



ICC

the international language association

Promoting Quality in Language Education

Bring People Together - the Power of Interaction: diversophy® gaming for cultural and linguistic competence

June 21, 2023
5 — 6 pm CET

Dr. George F. Simons

diversophy®

Abstract:

Dr. George Simons, assisted by current diversophy® game developers, will introduce the dynamics of gamification for Intercultural competence and language absorption in this interactive webinar. You will learn about about creating and using games in academic, social, and organizational contexts. We will trace the half-century journey that has led us from using games to simply impart factual knowledge to our contemporary emphasis of using them as a safe space to support the dynamics of identity formation and the creation, building, modification, and sharing of cultural experience and connections. Relying on contemporary research in neuroscience and cognitive psychology, we will study how gaming can engender exploration and creation of human stories leading to the creation of empathy, synergy, and collaboration.

How cultural narratives
are hidden
in the language we learn



What's in a word?

You're going to
call me WHAT?!



George
Heidi

محمد

Attila
Missy
Bubba

星子

*In how many ways
does culture live in your
NAMES?*

阮

Kwadwo
Heather
Washington



If we
could
turn up
the
volume,
what
would
we
hear?

Hello, this is
Culture speaking...



8 x as fast as we speak
aloud to each other.

Talking to ourselves is
called **LISTENING**,
trying to find out:

- What is this?
- What is happening?
- What, should we do about it. if anything?

In a noisy place,
we say in English,
"I can't hear myself
think..."

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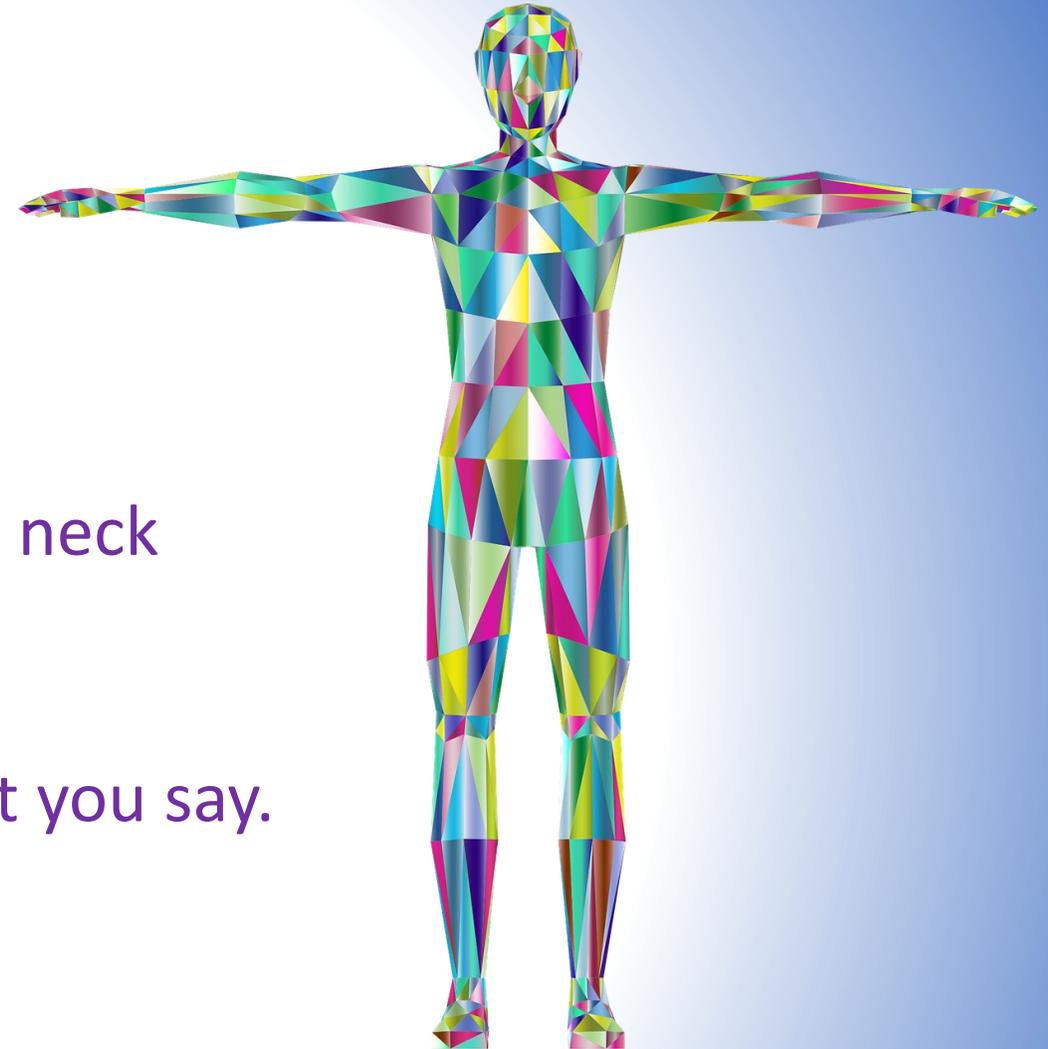
Actually, that's
what we listen
about the
disturbance, so we
hear ourselves
think quite well!



