



Nominees for Living Induction in 2022

SUMMARY LIST

Candidates	Title	Professional Affiliation	Nominated by	Nomination History
<u>Clark, Maxine</u>	Founder & CEO	Build-A-Bear Workshop	Sharon Price John, President & CEO, Build-A-Bear Workshop	New Nomination
<u>Harary, Ronnen</u> <u>Rabie, Anton</u> <u>Varadi, Ben</u>	Co-Founders	Spin Master	Tammy Smitham, VP of Communications and CSR, Spin Master	Carryover
<u>Kislevitz, Patricia</u>	Founder	Colorforms Corporation	Robert Moog, President & Co-Founder, University Games Corporation	Carryover
<u>Pressman, Jim</u>	President	Pressman Toy Corporation	Received Multiple Nominations: <ul style="list-style-type: none"> ▪ David Norman, President, Goliath ▪ Jean-Paul Teskey, Senior Vice President, Outset Media ▪ Jeff Pinsky, CEO, Amigo Games Inc. ▪ Mark Chernick, CEO, Play Visions Inc. ▪ Matt Nuccio, President, Design Edge ▪ Michael Albert, President & CEO, TCG TOYS ▪ Michael Kohner, President, The Michael Kohner Corporation ▪ Steve Meyer, President, Meyer/Glass Design 	New Nomination
<u>Wann, Bob</u>	Chief Play Monster	PlayMonster	Received Multiple Nominations: <ul style="list-style-type: none"> ▪ Karen McTier, President, KMG Licensing 	Carryover

			<ul style="list-style-type: none">▪ 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	
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CLARK, MAXINE

Founder, CEO, Build-A-Bear Workshop

Nominated by:***Sharon Price John, President and Chief Executive Officer, Build-A-Bear Workshop*****Long experience and record of accomplishment in the industry.**

The experts said it was a fad, but the dynamic founder of Build-A-Bear Workshop, Maxine Clark, defied the skeptics, reinventing both the toy and retail industries in the process. Hailed as one of the most important changes in retail in the last century by Inc. Magazine, back in 1997, Build-A-Bear was a forerunner of recognizing the importance of elevating consumer experiences well before the term retail-tainment existed.

Today, the brand enjoys over 90% aided awareness and has sold more than 200 million furry friends. In fact, the sun never sets on this global company which has generated over \$5 Billion in cumulative revenue and will be celebrating its 25th year in 2022. The Silver Anniversary marks an impressive milestone for this make-your-own plush company which is now beloved across multiple generations having facilitated countless heartfelt moments and memories for children and children at heart.

Part of Maxine's inspiration was based on her personal understanding of the comfort and importance of a teddy bear, from the memory of her own special childhood plush animal. Embracing that memory and encouraged by the young daughter of a friend, she was driven by a desire to create something where a child could make an emotional connection with a stuffed animal. This desire led to the famous and beloved Build-A-Bear process, where a furry friend is chosen, stuffed, dressed and named by their new owner. Importantly, this process also included adding a small satin heart to the plush animal during a signature "heart ceremony", bringing it to life through this unique bonding experience.

As Build-A-Bear has become an iconic brand, Maxine has also become an icon herself. She is a sought-after speaker with generous accolades and honors associated with entrepreneurship, education, retail, women's leadership and toys and it is well deserved.

However, her greatest pride and much of her recognition is linked to the philanthropic intent that she had for the company from the very beginning. It is clear that Maxine always had her heart in the right place, as she envisioned the company's core value of giving.

This led to the establishment of Build-A-Bear Foundation, where she still serves on the board in an emeritus position. Since its inception, the Foundation has donated more than \$18 million to deserving causes in support of its mission as well as over 300 thousand furry friends in the last five years alone, with the goal to add a little more heart to life to those in need. As impressive as that is, after retiring from her position as Chief Executive Bear, Maxine has continued to have a remarkable personal philanthropic impact through the Clark-Fox Family Foundation, where she currently serves as CEO.

