



Nominees for Induction in 2021

SUMMARY LIST

Candidates	Title	Professional Affiliation	Nominated by	Nomination History
<u>Bloom, Philip</u>	Founder & Former Publisher	The Bloom Report	Received Multiple Nominations: <ul style="list-style-type: none"> ▪ Ron Cantor, Vice President, SolidRoots, LLC ▪ Gene Murtha, SCORE Foundation 	New Nomination
<u>Killgallon, William C.</u>	Chairman of the Board	The Ohio Art Company	Bill Southard, President/CEO, Southard Communications	Carryover
<u>Rowland, Pleasant T.</u>	Founder	American Girl, division of Mattel, Inc	Jamie Cygielman, GM, American Girl, Mattel	New Nomination
<u>Wann, Bob</u>	Chief Play Monster	PlayMonster	Received Multiple Nominations: <ul style="list-style-type: none"> ▪ Karen McTier, President, KMG Licensing ▪ Kathleen Campisano, Global CMO & GM, ChizComm Beacon Media ▪ Mary Couzin, President and Founder, Chicago Toy & Game Group ▪ Scott Flynn, Chief Fun Monster, PlayMonster ▪ Soren Laursen, Director, Mattel 	New Nomination

BLOOM, PHILIP

Founder & Former Publisher, The Bloom Report

Nominated by:

- ***Ron Cantor, Vice President, SolidRoots, LLC***

It is my great pleasure to nominate Phil Bloom to be inducted into the Toy Industry Hall of Fame. Over the past 40+ years Phil has served the Toy Industry as a Buyer, Merchandise Manager and Vice President of Merchandising for both Circus World and Toys "R" Us; and 22 years ago he launched The Bloom Report online newsletter that has become a remarkably valuable tool for everyone in Toy Industry.

- ***Gene Murtha, SCORE Foundation***

Phil Bloom began his career in the 1950's working in an early version of a discount store. Graduating from The University of Toledo, he worked for retail mass merchants and progressed through store management and then into various buying and merchandising positions.

In the 1970's, he joined Children's Bargaintown in Chicago, one of the two regional toy retailers who eventually became Toys "R" Us. He advanced his career by moving to Circus World Toy Stores in Detroit as Senior Vice President and General Merchandise Manager during the chain's growth years and was instrumental in the growth of the company from 9 to 150 stores.

Seeing an entrepreneurial opportunity, he then moved to the New York area to become President of Toy Retailers, Inc., New Jersey operators of leased toy and sporting goods departments. While there, he developed the concept of retailing children's clothing in a combination store environment with toys as the company opened several Children's Choice stores in regional shopping malls.

As "big box" retailing flourished in the 1980's, in the concept pioneered by Charles Lazurus of Toys "R" Us, Phi rejoined Toys "R" Us in 1983 in the merchandising/purchasing division. When Toys "R" Us made the commitment to go forward with an International division, he was appointed Vice-President of Merchandising, where he pioneered the merchandising initiatives in the first ten Toys "R" Us International countries (including the entry into Japan). It was during this period that he was able to broaden his outlook on both the toy business and international retailing

Phil began writing a newsletter to the toy industry in 1998 after retiring from Toys R Us, becoming the earliest pioneer of on-line news. Presently "the Bloom Report" has over 8,000 subscribers in 29 countries who visit TBR , on average, 3.6 times per week for all the toy industry news and information updated throughout every business day.

After a long career as a merchant, a builder of the modern toy industry then a pioneer in the dissemination of news for the industry, Phil has retired to enjoy his family in New Jersey.

A man who has dedicated his life to making things better in our industry, a visionary who has stood by traditional values of hard work and unwavering integrity, Phillip Bloom is deserving of recognition in the Toy Industry Hall of Fame.

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KILLGALLON, WILLIAM C.

Chairman of the Board, The Ohio Art Company

Nominated By:

Bill Southard, President/CEO, Southard Communications

Over his almost 5 decade career in the toy industry, Bill Killgallon has been a tireless advocate for toy manufacturers and consumers. Bill joined the Ohio Art Company in 1969 and served as President and CEO from 1978 until his retirement in 2016, capping a 47 year run. He has passionately, yet conservatively led the company through good times and bad, always believing that building mutually respectful and beneficial relationships between product development, marketing, manufacturing, sales and retailers will ensure a great experience for the end consumer – children.

During his tenure, Bill oversaw the development and marketing of hundreds of toys. The company’s most famous brand, Etch a Sketch, enjoyed a renaissance under his leadership, extending to multiple SKU’s, including travel size, pocket size, mini and many other brand extensions that maintained the integrity of the brand while ensuring its long-term viability with each new generation. Because of his stewardship, Etch a Sketch continues to be one of the most iconic toy brands ever. Today Bill serves as Chairman of the Board.

