developers whose goal is to revolutionize learning through engaging the learner in real world interaction. The personal experience curricula are designed to create and support life-long learners and make education relevant and engaging. Taking the passion and interests of students and allowing them to explore and develop new ideas and skills is how we make learning fun – still challenging and rewarding – but fun.