Maxine Clark innately knew that a toy is much more than toy. She tirelessly nurtured and elevated that belief to create a global company with heart. Clearly, only a true visionary could have reimagined the classic teddy bear in a way that has had this much lasting positive impact.

Innovative product, marketing introductions or significant process improvements.

The creation of Build-A-Bear Workshop in itself was one of the most innovative developments in the toy and retail industry reinventing a classic toy like the teddy bear into an efficient and replicable do-it-yourself process that makes a heart-filled memory - both at the same time. The idea of putting equipment and hardware into a retail space such as industrial level equipment with a stuffing machine so that kids could actively participate in the production of a classic toy or putting in computer equipment that customers used themselves - was ground-breaking. The idea to have furry friends, as Build-A-Bear plush products are known, registered into a database as they were being given their name which included a Find-A-Bear program that could reunite lost furry friends with their owners if they were ever lost or separated, fueled a contactable marketing list of millions of connected consumers.

Under Maxine's leadership, innovation has defined Build-A-Bear's history in both products and marketing campaigns. Maxine was a pioneer in combining passion and relevance with products empowering consumers to have a voice through the merchandise they purchase. Lines featuring a cause animals, in which a portion of proceeds was donated to charities, were created supporting animal welfare, children's literacy and health and wellness. Licensed relationships with popular entertainment properties, fashion brands and culturally relevant organizations were started and continue broadening appeal across ages, geographies and demographics.

Understanding that the hug of a teddy bear would lead to an emotional brand connection, Maxine started an outbound licensing program in order to expand the Build-A-Bear brand into other toy, consumer product and entertainment categories.

The appeal of Build-A-Bear led Oprah Winfrey to recreate a workshop space on the stage of her televised talk show so that she could personally demonstrate the fun of making a bear for a friend (in this case, Quincy Jones) as she recorded a custom message on the highly innovative record your voice sound chip that is put inside the finished product. And of course, the idea to bring the furry friend to life made the process into a mission with purpose when Maxine created the now iconic satin red heart that goes into every furry friend sold at Build-A-Bear that's over 200 million times and counting.

Active involvement in the Committees or work of The Toy Association.

Build-A-Bear Workshop is a member of The Toy Association and is currently represented by President and CEO Sharon Price John who is a member at large of The Toy Association Board of Directors. In addition, CFO Voin Todorovic is a member of The Toy Foundation Board of Trustees. Given Maxine's deep roots within the industry and career before turning her passion to toys and teddy bears, she focused her active involvement within the retail real estate industry. Accordingly, Maxine was a member of the board of trustees for the International Council of Shopping Centers (ICSC) including serving as an educator through ICSC University.

Demonstrated commitment to ethical manufacturing practices.

From the first order for merchandise in 1997, with just a single store - strict attention has been made in order for Build-A-Bear products to represent high standards for quality and safety. Maxine set up processes to certify factories and pass toy safety tests complying with all standards required by all countries with stores that sell Build-A-Bear products. High-quality materials and stuffing products were chosen. Suppliers were required to be compliant with the International Council of Toy Industries (ICTI), CARE (Caring, Awareness, Responsible, Ethical) certification, or comparable designation. These programs promote ethical manufacturing, from fair labor treatment to employee health and safety, in the toy industry worldwide. The commitment to quality and ethical manufacturing has resulted in less than 0.5% of products recalled from the thousands of styles that have been created in Build-A-Bear's history. And it has paid off with consumers. Over 80% of US consumers surveyed agree that Build-A-Bear is a high-quality brand and one that they can trust.

Charitable efforts benefiting children and/or children's causes.

Maxine Clark gives tirelessly to numerous charities with both her time and financial support. Soon after Build-A-Bear Workshop was started, Maxine established Build-A-Bear Foundation infusing a sense of volunteerism and giving back into the company's culture. In fact, one of Build-A-Bear's corporate core values is GIVE. Maxine also developed a program called Huggable Heroes that celebrated young people that gave back to their communities with innovative charitable programs. Maxine and her husband, Bob Fox, launched a \$10 million pediatric cardiac intensive care unit with a sizable multi-million dollar personal gift to St. Louis Children's Hospital.

