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UDC HOSTS NATIONAL ENGINEERS WEEK FUTURE CITY COMPETITION FOR AREA MIDDLE SCHOOL STUDENTS

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Washington, D.C. — At four-foot-nine and 84 pounds, Anthony Notaro may not be a power athlete, but the 12-year-old is convinced he's become a better swimmer since September, and it has nothing to do with laps.

The National Engineers Week Future City Competition™ – an educational program that introduces middle-school students to engineering – has helped him in math and science, and it's had a positive effect on many other facets of his school and social life. The Washington, D.C. regional Future City Competition will be held on Saturday, January 29th in conjunction with National Engineer’s Week at the University of the District of Columbia’s Firebird Inn (Building 38), 4200 Connecticut Avenue, NW Washington.

"It's helped me with sports and it's helped me a lot with teamwork," says Anthony, a 7th-grader at Nativity of Our Lord School in Orchard Park, New York, adding that the benefit goes well beyond swimming. "At the beginning of the year I only worked alone on the computer. Now I work with others and we divide the work. I share easier. I don't have to be the center of everything."

The program, now in its 13th year, asks students to create cities of the future, first on computer and then in large tabletop models. Students, working in teams with a teacher and volunteer engineer mentor, must also write a city abstract and an essay on using engineering to solve an important social need. This year’s theme: "How can futuristic transportation systems efficiently use aggregate materials – crushed stone, sand, and gravel – as a basic construction product?"

In hosting the competition for students in the District of Columbia (as well as students from Northern Virginia and Maryland), the University is fulfilling part of its land-grant mission of providing programs that are beneficial to citizens of the District. The competition provides UDC an additional opportunity to showcase its science and engineering programs while exposing youngsters and their parents to the University, according to Dr. Stanley Onye, Director of the Science and Engineering Center at the university and the Future City Regional coordinator for the Greater Washington, DC Area. The Science and Engineering Center is the host-center for the future city competition and its offers several educational programs.

"These are programs designed to provide enrichment experiences for academically talented minority students in the Washington Metropolitan Area public schools with emphasis placed on instruction experiences in science, math, engineering and technology subject areas," said Onye. “It is our hope that programs like this not only benefits young students, but will help in recruiting students to the science and engineering programs of the University.”

According to Onye, 41 schools from the Washington, Metropolitan Area registered for the competition; 27 from Washington, DC, eight from Maryland and six from Virginia.

To those unfamiliar with Future City, the question may sound esoteric and difficult, but to the estimated 30,000 seventh- and eighth-graders from more than 1,000 schools in 35 regions across America who are tackling the challenges raised by the competition, it's a welcome task.

The winning team from the Washington, D.C. Future City Competition will join teams from other regions for an all-expense-paid trip to the Future City National Finals, hosted by Bentley Systems, Incorporated, in Washington, D.C., February 21-23, 2005 during Engineers Week. National grand prize is a trip to U.S. Space Camp in Huntsville, Alabama. Numerous other prizes are awarded at the regionals.

Sponsored by the Engineers Week Committee, a consortium of more than 100 engineering societies and major corporations, Future City is the largest and most successful not-for-profit educational program of its kind. Students design their cities using SimCity 3000
software donated to all schools by Electronic Arts of Redwood City, California, and then build large, 3-D scale models. At the competition, they present and defend their cities before a panel of judges.

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- The following 35 regional sites are participating in the 2005 competition: Albany (NY), Buffalo, Northern California, Southern California, Chicago, Colorado, Florida, Hampton Roads, Idaho, Indiana, Iowa, Kansas, Las Vegas, Louisiana, Maryland, Michigan, Milwaukee, Minnesota, New England, New Jersey, New York City, North Carolina, Northern Nevada, Ohio, Oklahoma, Omaha, Philadelphia, Phoenix, Pittsburgh, South Carolina, St. Louis, Texas-Dallas/Fort Worth, Texas-Houston, Washington, D.C., and Washington State. For more information visit www.futurecity.org.

- The winning team (three students, teacher, and engineer mentor) from each qualifying regional Future City Competition receives an all-expense-paid trip to Washington, D.C., for the national finals. First place national team wins a trip to U.S. Space Camp in Huntsville, Alabama, provided by national finals host Bentley Systems, Incorporated, a leading engineering software company. Second-place team receives a $2,000 scholarship for the school's technology program, sponsored by the Society of Manufacturing Engineers. A $1,000 scholarship for the third-place team's school technology curriculum is provided by The National Society of Professional Engineers. Numerous other prizes are awarded at regional competitions.

- The National Engineers Week Future City Competition is sponsored in part by the Engineers Week Committee, a consortium of professional and technical societies and major U.S. corporations. Engineers Week, founded in 1951 by the National Society of Professional Engineers, is dedicated to increasing public awareness and appreciation of the engineering profession and technology. Co-chairs for 2005 are ASME (The American Society of Mechanical Engineers) and BP, p.l.c. For more information visit www.eweek.org.


- About the SimCity™ Franchise: Pursuing a lifelong fascination with simulations, legendary game designer Will Wright and his team at Maxis created the original SimCity in 1989. Critically acclaimed, it garnered dozens of awards and sold millions of copies both domestically and internationally. SimCity 2000™ followed in 1993. SimCity 3000™, released in 1999, became the #1 selling PC game that year. SimCity 4 was released in January 2003 and continues to win awards and remain on top of the sales charts. SimCity 4 Deluxe Edition, which includes SimCity 4 and the latest SimCity 4 Rush Hour Expansion Pack, launched in September 2003 to rave reviews.

- About Electronic Arts: Electronic Arts Inc. (EA), headquartered in Redwood City, California, is the world's leading interactive entertainment software company. Founded in 1982, EA posted revenues of $2.96 billion for fiscal 2004. The company develops, publishes, and distributes interactive software worldwide for video game systems, personal computers and the Internet. In 2003, EA had 27 titles that sold more than one million copies. Electronic Arts markets its products under three brand names: EA SPORTS, EA GAMES, and EA SPORTS BIG. EA’s homepage and online game site is www.ea.com. More information about EA’s products and full text of press releases can be found at http://info.ea.com. Electronic Arts, EA SPORTS, EA GAMES, EA SPORTS BIG, Maxis, and The Sims are trademarks, or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All other trademarks are the property of their respective owners.

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