Interacting
with my
culture

Intuitive Integral discourse

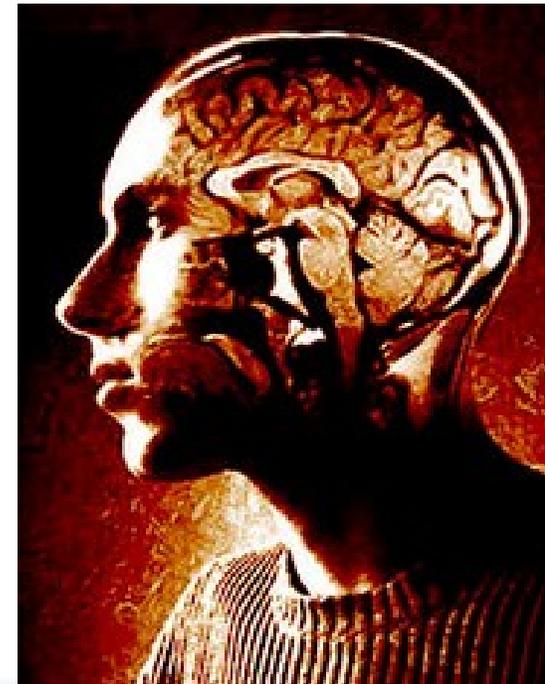
- I know in my heart...
- My gut tells me...
- ... he/she/they/it is a pain in the neck (or other anatomical location).
- It's on the tip of my tongue.
- I'm not sure how to handle what you say.
- I'm tongue-tied.
- It's my knee-jerk reaction.