Maxine is a recent past member of the national Board of Trustees of Teach For America and is on the local St. Louis regional board, an Emeritus member of the Board of Trustees of Washington University in St. Louis, The Board of Directors and Executive Committee of Barnes Jewish Hospital and its Goldfarb School of Nursing, the Board of Directors of Beyond Housing, the national Board of PBS where she is the newly elected Vice Chair of the Board, and the local Nine Network of Public Media Board of Directors. She is also a board member of Parents As Teachers, New America and a member of the Committee of 200 from which she received the 2006 Luminary Award for Entrepreneurial Achievement.

An unimpeachable record of integrity and respect in the industry.

Maxine Clark, founder of Build-A-Bear Workshop, is widely admired and respected by leaders across multiple businesses and industries. She has received numerous awards and recognition as a testament to the tremendous impact she has had throughout her career.

Maxine was named one of the Wonder Women of Toys by Playthings magazine and Women in Toys in 2005 and was also one of the National Finalists in Retail for the Ernst & Young Entrepreneur of the Year 2004. In 2005, the National Association of Small Business Investment Companies made Build-A-Bear Workshop Portfolio Company of the Year; it was named one of the International Council of Shopping Centers Hottest Retailers of 2004 and the Retail Innovator of the Year for 2001 by The National Retail Federation. In 2006, Maxine was inducted into the Junior Achievement National Business Hall of Fame; in 2008, she was named one of The 25 Most Influential People

in Retailing by Chain Store Age. In 2017 Maxine was named to the Missouri Public Affairs Hall of Fame and in 2019 was given the Missourian Award for her outstanding public service to Missouri. Build-A-Bear Workshop has also been named to the FORTUNE Best Companies to Work For list for ten consecutive years as well as named to Forbes 2021 list of the best mid-size employers. Maxine is a graduate of the University of Georgia and holds an Honorary Doctor of Laws degree from Saint Louis University and A Doctor of Humane Letters in Education from the University of Missouri St. Louis and an Honorary Associates degree from St. Louis Community College. In 2006, she published her first book The Bear Necessities of Business: Building a Company with Heart. In addition to her seat on the Build-A-Bear Workshop Board, Maxine is a member of the Board of Directors of Footlocker, Inc. and privately held Big Dot of Happiness.

Promoting the public's awareness of the toy industry as a significant and responsible member of the business community.

Over 10 billion media impressions in 2020. And in 2019. The level of coverage that the company experiences today was made possible by Maxine's vision and understanding that the public is interested in the story behind the company. In fact, a story published in a local St. Louis paper before the first store was even opened about Maxine's new concept, led to the first angel investor that would help fund the early expansion of the company. As a company that has products that are in the toy category, Maxine was the entrepreneur, business expert and passionate personality that promoted the public's awareness that a product and a store could be more and could actively contribute to making the communities where we operate better because we operate there.

Additional Comments

Maxine Clark started a one-of-a-kind toy company that became a beloved consumer brand that continues to positively impact the lives of millions of consumers. Maxine created an idea that was so big that it has withstood tests such as a global recession, retail apocalypse and most recently a pandemic. She created a corporate culture that remains committed to giving back as well as delivering a personal and unique experience for every guest that crosses the threshold of a store or clicks through their phone or computer to a digital site. Maxine is the visionary that believed that a toy company could have and fulfill a bigger mission not just sell toys, but actually add a little more heart to life. As the company that Maxine started in 1997 crosses into 25 years in 2022, what could be a more befitting recognition than being elected into The Toy Industry Hall of Fame?

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HARARY, RONNEN

RABIE, ANTON

VARADI, BEN

Co-Founders, Spin Master

Nominated by:

Tammy Smitham, VP Communications and CSR, Spin Master

Ronnen Harary, Anton Rabie and Ben Varadi are the Co-Founders of leading global children's entertainment company, Spin Master. Since its inception in 1994, they have led and established Spin Master's presence in the toy, game, entertainment franchise and digital toy space.

