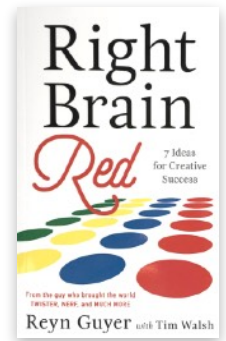




TIM WALSH is an award winning toy and game designer, author, and speaker. He wrote *Right Brain Red: 7 Ideas for Creative Success* with super entrepreneur Reyn Guyer. His book, *Timeless Toys* (Andrews-McMeel), was praised by *The Wall Street Journal* and *USA Today*. His book, *WHAM-O Super-Book* (Chronicle Books) was picked by NPR as "One of the best gift books of the year."



As a speaker, Tim is out to prove that PLAY is not a four-letter word, but a means through which we can super-charge creativity, solve problems and connect with others. He has presented to USC's Physical Sciences in Oncology Center, the State Bar of Arizona, Florida Public Relations Association, and Otis College of Art & Design among many other organizations. He was the [Opening Keynote Speaker](#) at the International Toy Research Association World Conference in 2023 with his talk entitled *Serious Play*.



Tim's toy and game designs or co-designs have sold over 7 million copies in 13 countries and include *Pinchies* (Crazy Aaron's), *Blurt* (Educational Insights and University Games), *Mega Mouth* (Big G Creative), *Mad Gab* (Mattel), N'Sync Backstage Pass Game (Patch) and many others. He's appeared on numerous TV and radio shows including NPR's *All Things Considered*, *CBS This Morning* and is a regular contributor to The History Channel's hit show *The Toys That Built America*.



His YouTube series, *Where's the Fun From?* chronicles the stories behind the greatest toys ever created. Tim's whimsical history of [Mr. Potato Head](#) has over 64,000 views.



Tim won a 2025 TAGIE Award for Most Innovative Licensed Product and a Play Creators Award for Game Designer of the Year for his game *A Daily Cloud: The Game* (MindWare).

He serves as Advisory Board Chair of the [Young Inventor Challenge](#), an international toy and game design competition for kids, and proudly serves on [The Nation Toy Hall of Fame](#) selection committee.

Every organization faces challenges that only creativity can solve. The greatest tool to stoke, encourage and catalyze creativity is PLAY! Curious to hear more? Talk to Tim...

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