In addition to Etch a Sketch, Bill spearheaded many other successful products and the company developed both internally and with the help of talented toy inventors, products that focused on “making creativity fun” for kids of all ages and backgrounds.

Bill’s commitment to quality and safety was second to none, as the company always manufactured a safe and enjoyable toy for kids. To ensure products met the exacting and ever-changing toy safety standards, he consistently held the manufacturing team and engineers to the highest standards, instituting an internal program that bundled all retailer requirements, focused on the most stringent, and using as the basis for all toys. This approach soon become the industry standard.

(Consider the contributions he made from Greg Staley, former President of the U.S., and International Divisions of Toys ‘R’ Us and CEO of KB Toys)

“I have known Bill since 1989 and he is a man of high character with the utmost integrity. Bill was a fabulous business partner with Toys “R” Us and KB Toys. As a gentleman, he respected honest competition and was a strong advocate for business policies and conduct that was beneficial to the entire toy industry. Former colleagues Roger

Goddu, Bob Weinberg and Ernie Speranza share my belief that Bill is one of the genuine ‘class acts’ ... always trustworthy, reliable and sincere. He has an outstanding reputation deserving to be included in the HOF”.

Bill was respected by industry peers, employees, and retailers. He always gave back to the toy industry, serving two terms on the TMA Board from 1982-1984 and again from 1998-2000.

Bill also gives back to his community and serves as a Presbyterian Elder; a member of the Masonic Organization; a former director of Columbia Ventures; and a Hillsdale College Trustee. He is a former director of State Troopers of Ohio; former YWCA Trustee as well as former Finance Chairman of the YWCA Building Committee. He is a former Chairman and Trustee of The Buckeye Institute; and a member of the Dean’s Advisory Council, Fisher College of Business, the Ohio State University.

Final note:

Truly deserving we hope Bill is given ample consideration for entry into the Toy Association Hall of Fame.

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ROWLAND, PLEASANT T.

Founder, American Girl, Division Of Mattel, Inc

Nominated by:

Jamie Cygielman, GM, American Girl, Mattel

I’m honored to nominate Pleasant T. Rowland, founder of American Girl, for the 2021 Toy Industry Hall of Fame. When Pleasant founded American Girl nearly 35 years ago, she believed that great stories with aspirational characters could inspire girls to make their own positive mark on the world – and she was right. Since then, American Girl has been a trusted partner in empowering girls with confidence and character.

As a teacher, a writer, and an entrepreneur, Pleasant built her career by creating educational programs, books, and dolls that integrate learning and play experiences.

In 1986, after an inspiring trip to Colonial Williamsburg, Pleasant combined her love of American history and her commitment to high-quality educational products to create ***The American Girls Collection***, a line of historically-accurate books, dolls, and accessories representing pivotal times in America’s past. Each historical character’s story helps girls today discover a sense of self and belonging. Since then, the collection has been lauded for its ability to bring history to life for millions of children through story-telling and imaginative play.

As a trailblazer in creating purposeful play, Pleasant expanded her vision beyond the initial collection with the launch of a contemporary line, now called ***Truly Me***, that celebrates girls’ individuality with dolls featuring a diverse array of face shapes, skin tones, eye colors, and hairstyles, plus realistic accessories. A line of advice books followed, ***Smart Girls’ Guides***, to give kids the tools to navigate the ups and downs of growing up and included the bestselling body book for girls, *The Care and Keeping of You*, which is a rite of passage book among tweens today. To date, the advice series has sold nearly 12 million copies.

To give voice to a diverse range of personalities, Pleasant also created the **Girl of the Year** line, featuring contemporary characters who experience modern-day issues and inspire girls to make a difference. To support the littlest American girls, Pleasant also created **Bitty Baby**, a nurturing line of diverse baby dolls.

As American Girl grew in popularity and sales, major toy companies took notice, and Mattel acquired the brand in 1998.

Shortly after, Pleasant fulfilled her dream of opening an experiential retail store, **American Girl Place-Chicago**, where—for the first time—fans could shop the product in person and immerse themselves in a unique dining experience for girls and their dolls; a live theater performance; and, a Doll Hair Salon. To date, American Girl has welcomed 100+ million visitors to its popular retail stores and has been recognized as a premier model for experiential retail.

Pleasant also has been widely celebrated for her generous philanthropic efforts, providing millions to children’s charities nationwide.