Fresh out of university, the nascent entrepreneurs' first product was the Earth Buddy, funded with their own \$10,000 investment. This initial success served as the springboard for Spin Master's entry into the toy business. Since then, the three have become a name stay in the industry, successfully bringing over 2,700 toys to market, resulting in over 110 Toy of the Year nominations.

Ronnen's expertise and passion for children's entertainment has led to the creation of award-winning programming and global franchises including Bakugan and preschool powerhouse PAW Patrol, which has touched the lives of children in more than 160 countries. As a leader of Spin Master's entertainment division, Ronnen plays an integral role in developing new entertainment properties such as Abby Hatcher and the soon to launch, Mighty Express. Ronnen is passionate about forming partnerships and building relationships with domestic and international broadcasters to bring the magic of Spin Master to kids around the world. His latest venture includes bringing the famed PAW Patrol series to the big screen in 2021.

Anton's fearless entrepreneurial mindset was instrumental in the early years of Spin Master, helping to create a culture of risk-taking and acceptance of failure. Described as an "energy force" by his colleagues, Anton is passionate about people, promoting the company's culture and inspiring employees. In recent years, Anton has spearheaded the company's global expansion with the establishment of international offices in more than 20 countries. He plays a foundational role in Spin Master acquisitions, with more than 20 completed to date, including Tech Deck, Cardinal, GUND and most recently Orbeez.

From the beginning, Ben has played an active role in product design and development with a keen instinct for ideas. An early demonstration of Ben's intuition for sensing the next successful product, Spin Master purchased novelty item Catch-A-Bubble on the spot in a Hong Kong hotel room, signing the back of an envelope. The product was launched at lightning speed at the annual New York Toy Fair, where it sold a remarkable 4 million orders and won the 2003 TOTY Outdoor Toy of the Year Award. To this day, Ben's creative approach and out-of-the-box brainstorming sessions remain influential to Spin Master's product selection and development process.

The founders each have a strong sense of social responsibility and are passionate about giving back to enrich the lives of children. In 2013, they founded the Toy Movement, a global initiative that provides toys to children in need, giving them the opportunity to experience the joy of play. Since its inception, Spin Master has led missions to over 12 countries, including Kenya, Iraq, Israel, Mexico and South Africa, delivering more than 450,000 toys to disadvantaged or displaced children. Together, the partners have created and fostered Spin Master's DNA, focused

on innovation, meticulous attention to detail and most importantly delivering the joy of play to children and families.

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KISLEVITZ, PATRICIA

Founder, Colorforms Corporation

Nominated by:

Robert Moog, President and Co-Founder, University Games Corporation

Patricia Kislevitz, her husband, Harry and their company, Colorforms, were pioneers in multiple ways. The Kislevitz's were innovative marketers and licensors in an era before digital marketing. Starting the company in 1951 in their New York apartment, Pat led the design efforts during the early years. She was involved every day with her husband, Harry, in figuring out how to build a profitable business. The couple developed one of the first licensed-based toy companies in the era before Star Wars. Early licenses like Micky Mouse, Holly Hobbie and Popeye in the 1950s proved that licensing works when marketing to children. The Kislevitzes also understood STEAM/STEM learning in an era where toys and education were in very different pots. Pat was in charge of the product development that led to their Colorforms products teaching the alphabet, counting, art, spatial learning in ways that had never been done before. In 1957, Pat developed Miss Weather which has taught three generations of American children about the weather. Paul Rand, the designer of the IBM logo said that Colorforms would inspire an entire generation of designers and architects. He then went on to design the classic Colorforms logo.

Sets initially featured basic geometric shapes and bright primary colors on black or white backgrounds. Eventually, however, the Colorforms line evolved to include full-color illustrated play sets, games and puzzles, interactive books and creative activity sets for children. Since its inception, more than a billion Colorforms play sets have been produced and sold

During the 1960-1980s the company did not have an in-house creative staff, relying instead on Pat's own artistic direction provided to top freelance illustrators for layouts and finished work. Pat never forgot her art student roots and always volunteered to mentor young art students wanting to get into the toy industry or a classroom that needed a Colorforms set. Colorforms has won numerous awards including being named a TOP 100 Toy of the 20th Century.

