The Kindness Games

How a Single Post Changed Our Mindset about Community

by Lee Oughton and Tim Wenzel

About the Book

The Kindness Games is a movement that started during the COVID-19 pandemic to spread kindness and connection through leadership. What if we ferociously pursued shout outs of kindness instead of shouting to be right? What if we chased down the people we know are hurting, so we can lift them up to the world for how beautiful and amazing they are? What if we gave a damn about each other and pledged to show it?

The Kindness Games was started to give people the option to choose to unite their spheres of influence, heal their communities, and change the world by leading with kindness. For 30, 60, or 90 days, people were challenged to shout out people in their sphere who'd influenced or helped them during their career. What began as a LinkedIn trend, primarily among professionals in the security industry, quickly grew to a global movement of gratitude and compassion.

About the Authors

Lee Oughton and Tim Wenzel are leaders in the security industry and founders of The Kindness Games. Lee and Tim flipped the serious nature of their industry and opted for openness and acceptance to create a global community during a time of unprecedented isolation due to the COVID-19 pandemic. Their passion for uplifting one another through TKG continues to resonate and inspire their communities.
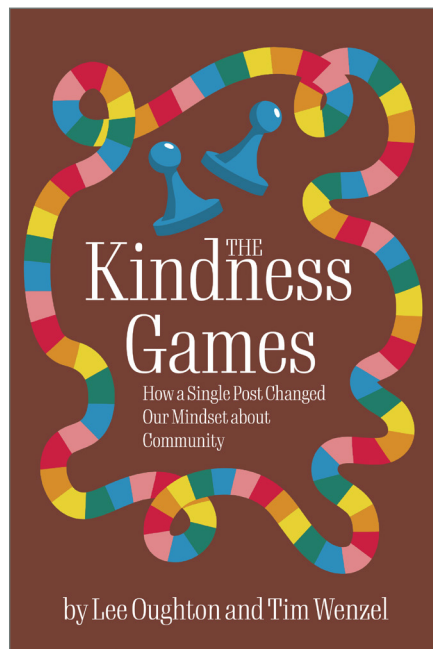
Lee and Tim invited over 15 TKG Alumni (those who completed the 30-day challenge) to contribute to the book with stories about their own kindness journeys.

Lee Oughton

Tim Wenzel

How to Order This Book

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DETAILS

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