Today, guided by Pleasant’s original vision, American Girl has grown into one of the nation’s most beloved brands. Through powerful stories of courageous heroines, American Girl has helped shape an entire generation of women of character—a brand truth we are immensely proud of and a testament to the spirit and ingenuity of our remarkable founder, Pleasant T. Rowland.

“The American Girl experience is more than just a collection of toys. It is a collection of magical moments filled with goodness—moments that will nourish a little girl’s spirit, send her imagination soaring, and make her dreams come true.”

—Pleasant T. Rowland

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WANN, BOB

Chief Play Monster, PlayMonster

Received Multiple Nominations:

- ***Karen McTier, President, KMG Licensing***

Bob Wann epitomizes the best of the best in the toy industry. He is smart, creative, professional and possesses many important attributes to be successful in the toy industry—a strong instinct for product, a passion for the industry and strong leadership skills.

I first met Bob when he was the head of Playschool. I was charged with negotiating the deal on behalf of Warner Bros and Amblin Entertainment for Tiny Toon Adventures. My team was extremely impressed with Bob. From his deft negotiation of the deal, to managing a talented team at Hasbro, Bob navigated all parties effortlessly. His enthusiasm for product, respect for the creative process, and management of all the business aspects of the toy business made him an ideal partner to licensors.

He was part of a large corporation, but it was evident that Bob had a true entrepreneurial spirit and a sense of fun that is contagious—he loved what he was doing for a living—and positively impacted everyone around him. He understood the importance of play and creativity and was a strong and principled leader—who appreciated and was loyal to—the talented people he surrounded himself with.

When Bob went to on to be President of Parker Bros, we immediately pitched him the Batman license, which was still very early in the franchise and he signed on right away. He had great vision and enthusiasm for the potential of licenses on product. Over the years, Bob was a WB licensee at virtually every company he was involved in; we knew we wanted to be in business with Bob Wann.

After a very successful run, and when most people would think of retiring, Bob took a big risk and joined Patch Products in Wisconsin.

He took an ownership position in the company, convinced his former head of design, Ron Hayes, to run the toy development, and eventually bought the company with the help of investment bankers. He reinvented it from a small game and puzzle supplier— to a major player across many categories of product. He led a successful rebranding of the company to PlayMonster, which completely reflects Bob’s personality and sense of fun.

Bob is very dedicated to the Toy Industry Association and for many years was a fixture on the stage in New York and behind the scenes, dedicating his time and connections to the TIA. He is committed to giving back and making the lives of children better by serving as head of the Fundraising Committee for TIA, as well as, Chairman of the organization for many years. He ran the TIA spring event, and was very focused on the educational aspects, as well as, bringing people in the industry together through the social and networking opportunities.

Bob’s role as an ambassador and influencer in the industry, his contributions to children in need, his legacy of product successes, his strong inclusive leadership style, and his scrappy, entrepreneurial spirit make him uniquely deserving of a place in the Hall of Fame.

▪ ***Kathleen Campisano, Global CMO & GM, ChizComm Beacon Media***

I am not nominating Bob Wann because of his tireless contributions to the toys industry, its advancement and incredible evolution under his leadership.

I am also not nominating Bob Wann because of his undeniable business success and indelible mark over 40+ years in service to innovation and the power of play.

I am not nominating Bob Wann because of his unmeasurable contributions to such beloved brands as Fisher-Price, Playskool, Milton Bradley, Parker Brothers, Patch Products and PlayMonster.

And finally, I am not nominating Bob Wann because of all the titles he has held, committees he has chaired, and business opportunities he has created.

Even though each of those accomplishments would individually, and most certainly, earn him a seat alongside the other honorees, there are truly only three reasons why I am nominating Bob Wann for our industries highest honor.

His Humanity, His Humor and His Heart!

Bob cares deeply about impact and others. He seeks people out for inclusion, brings people together around meaning and unites others for purpose. He does so in a way that only Bob can do, by sharing what is under his proverbial Scottish kilt... which of course is in reference to his notable Scottish charm. And he does so by being vulnerable, by sharing his insights, his point of view and embracing the thoughts, feelings and opinions of others.

Bob has taken on some of our industries biggest challenges with humility and a leadership style that accepts diversity of thought and an openness to new ways of working.

I believe with the utmost confidence that my nomination is representational of so many of my colleagues and peers who would agree that now is the right time and Bob Wann is the perfect candidate for the Toy Hall of Fame.

▪ ***Mary Couzin, President and Founder, Chicago Toy & Game Group***

Bob Wann has either discovered the secret of the space-time continuum or he has a clone. It just isn't physically possible to do everything Bob does so exceedingly well with humor, intelligence, insight, passion and compassion. Whether it is wearing a kilt to entertain colleagues, sending an unexpected note to see how you are doing, championing a product or brand to success, taking care of family, or mentoring a colleague to the next level, Bob is there for you.