Pat was a pioneer in another way. She told the story on film at the 2019 TOTY Awards of working with a husband who was bipolar. While he was a marketing genius, he also created lots of volatility within both the company and the industry. Pat was always there with a smile, some southern charm and with a guiding hand. In the late 1980s, the torch was passed from Pat to her sons Adam, Noah, David and Joshua who have all had successful careers in the toy industry.

The lasting impression of Colorforms on American culture and the pioneering work done by Pat and Harry certainly deserve them each a seat in the Hall of Fame!

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PRESSMAN, JIM

President, Pressman Toy Corporation

Nominated by:

David Norman, President, Goliath

Long experience and record of accomplishment in the industry.

Jim started at Pressman Toy Corporation in 1971, became President in 1979 and ran the company with great success and unimpeachable integrity. He sold his business in 2014 after 35 years running one of the most innovative and successful firms in the industry. Notable professional achievements include:

Wildly successful product launches that became the #1 game in the industry include such hits as: Who Wants to Be A Millionaire, Rummikub, Tri-Ominos, Wheel of Fortune, Deal or No Deal, and Double Dare along with other incredibly successful brands like Goody Louie, Hydro Strike, Fib Finder, Dizzy Dizzy Dinosaur, Let's Go Fishin' and Topple.

Jim is a believer in US manufacturing and kept making high quality products in the USA through 2005 in New Jersey until the pricing was no longer competitive.

Innovative product, marketing introductions or significant process improvements.

Jim was the leader in introducing products based on game shows such as Who Wants to Be A Millionaire, Wheel of Fortune, Deal or No Deal and Double Dare. He was probably second to Hasbro in developing brands that have lasted over 20-40 years like Triominos, Rummikub, Goody Louie, Let's Go Fishin and more.

Active involvement in the Committees or work of The Toy Association.

Jim was a long time supporter of the The Toy Association, serving on many important committees for well over 10 years and was an officer at one point as well.

Demonstrated commitment to ethical manufacturing practices.

First, he ran his own factory in the USA as long as possible. He had hundreds of employees and he was recognized both by his employees and externally as a great employer. Upon moving production to China, he was very careful to make products with company that supported employee human rights.

Charitable efforts benefiting children and/or children's causes.

Pressman's signature charity was Toys For Tots where he was a major donor. He also supported other charities like Toys "R" Us' various fundraising initiatives.

An unimpeachable record of integrity and respect in the industry.

I don't think you will find someone who has a bad word to say about Jim. If there is anyone who epitomizes what this award is it would be Jim. Employees, competitors, customer and vendors would all agreed that he is highly respected and wouldn't have a bad word to say.

Promoting the public's awareness of the toy industry as a significant and responsible member of the business community.

Pressman had two offices during his time, in Manhattan and in New Jersey. Each was involved in its local community.

Additional Comments

One of Jim's goals was to be excellent at one thing. He reduced his focus down from a huge array of products to concentrate on board games and to my knowledge probably guided his company to be the most successful next to Hasbro is performance is averaged over the 35 years he ran the company. He is a great and honest business man, very successful and very humble and I think a perfect candidate for this award.

Nominated by:

Jean-Paul Teskey, Senior Vice President, Outset Media

Long experience and record of accomplishment in the industry.

Jim started in the industry in 1971 (50 years ago!)- he became President of Pressman Toy in 1979 and ran the company until 2014. in his 35 years it would be difficult to find anyone as well respected and regarded as Jim. he had amazing successes and he did it with incredible integrity.

Innovative product, marketing introductions or significant process improvements.

Jim launched Who Wants to be a Millionaire- which became the #1 hit game as well as some of the best selling games ever sold such as: Mastermind, Rummikub, Tri-Ominos, Lets Go Fishin, Wheel of Fortune, Deal or no Deal, Jeopardy and many others!

