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# Make Fun!: Create Your Own Toys, Games, And Amusements



## Synopsis

You don't need to own a factory to make toys. Author and toymaker Bob Knetzger has been making fun stuff all his life with simple technology like vacuum forming and mold-making. In an age where makers are tantalized by the capabilities of 3d printers and other digital fab technology, this book takes you back to old-school hand tools, simple electronics, and working with metal and plastic to make toys every bit as good as those you can find in a big-box store. This book has something for everyone, from a marble maze to a talking booby trap; from custom cookie cutters to an "EZ Make" oven. Discover the basic principles of science, electronics, and engineering through hands-on projects that range from easy to more challenging... and are always fun!

## Book Information

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## Customer Reviews

Q&A with Author Bob Knetzger What are some of the toys or games that you've created? As a designer working at Mattel's Preliminary Design "think tank" department, I had a hand in a wide range of products from the first generation of video games (Intellivision) to patenting the first electronic pencil toy decades before Drawdio (The Electronic Connection) as well as generating new concepts for Hot Wheels and Barbie. Later, as an independent inventor, I created talking board games (Western Publishing's Girl Talk Date Line); computer software you throw out the window (Simon and Schuster's The Great International Paper Airplane Construction Kit); a pig race game that runs on the power of your voice (Ohio Art's Hog

Holler); hundreds of toys found inside boxes of Cap'n Crunch cereal; and the premier 'looks gross, tastes Great' food-making toy line loved by generations of kids and tolerated by moms Doctor Dreadful! Of which project are you particularly proud? Doctor Dreadful, my kid's mad scientist food-making toy line, has been a perennial project. I think it's so cool that people today fondly remember the 'looks gross, tastes great' fun they had with it when they were younger and now can enjoy making creepy treats with their own kids. The latest version of this classic toy is on my workbench right now. Look for it at toy stores the future! What are two mistakes from which you've learned the most? Two? More like two thousand. Being an independent toy inventor means a lifetime full of making mistakes. For us, Research and Development means 'doing everything the wrong way first'. You never know what will make for the latest trend or be a flop! Early on, I turned down an offer to make toys for a kids' TV show that featured a goofy purple dinosaur. That, of course, turned out to be PBS's Barney. Oops! The lesson learned? No one knows.

Bob's Desert Island Tools      Nichols Therm-o-Vac: This is my go-to vacuum-former. It helps me knock out custom molded plastic parts, fast!      Verithin non-photo blue pencils and black Flair pens: These are perfect for doing drawings, sketches, and cartooning.      Adobe Premiere: I use this video editing software to make demo videos and animatics when presenting new toy concepts.      Emco lathe and milling machine: Its tiny size is perfect for cranking out machined parts, old school-style.

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