



GEORGIA INTERNATIONAL LEADERSHIP CONFERENCE

ROCK EAGLE, EATONTON, GA

CROSS CULTURAL SIMULATION GAMES

Bafa, Bafa

Participants are divided into two cultures, Alpha and Beta, and are taught one culture's distinctive characteristics and behaviors. Players then attempt to understand the other culture through a series of controlled visits. Designed to demonstrate how easy it is to develop counter-productive attitudes, misperceived events, and communicate poorly in a cross-cultural situation.

Barnga

This is a card game illustrating that although people from other cultures may appear similar, they play by different rules. Participants are divided into groups, and separate cultures are developed through the use of different sets of game rules. Demonstrates how assumptions of similarity can provoke misunderstandings and conflict.

Emperor's Pot

In this simulation participant visit a culture that differences from their own ("East" culture vs. "West"). They become aware of some dimensions of culture (e.g. time, history, work) and their impact on behavior.