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# PRESS RELEASE

## **Fairfield Programming Association Partners with Preponderous Software and Launches “FPA Games” Brand**

**Bridgeport, September 2nd, 2022:** The Fairfield Programming Association (FPA) announces that it will be launching its own game publishing brand known as “FPA Games”. This brand will be used to produce, manage, and publish AAA-quality, open-source games for all platforms including: Linux, Macintosh, Windows, Xbox, Playstation, Switch, and Mobile.

To start this the FPA partnered with Preponderous Software from Colorado which has significant experience in open-source software creation and game development. This will be the first of many studios working with the FPA in order to create a suite of successful open-source games driven by the community with long term support.

As FPA Games will act as the publisher to Preponderous and other studios, it will manage community involvement and the creation of what it always has made, learning resources. “It’s an opportunity for us to engage the community with tutorials, tools, projects, and more while still staying true to our mission of educating the programming world,” said William McGonagle, CEO of the Fairfield Programming Association.

“It gives us an opportunity to sustain our practice of creating tools and resources for all by partnering with companies, groups, and individuals,” noted McGonagle. The FPA is currently working on partnering with engines and more studios to maintain its community growth and stability as an open program.

Headquartered in Bridgeport, CT, the Fairfield Programming Association is one of the largest open-source learning organizations in the world.

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