Active involvement in the Committees or work of The Toy Association.

A member and supporter of The Toy Association for over 30 years- he was on various committees and also served as an officer for one term.

Demonstrated commitment to ethical manufacturing practices.

Jim was always a long time supporter of U.S. manufacturing and had a plant that he owned and operated until 2005- at which time it was no longer competitive for games. That said he carried on with making sure overseas factories only had highest standards of quality and practices.

Charitable efforts benefiting children and/or children's causes.

Jim was always supportive of various children's charities, esp in NYC and related to the The Toy Association, including but not limited to The Toy Bank and The Toy Foundation. Also fostered children inventor's and brought on games created by children regularly.

An unimpeachable record of integrity and respect in the industry.

As mentioned before- with almost 50 years in the toy industry it would be near impossible to find anyone as well respected and regarded by his peers and employees.

Promoting the public's awareness of the toy industry as a significant and responsible member of the business community.

As mentioned- Jim was a part of Toy Association committees for many years- he built up the company his father founded in 1922 to have it become one of most recognized in the industry and outside of. Most people would have on their game shelf- at least one Pressman product if not more- from Mastermind to the "red box" chess/checkers or Rummikub or many others! Pressman helped bring joy to several generations of game players- esp from the 1970s till time of his sale to Goliath in 2014.

Additional Comments

2022 marks the 100th anniversary of Pressman Toy (still going strong as branch of Goliath)- would be an appropriate honor to Jim and the Toy Industry to induct him in February 2022!

Nominated by:

Jeff Pinsker, CEO, Amigo Games Inc.

Long experience and record of accomplishment in the industry.

Pressman Toy was founded in 1922. Although the company introduced numerous iconic toys such as the doctor's bag (originally developed to help kids get over their fear of doctors after the introduction of the polio vaccine), the company's most successful years were under the leadership of Jim Pressman, who became president in 1977. In many ways, the company was a pioneer of licensing and was one of the first to promote board games via TV advertising. Starting with Wheel of Fortune (which became the U.S.'s #1 game in the mid-80s), the company was among the first to bring TV gameshows to market as board games, creating a new genre of games and changing the way that millions of Americans experienced gameshows.

Innovative product, marketing introductions or significant process improvements.

The company had an incredible string of successes, including: Who Wants to Be a Millionaire, Double Dare, Jeopardy, Deal or No Deal, and The Newlywed Game. Pressman supplemented these licensed products with classics, becoming a leading supplier of Chess, Checkers, Backgammon, and Chinese Checkers (which the company introduced to the U.S. market). But Pressman also had an incredible eye for product and marketing, launching top hits such as Rummikub, Mastermind, Goody Louie, Hydro Strike, Let's Go Fishin', Topple, and Tri-ominos.

Active involvement in the Committees or work of The Toy Association.

Jim has years of service to the TA, including board service and service on the Executive Committee.

Demonstrated commitment to ethical manufacturing practices.

One of Jim's first jobs upon joining the company was to find a location for manufacturing. He supervised the construction of a plant in New Jersey and remained committed to supporting a local labor force to make Made in the USA products for 30 years, long after other companies had moved their manufacturing offshore.

Charitable efforts benefiting children and/or children's causes.

Pressman made substantial contributions to the Strong Museum and was a consistent donor of product to Toys for Tots. He also donated to children's causes by supporting various retailers' efforts (such as buying tables at the TRU charity events, for example).

An unimpeachable record of integrity and respect in the industry.

I first met Jim when I worked at University Games, starting in the early 90s. Pressman licensed our 20 Questions Game and turned it into one of the top-selling games in the nation. But every bit as valuable as the revenue was access to Jim's deep industry knowledge, he unselfishly provided guidance and mentorship that helped grow the company, even though we were a competitor.

