



**Jordan Weisman
Creative Director
Games Division**

Jordan Weisman is widely recognised as a pioneer in virtual reality, interactive entertainment, and the design of social environments for gaming. In 1980 he founded FASA Corporation with the idea of creating a game company that specialised in science fiction. In its early years, FASA created products based upon some of the most popular sci-fi properties - including Star Trek, Battlestar Galactica and Dr. Who.

In the eighties, Jordan created “BattleTech” and “Shadowrun,” two of the top-selling role-playing games of all time. In 1996, Jordan was inducted into the Game Manufacturers Association Hall of Fame in recognition of his outstanding achievements.

In addition to his work in adventure gaming, Jordan conceived of and led the design and construction of the world’s first networked multiplayer gaming centres. His company, Virtual World Entertainment, opened 26 gaming centres around the world that sold more than 20 million tickets to a gaming public eager to play “BattleTech” and “Red Planet.” Through his work with the gaming centres Jordan learned a great deal about the social aspects of networked gaming.

Jordan's many game designs, which also include “MechWarrior,” “Renegade Legion” and “Red Planet,” have sold more than 8 million copies worldwide and have garnered more than 30 industry awards. At Microsoft, Jordan is the Creative Director for the Games Group, overseeing the development of the company's portfolio of intellectual properties and their use within games and other medium. Currently, Jordan and his team are hard at work on more than a dozen projects including “Crimson Skies,” an action/fantasy game that combines the intense action of air combat with the swashbuckling feel of an Errol Flynn movie.