**Ralph Fulton**, Creative Director

Playground Games



Ralph Fulton is the Creative Director of Playground Games, the creators of the critically acclaimed Xbox-exclusive racing franchise *Forza Horizon*. Ralph is a 19-year games industry veteran and Playground’s creative lead, establishing the creative vision for the company and its games. His extensive knowledge of games, racing and car culture allows him to lead the team of talented, experienced and passionate developers that make up Playground Games.

Ralph was born in the south-west of Scotland, United Kingdom, about an hour’s drive from Glasgow. His love of gaming began with the Christmas gift of a Commodore 64 when he was 10 years old - he hasn’t stopped playing games since. He holds an Honours Degree in Law from The University of Glasgow. On graduating, certain that he had no desire to be a lawyer, he decided to find a fun and fulfilling career.

Ralph’s first position in the games industry came when, in 1997, he was hired as a Lead Tester for the now-defunct Scottish developer VIS Entertainment. After 6 months working in QA, he was promoted into a design position on his first game, *Earthworm Jim 3D’*for Nintendo 64.

Ralph began working on racing games in 2005 when he joined Codemasters’ Racing Studio. His first racing title, *GRID*, became Racing Game of the Year 2008, winning a BAFTA in the process. He subsequently led design on *DiRT 2* and, when Codemasters secured the F1 license, was instrumental in setting up a new team and establishing the creative vision for the BAFTA-winning *F1 2010.* Key members of the Racing Studio team at this time would later become the nucleus of Playground Games.

In 2010, Ralph co-founded Playground Games with two other industry veterans, Gavin Raeburn and Trevor Williams. Six years later, Playground employs more than 150 staff in its HQ in Royal Leamington Spa in England, United Kingdom, and has two multi-award-winning hit titles to its credit.

Ralph passed his driving test at the age of 17 and wrote off his car within 24 hours, demonstrating a level of driving skill which is today accurately recreated in his Forza Drivatar on Xbox Live.