

Compelling Connections

How and Why Our Influence Matters

with Tim Walsh

Four Theories

- i. You are the center of a _____.
- ii. Your influence _____ than you realize.
- iii. You are _____ for your influence.
- iv. It is good to have _____ while attempting to prove theories.

1. Compelling Connections with others that give our lives _____ and _____.

How do we connect to others?

2. _____: The ability to understand and share the feelings of another.

3. A recent neuroscience study found that _____ in our brain wire us to connect through imitation.

4. _____ Enables _____.

5. "Everything we _____ or _____ tends to ripple through our networks to _____ our friends (one degree), or friends' friend (two degrees) and even our friends' friends' friend (three degrees)."

6. We can't become a country that lusts for conflict over _____ and volume over _____.

7. What are you going to do with your _____ ?

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TO INQUIRE ABOUT TIM SPEAKING TO YOUR ORGANIZATION,
contact Dana Lutz: dana@theplaymakers.com

TIM WALSH is the founder of Getta1Games and a professional speaker, author, and filmmaker. His first book, *Timeless Toys* (Andrews-McMeel, 2005) was praised by *The Wall Street Journal* and *USA Today*. His second, *WHAM-O Super-Book* (Chronicle Books, 2008) was picked by NPR as "One of the best gift books of the year." His third book, *Right Brain Red: 7 Ideas for Creative Success*, was written with designer and super-entrepreneur Reyn Guyer.



As a lecturer and speaker, Tim is out to prove that PLAY is not a four-letter word, but a means through which we super-charge creativity and connect with others. He has spoken on this topic and others to teams as diverse as the USC's Physical Sciences in Oncology Center, the State Bar of Arizona, and Otis College of Art & Design, Insight & Innovation Institute, among others.

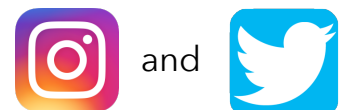


Connecting people in playful and powerful ways.

Tim Walsh tim@getta1games.com

(941) 926-8004

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