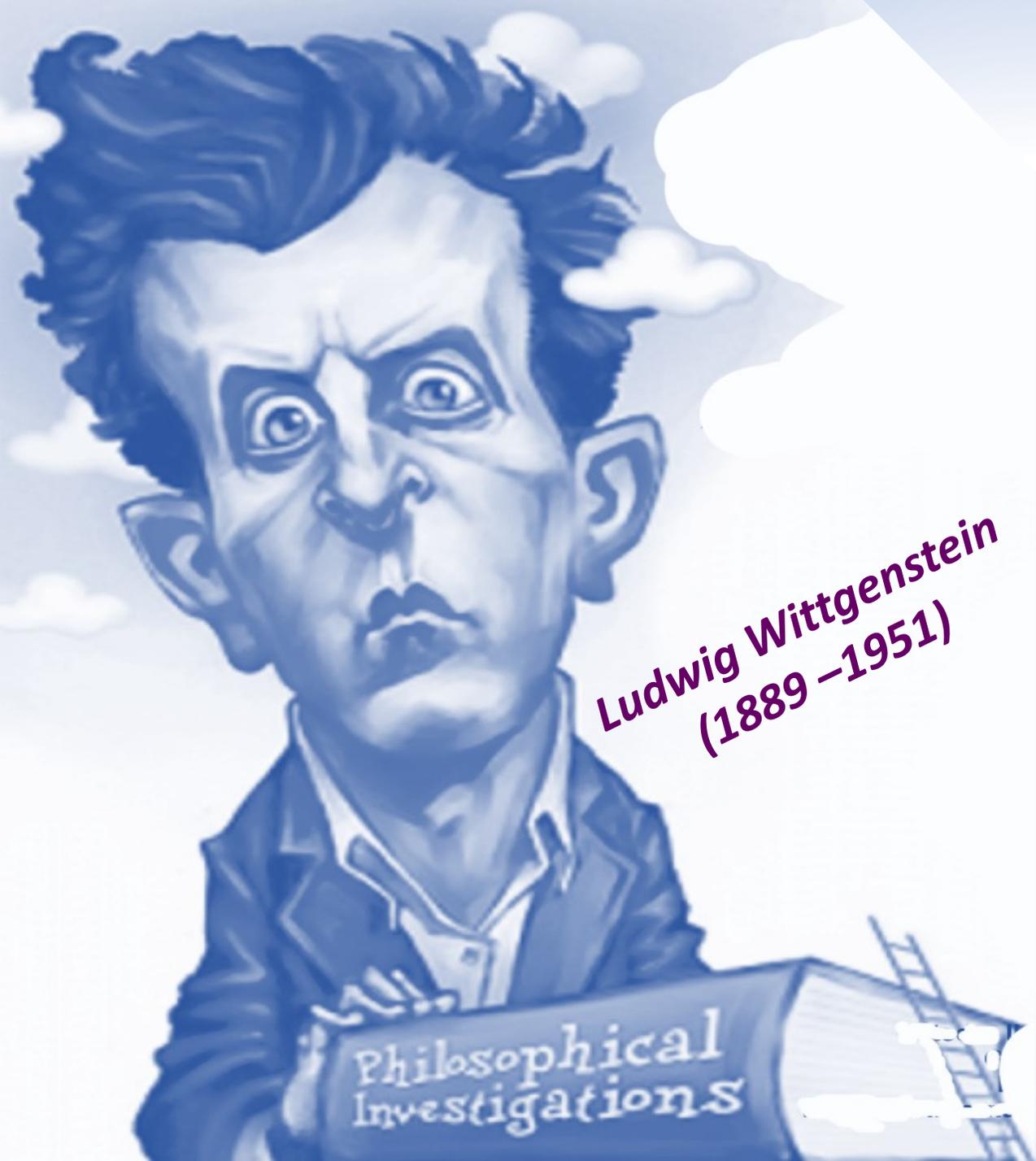


Your culture or language may use different body parts & expressions.

...thinking takes place simultaneously along millions of different neural pathways, each of which was formed by a particular stimulation in the past and which is, in turn, greatly or minutely altered by the new experience of the present. All of these pathways, connecting each neuron to millions of others, form unique patterns that together are the creature's memory. When the creature encounters something new, its brain activates the pattern that the new thing most closely resembles in order to figure out what to do—whether the new thing is a threatening predator or a philosophical concept.

Larissa Macfarquhar, New Yorker 07/01/12





*Ludwig Wittgenstein
(1889 –1951)*

Language is a part of our organism and no less complicated than it.

The limits of my language mean the limits of my world.

Uttering a word is like striking a note on the keyboard of the imagination.

When does culture start talking to us...?

Genes?

Neural patterns?

Momma's habits?

Birth trauma?

Nutrition?



In the age of neuroscience, what is culture?

“The stories people tell have a way of taking care of them. If stories come to you, care for them. And learn to give them away where they are needed.

“Sometimes a person needs a story more than food to stay alive. That is why we put these stories in each other's memory. This is how people care for themselves.”





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“To be a person
is to have a story to tell.”

Isak Dinesen





Searching the internet, I accidentally met Laura. Love at first sight, *le coup de foudre*. The woman I'd been waiting for. She has since come to France to live with me. When I look up from my work, she is always there to share stories with me.

