

***** PRESS RELEASE *****
June 26, 2007

SOURCE: Red Knight Learning Systems
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Native American Tribe To Use Video Games and Immersive Technology for Cultural Preservation

DALLAS, Texas – The Coushatta Tribe of Louisiana, located near Elton, Louisiana, is partnering with Red Knight Learning Systems of Dallas to develop innovative digital learning media for their new high tech Coushatta Heritage Center. The tribe will be using modern immersive media, including video games and interactive hardware, in numerous learning exhibits designed to preserve their native Koasati language and tribal heritage.

Red Knight will partner with the tribe to design and create all the digital and audio/video media throughout the Heritage Center. Some of the innovative learning pieces will include:

- a 3D video game where players explore a virtual world to experience how the Coushatta Tribe used nature and tools to survive
- an interactive language game that allows visitors to hear and learn the Koasati language
- a timeline wall where visitors can “interact with history” by sliding a display monitor along the wall, allowing them to see and hear the tribe’s history and migration
- an interactive basket-making exploration that will allow visitors to make their own virtual Coushatta basket

The Center will also include interactive and physical exhibits exploring the tribe’s prophecies and stories, their more than 500-year history, their world-renowned pine-needle baskets, the making of traditional corn soup, the importance of social life, their modern history and governance, and the critical efforts they are making to preserve the native Koasati language.

“We need to draw strength from our past, while doing everything we can to preserve our future,” says Kevin Sickey, Tribal Chairman. “The partnership with Red Knight provides us with important opportunities and tools for achieving our overall project goals.”

The interactive learning components in the Center will be designed to highlight the work that the Coushatta Tribe is doing to document and revitalize the Koasati language, supported in part by a grant from the National Science Foundation. The Koasati language will be integrated into all exhibits, and the Heritage Center will also function as a tribal library, archives, and language learning center for Coushatta tribal members. The digital exhibits will also underscore the message that the Coushatta people are a living, modern tribe with a desire to engage and educate their youth. Other tribal members, scholars, and the public will benefit as well as the tribe preserves their heritage and language with the help of groundbreaking learning technology.

“The Coushatta Tribe is refreshingly open to using technology for learning,” states John Purdy, President of Red Knight. “They have always been known as leaders and innovators and this heritage center will be a model for how museums and cultural centers can integrate modern learning technologies to enhance their visitors’ experience.”

About Red Knight Learning Systems:

Red Knight Learning Systems creates innovative learning solutions. We have a motto: “Better Learning. Better Lives.” Our focus is on helping people learn better. We do this through highly immersive and interactive explorations, games and simulations. Better ways to learn mean better educated employees, students, visitors, consumers and customers. The rapidly growing fields we’re involved in are known as Serious Games, Immersive Learning Simulations, Interactive Learning, and Virtual Learning Worlds, to name a few.

You can learn more about RKLS at: www.redknightlearning.com or contact us at info@redknightlearning.com.