I had the privilege of working with Jim again in 2014 when I succeeded him as president of Pressman Toy after its acquisition by Goliath. Just as 20+ years before, his encyclopedic knowledge of the business and the industry was invaluable in affecting a smooth transition. Jim did everything he could to help (unlike experiences I had with the leaders of other acquired companies), showing his integrity and commitment. Jim's humility, thoughtfulness, and the fact that he could always be counted on to do the right thing led to widespread respect in the industry. I also know that he made sure to help every one of the Pressman team who was displaced by the sale.

Promoting the public's awareness of the toy industry as a significant and responsible member of the business community.

Pressman actively promoted the value of play to the public through multiple promotional channels, and worked hard to make sure that its pricepoints made games accessible to people of all socio-economic statuses. The company had one of the broadest customer bases in the industry, and provided discounted pricing to special organizations such as schools and prisons. Jim was an active spokesperson for the company, The Toy Association, and the industry.

Nominated by:

Mark Chernick, CEO, Play Visions Inc.

Long experience and record of accomplishment in the industry.

Jim has been a leader in the innovation of board games for decades.

Innovative product, marketing introductions or significant process improvements.

Who Wants To Be A Millionaire, Deal Or No Deal, Goody Louie, Wheel Of Fortune.

Active involvement in the Committees or work of The Toy Association.

Toys For Tots

Demonstrated commitment to ethical manufacturing practices.

Long time Toy Association member who made a commitment to complying with all rules of ethics.

Charitable efforts benefiting children and/or children's causes.

Toys For Tots

An unimpeachable record of integrity and respect in the industry.

A highly respected and well known individual known for his high ethical standards.

Promoting the public's awareness of the toy industry as a significant and responsible member of the business community.

Long time member of The Toy Association promoting the aspirations of himself and the industry.

Nominated by:

Matt Nuccio, President, Design Edge.

Long experience and record of accomplishment in the industry.

Jim has been a fixture of the toy industry for 40 plus years. His innovations in the games category have been tremendous, specially in the manufacturing process.

Innovative product, marketing introductions or significant process improvements.

Jim's hits are, but not limited to: Let's Go Fishin', Topple, Who Wants to Be A Millionaire, Rummikub, Tri-Ominos, Wheel of Fortune, Goody Louie, Hydro Strike, Fib Finder, Dizzy Dizzy Dinosaur, Deal or No Deal, and Double Dare.

Active involvement in the Committees or work of The Toy Association.

His long tenure on the TA board.

Demonstrated commitment to ethical manufacturing practices.

Jim is a believer in US manufacturing and kept making high quality products in the USA through 2005 in New Jersey until the pricing was no longer competitive.

Charitable efforts benefiting children and/or children's causes.

Jim has been a long time supporter of the TA, serving on important committees and has been a member of the TA his entire career.

An unimpeachable record of integrity and respect in the industry.

I grew up in the toy industry and till this day I have yet to hear anyone ever have a bad word to say about Jim, something that is extreme rare in our industry.

Promoting the public's awareness of the toy industry as a significant and responsible member of the business community.

As a long time board member of the TA, Jim has promoted the advancement of safe and regulations in our industry.

Additional Comments

I have known Jim Pressman for many years. Having worked with Pressman Toys both as a stand-alone company and as part of Goliath, I can honestly say that Jim Pressman is an outstanding example of what a member of our community should be. His integrity and locality is rare and his family legacy (Pressman Toys turns 100 this year) speaks volumes of how important the Pressman family has been to our industry. We need more Jim Pressman's in our world.

Nominated by:

Michael Albert, President & CEO, TCG TOYS

Long experience and record of accomplishment in the industry.

Consistent developer and marketer of numerous Classic Game and Toy products.

Innovative product, marketing introductions or significant process improvements.

Goody Louie, Domino Rally , Rummikub, Triominosa and so many more.

Active involvement in the Committees or work of The Toy Association.

N/A

Demonstrated commitment to ethical manufacturing practices.

Beyond reproach.

Charitable efforts benefiting children and/or children's causes.

N/A

An unimpeachable record of integrity and respect in the industry.

No finer a man exists in our industry.

Promoting the public's awareness of the toy industry as a significant and responsible member of the business community.

