

January 14, 2003 - Zoombinis Island Odyssey a Finalist for 2003 Codie Award

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The Software & Information Industry Association (SIIA) has named Zoombinis Island Odyssey as a finalist for the 2003 Codie Award for Best Education Technology Solution for Home/Consumer. The Codie Awards showcase the software and information industry's finest products and services and are the only peer recognition program in the software and information industry.

Island Odyssey is the third game in the Zoombinis series. The first game, Zoombinis Logical Journey, won a 1997 Codie Award. In addition to the math and logic skills the first two games teach, Island Odyssey also helps students develop scientific reasoning skills by introducing them to concepts underlying astronomy, mechanics, and the life sciences.

For more information about any of the three Zoombinis adventures, visit [The Learning Company web site](#).