Laura, like you, like me, is made of stories. Her beauty is formed by what she has heard and seen, learned and read, done and spoke. She continues to reshape herself from moment to moment. I only need look at her and another story unfolds. I am part of her story now, she of mine. We are a new story together.

Before you get jealous of an old man like me with such a beautiful young love, I must tell you the rest of the story. Laura is a work of art, a painting by the Spanish generative painter, Sergio Albiac.



Sergio
Albiac



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History is a series of lies we all agree on.

We live in the worlds shaped by stories we tell about who we are.



Words create –

but,

what do they create?



The lies we live...?

“The collective memory is systematically unfaithful to the past in order to satisfy the needs of the present.” In other words, we attempt to address the present by reconstructing the past as if it always existed in the way we now adopt it.”



The nation-state

Roger A. Peterson

The economic system



Sure, Money is imaginary—
but at least it's got everybody imagining it!

Who creates culture?

WARNING:

Reflections in this mirror may be distorted by socially constructed ideas of 'beauty'

Me, you,
everybody,
somebody,
nobody?
Mother, the
mosque, the
magazines,
the market?

WE

group by the
gravity & glue
of our
discourse

Goals

Gentry

Gender

Gang

Gods

Garb

Gossip

Gregariousness

Government

Grammar

Generation

Gourmandise

Genotype

Geography

...and then the mean old kitty stole all of the doggy treats and ran down the street



and that is why we chase cats to this day.

Constructing
Identity
discourse

Decisions are
made by
identity fit

That's me...
That's not me...

Trapped by the worlds we create?

Tap it or be trapped
by floodwaters we create,
as discourse rages.

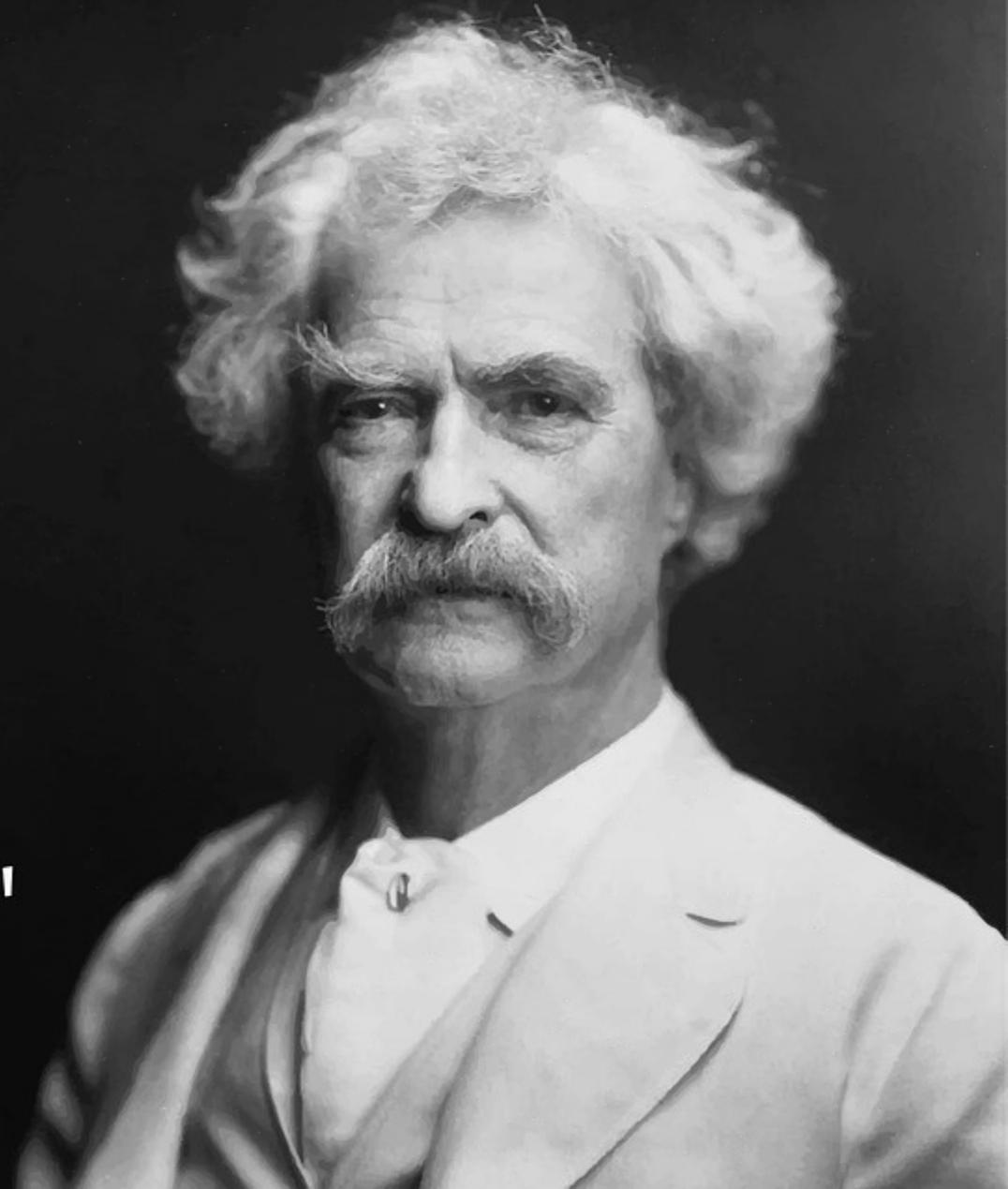
Who are you and I,
when someone declares a we?
What shore to stand on?