I had the pleasure of getting to know Bob well while working with him when he was Chair of the PlayCon Committee. Although his financial, sales and marketing acumen is widely known, I believe his special sauce is bringing everyone to consensus while encouraging and inspiring all to contribute in a meaningful manner, whether it is hosting successful events, supporting causes, creating hit global brands or transforming companies.

The latter includes the transformation of Patch Products from a small game company to a multi-category dynamic global player with countless award winning products. And, leading by example, Bob still finds time for himself and his team to champion play, serve disadvantaged youth and nurture future leaders of all ages. PlayMonster is a sponsor of our CHITAG Young Inventor Challenge and their commitment goes far beyond financial. They mentor the young inventors and they get behind the products invented by these kids. I spent an entire day at PlayMonster a year ago with Bob and his team. They welcomed two winners they licensed games from to their offices, explained their roles and the toy business in great detail, treated these kids like they were an integral part of their team and brought them into the process from top to bottom. It literally brought me to tears. Because of PlayMonster, one of the winners recently said in a TV interview that her life goal is to work at a toy company.

Bob has brought many classics to market such as Nerf, Elefun, 5 Second Rule and Fisher-Price Bubble Mower, 123 Skates and 123 Bike. Although too many to list here, the brands he has grown over the years include Mr. Potato Head, Monopoly, Scrabble, Trivial Pursuit, Pictionary, Candyland, Yahtzee, Spirograph, Fisher-Price, Playskool, Fisher-Price, Milton Bradley, Parker Brothers, PlayMonster and so many more.

Bob has left an indelible mark on our industry via the Boards he served, the companies he led, the brands he built and the people of all ages he nurtured and inspired, including yours truly.

▪ ***Scott Flynn, Chief Fun Monster, PlayMonster & Soren Laursen, Director, Mattel***

Anyone in the Toy Industry understands the power of play to make a difference in the lives of people of all ages, and Bob Wann lives and breathes that philosophy as he passionately champions play through his example, work ethic and exemplary leadership.

Bob is well-known throughout the industry for his unbridled passion and enthusiasm. Whether he's working, attending events or volunteering, his energy is contagious. For 40+ years, his presence in the industry has inspired others to champion the power of play, and to reach for greatness in their careers, for their company, and for the industry. He has mentored many industry leaders, and with his great eye for product, he has brought to market some of the classics like Nerf, Fisher-Price Bubble Mower, Fisher Price 123 Skates and Bike, Elefun and 5 Second Rule.

Bob is a brilliant salesman, marketer, and negotiator. As such, he has led and overseen the growth and global expansion of some of the best-known brands in the industry, including Fisher-Price, Playskool, Milton Bradley, Parker Brothers, Care Bears, Strawberry Shortcake, Nerf, Mr. Potato Head, Lincoln Logs, Tinker Toys, Monopoly, Scrabble, Trivial Pursuit, Pictionary, Clue, Candyland, Yahtzee and Spirograph. Bob was instrumental in the development of the award-winning Family Game Night and Get Together Games marketing campaigns. As a negotiator, he was key in notable industry acquisitions such as Tiger Electronics, Wizards of the Coast, Kahootz and Interplay, and was instrumental in the breakthrough licensing negotiations of the Star Wars 10-year Hasbro deal.

Bob is one of the few leaders in the industry who has worked for both large and small companies, and he used that experience to lead the expansion of Patch Products from a small game company into the multiple award-winning PlayMonster. He continues to grow the business exponentially in the US and internationally. PlayMonster has seen great growth since Bob took over in 2009, celebrating 23 TOTY finalists in the last 11 years, including its first TOTY win with Yeti in My Spaghetti. Because of Bob's leadership, PlayMonster operates at the level of a big company, and responds to retailer and consumer needs like a small company.

In addition to Bob's leadership and service to the industry through all of his company achievements, Bob has served and been a prominent and influential leader within the industry through his 10+ years of service on the Toy Association Board. He served eight years on the Executive committee as Chairman, Vice Chairman, Secretary and Treasurer, and seven years as Chairman and host of Playcon. He combined this with eight years of service on the Toy Industry Foundation Board including Chair of the Fundraising Committee. Through all of this, and his extensive Toy Industry Foundation charitable work, Bob shares his passion and helps ensure that all children can experience the power of play.

This unique combination of company and industry leadership and service is why Bob is such a deserving candidate to be in the Toy Industry Hall of Fame.

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