N/A

Nominated by:

Michael Kohner, President, The Michael Kohner Corporation

Long experience and record of accomplishment in the industry.

I have known the pressman family since i entered the biz in 1966 and they are responsible for great licensed game show games and all around integrity.

Innovative product, marketing introductions or significant process improvements.

Foresight for gross games like Gooie Louey and staples like Let's Go Fishin'.

Active involvement in the Committees or work of The Toy Association.

I believe Jim was a TA board member.

Demonstrated commitment to ethical manufacturing practices.

As far as I know.

Charitable efforts benefiting children and/or children's causes.

N/A

An unimpeachable record of integrity and respect in the industry.

No question about it.

Promoting the public's awareness of the toy industry as a significant and responsible member of the business community.

Jim Pressman set an example of class and integrity and deserves a nomination.

Additional Comments

This is a really qualified nomination without political requirements to be honored.

Nominated by:

Steve Meyer, President, Meyer/Glass Design

Long experience and record of accomplishment in the industry.

In Jim's 40 plus years in the toy industry, he has been a leader, innovator, and trendsetter. Under Jim's stewardship, Pressman evolved and grew from a family run toy company to an industry leading game company. Jim provided strong leadership, a steady hand and entrepreneurial vision to take Pressman Toy in new directions with innovative product introductions, licensing opportunities and marketing strategies, while at the same time maintaining and growing the company's core and classic games business. He pioneered the early licensing of TV properties such as Wheel of Fortune and Who Wants to be a Millionaire, paving the way to a new category of game opportunities.

Innovative product, marketing introductions or significant process improvements.

Jim has been responsible for the release of countless groundbreaking products. His early approach to licensing was highly successful with the likes of Wheel of Fortune, Jeopardy, Who Wants to be a Millionaire, Scooby Doo, and Nickelodeon's Double Dare among others. In addition to licensing, Jim has worked closely with the inventor community, establishing strong partnerships to bring new, innovative products to market such as Goody Louie, Hydro Strike and Domino Rally. Jim would take a chance on these items where others would not. Goody Louie became the 1st game in the new gross game category. Time and again, Jim's keen product sense combined with his market perspective have led to industry changing products and trends.

Active involvement in the Committees or work of The Toy Association.

Although I am not directly familiar with Jim's involvement in The Toy Association, I know he was an active contributor and participant over the years for the Association and its committees.

Demonstrated commitment to ethical manufacturing practices.

In working with Jim as an inventor, I did not have direct experience here but I know this would definitely be a top priority and that Jim was always committed to ethical manufacturing processes and relationships.

Charitable efforts benefiting children and/or children's causes.

In addition to Jim's mission of creating great joy for children around the world, he and Pressman Toy have supported and continue to support many charitable efforts benefiting children and/or children's causes.

An unimpeachable record of integrity and respect in the industry.

Throughout the industry, Jim's reputation and integrity are without question. Jim has always had the utmost respect of his employees, industry peers, and the inventor community. As inventors, we always knew that Jim would give us and our items fair consideration. We were always appreciative and grateful for our partnership and hold Jim in the highest regard.

Promoting the public's awareness of the toy industry as a significant and responsible member of the business community.

Jim is a beacon for the industry and represents Pressman Toy and the toy industry to the public and business community in the best possible way.

Additional Comments

Jim is an industry icon and leader and belongs in the Toy Industry Hall of Fame. It would be especially fitting for Jim to be inducted as the company celebrates Pressman's 100th anniversary in 2022.

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WANN, BOB

Chief PlayMonster, PlayMonster

Nominated by:***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 Playskool. 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 on to be President of Parker Brothers, 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 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 TA. He is committed to giving back and making the lives of children better by serving as head of the Fundraising Committee for The Toy Association, as well as, Chairman of the organization for many years. He ran the Association’s 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.

Nominated by:***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 Industry Hall of Fame.

Nominated by:

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 are 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.

Nominated by:

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 its 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 Foundation Board including Chair of the Fundraising Committee. Through all of this, and his extensive Toy 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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