Can we step out. rest,
tossed about by torrents
we fear to drown in?

How know and master,
learn inner ecology,
on our way to the sea?

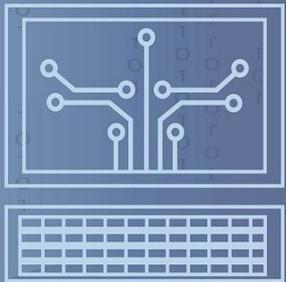
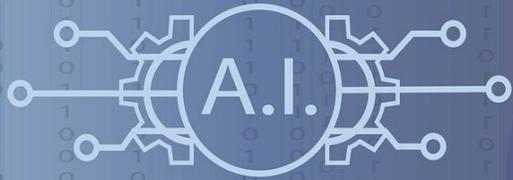


"If you don't read the
n e w s p a p e r s,
you are uninformed.
If you do read them,
you are misinformed."



Sorting it out...

The challenge of our age!



FAKE NEWS GETS MORE LIKES

Scientists make shocking finding

Fake news items get more likes and shares on social media than real stories, a shocking new scientific study has found.

Analysis of data scraped from all the major social media networks has revealed that, on average, fabricated news is more likely to stimulate engagement from users.

This was in large part because fake news was often skilfully created to appeal to users' pre-existing beliefs and to stimulate strong emotions.

By Our Science Staff

tions, according to the lead author of the study.

"Fake news plays into the confirmation bias of social media users," she said.

"People readily believe information that fits with their beliefs, even when that information is false."

She went on: "The networks' algorithms are also to blame because of the so-called 'echo

chamber' effect, whereby users are shown more of the same type of material they have already sought out. Even if a user has previously browsed articles from reliable news sources, their bias is detected and amplified by the algorithms."

The study's findings, if confirmed, would have serious implications for politics in democratic countries, which relies on voters having accurate information, said a political science professor at a leading US university.



Rx

An antidote?

- Challenge metanarratives with your small stories.
- Telling each other our stories, experiences – what we see, hear, feel, experience, value & seek.
- Daring, baring, sharing, comparing, caring, pairing.
- LISTENING

Bringing people together – Telling our stories around the world!



Bengaluru



Barcelona



Finland

diversophy®
The Game of Cultural Competence



Tokyo

Warsaw

diversiCHOICE
How should I behave?

diversiGUIDE
What insights
can I get?

diversiRISK
How do I react
to events?

Bringing
people
together
with 5 kinds
of sharing

diversiSMARTS
What do I know?

5 kinds of cards

diversiSHARE
How does my culture do it?



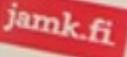
You can't teach language
without teaching culture...
& vice versa.

“Accidental” diversophy®
A unique cultural tool
for teachers & learners

diversiCHOICE

QUESTION	KYSYMYS	لأوقص
<p>You are about to meet with a group of Finnish business people. You see that you are going to be about 10 minutes late, what should you do?</p> <p>A. Call immediately and let them know you are on your way. B. Relax. It's normal to be 10 minutes late – you might even be the first arrival. C. Cancel the meeting because you are late.</p>	<p>Sinulla on liiketapaaminen suomalaisten kanssa. Huomaat olevasi kymmenisen minuuttia myöhässä. Mitä sinun pitäisi tehdä?</p> <p>A. Soittaa heille välittömästi ja kertoa, että olet matkalla. B. Ottaa rauhassa. On normaalia olla 10 minuuttia myöhässä, saatat jopa olla ensimmäisenä paikalla. C. Peruuttaa tapaaminen, koska olet myöhässä.</p>	<p>لا تجر زيم في يومك مع ما قبل لشروعك بولع تنأ نولتس تنأ عودت زيمك من قبل لأمعال لأمعال ؟ لولتس نأ ب عي انام . رخاتم فينأقود 10 يفك تنأ ب مهمال عاو اروف لاصرتال - ا مهيلأ لتفكرط نولتس نأ ي عي بطلأ زيم . ماخرتسأل - ب نولتس نأ لجت حملأ زيم فينأقود 10 رخاتم نكلمصا وولأ لولأ لنوك بيمسب لتفكو عا مةجال مالأ - ج رخاتم .</p>

MIG-0002

 **diversophy®** 

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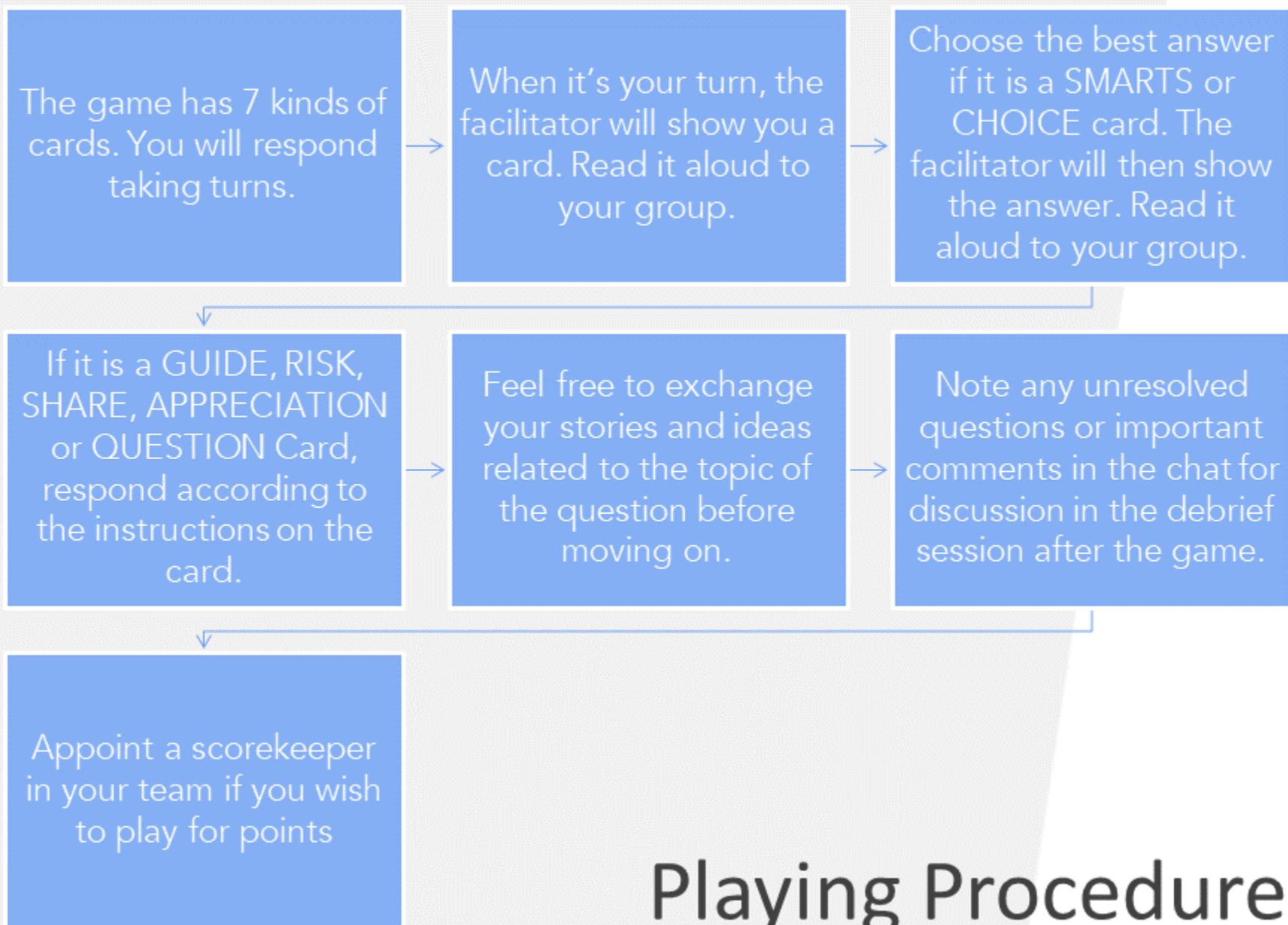


Welcome to
diversophy[®]
the Game of Cultural Competence

The aim of diversophy[®] is to become familiar with other cultures,
to **share our diverse experiences and cultural perceptions**,
and to **learn from each other**. It aims to encourage mutual discovery and discussion.

This game does not claim to be exhaustive or to promote a single truth about a given social group or specific culture. Within the same countries there are differences from one region or social group to another, and from generation to generation. It is up to you to explore further.

Without judging, with respect for everyone, to learn to know and understand each other better, and get enriched by what you discover. Have fun!



Playing Procedure

YOUR FACILITATORS

Janna Kangedieva



Assem Mensiitova



Amna Ben Amara



YOUR FACILITATORS

Grazia Ghellini



George Simons



Silke Riegler





People who speak English as a second language find it easiest to converse with:

- A. Other speakers of English as a second language.
- B. Native born English speakers such as US Americans, British, and Australians.





A. Other speakers of English as a second language, even though they are from different backgrounds. Often native English speakers talk too quickly, use too large a vocabulary and too many slang expressions, and too easily assume the content of their speech is familiar to everyone else.

If you chose the correct answer, you win 2 points.





In der Muttersprache kann man am besten sagen, was man nicht denkt.

(In one's mother tongue one can best say what one is not thinking.)

Wolfgang Mocker (1954-2009), German Journalist

After reading this card aloud, any player, including you, may comment on it. You win 1 point.





Bilingualism is:

- A. A result of reluctance to learn the country's language.
- B. A sign of educational backwardness.
- C. An intellectual accomplishment.





C. An intellectual accomplishment. Monolingual Americans have a lower Grade Point Average than most Asian and European nationalities. Fluent bilinguals in these nations not only have a higher GPA but also have significantly higher math scores than English monolinguals.



If you chose the correct answer, you win 2 points.



During a discussion conducted in English your German business partner refers to the "actual situation." You are surprised as the statement seems to be out of context. You should:

- A. Assume that your partner is talking about the situation as he or she sees it and continue discussing.
- B. Challenge his or her view of the situation.
- C. Ask for clarification.



C. Ask for clarification, is the best answer. With nonnative speakers of a language it is more important than usual to make absolutely sure that you have not misunderstood each other. In this case, the German has directly translated the word "*aktuell*" which means "up-to-date" or "current."

If you choose the better answer, win 3 points.



*Imagine you are the person in this situation...
how might you think, feel or react?*

Coming from a Latin American community to Spain, you are bewildered by the fact that informal language is used with bosses and colleagues, while formal language is used with the waiters, valets, and maids.

You win 4 points.





"What is nearest the heart is nearest the mouth."

Irish saying

After reading this card aloud, any player, including you, may comment on it. You win 1 point.





Many words have come into International English from other European languages, e.g., *fiasco* and *imbroglio* from Italian, *blitz* and *ersatz* from German and *fait accompli* and *noblesse oblige* from French. Lead your team in a round of sharing in which each person says a word which has come to his or her language from abroad.



Each person who successfully volunteers the word will receive two points. You win 5 points.



A. You are buying a round of drinks for your companions. An Australian usually won't let a visitor shout first even if the visitor did the inviting, but you may shout second, and when with several companions in the pub should take your turn at shouting even if you've stopped drinking.

If you chose the correct answer, win 2 points.



When you "shout" in an Australian pub, it means that you are:

- A. Buying a round of drinks for your companions.
- B. Holding a pub conversation in very loud surroundings.
- C. Calling out to the barkeep for the tab at closing time.



There is an Armenian saying that runs, "If someone passes wind, people will immediately smell it on the other side of the planet." It describes how effectively gossip and informal talk are used by many Armenians to spread news or information. Tell your team something about how gossip functions in your own culture or organization.

*After you share, any teammate who wishes may whisper a piece of gossip into the ear of the person next to him or her.
Win 5 points.*





“When a language dies, a way of seeing, feeling, and thinking the world disappears.

Audrey Azoulay, UNESCO Director General

After reading this card aloud, any player, including you, may comment on it. You win 1 point.



*Imagine you are the person in this situation...
how might you think, feel or react?*

You are on a temporary assignment to a company in Germany. You have just been introduced to a young, female employee. You say, "Pleased to meet you, *Frau* (Ms) Schmidt" instead of *Fraülein* (Miss). Professional women today prefer this usage.

You win 4 points.



You are a large European. A Malaysian you are working with asks you how much you weigh. You should respond:

- A. "It's no concern of yours."
- B. Smile and say "A bit more than you."
- C. "It is not polite to ask someone that question."



B is the best of the choices given. Malaysians may ask questions that in your culture you may find too personal, e.g. about earnings, marital status, etc. Politely sidestep the question if you don't want to answer. A and C are likely to cause the person to lose face and hurt your relationship.

If you choose the better answer, win 3 points.



"Empty cans resound the loudest."

Indonesians revere those who speak little, but wisely. This saying reminds us that only ignorant people prattle on.

After reading this card aloud, any team member, including you, may comment on it. Win 1 point.



The memory of the Second Crusade lingers in North Africa where Muslim parents tell unruly children at bedtime that "King Richard will get you". if they don't settle down and go to sleep. What sort of things did your parents or do parents from your culture do or say to get children to behave and sleep?

*After you share, one of the other players will show the team's appreciation by singing you a lullaby from his or her culture.
Win 5 points.*



The Filipino term *suwerte* refers to the fact that success comes from:

- A. Good luck.
- B. Lots of sweat and hard work.
- C. Aggression, i.e., use of the *suwerte* or sword.



A. Good luck. *Suwerte* is a derivation of the Spanish word *suerte* and refers to the strong element of luck that is seen to be required to be truly successful.

If you chose the correct answer, win 2 points.



*Imagine you are the person in this situation...
how might you think, feel or react?*

You are a US American whose philosophy is work now, play later. Your new Mexican colleagues punctuate their longer work day with more frequent breaks, conversations and diversions. You recognize that they are as effective in their way as you are in yours.

You win 4 points.



"An upright person must be like the sandalwood that perfumes the axe with which another strikes him."

Indian proverb

After reading this card aloud, any team member, including you, may comment on it. Win 1 point.



Lo mejor que Dios hizo es un día detrás del otro. (The best thing that God created was one day after the other.) What values do you think lie behind this Latin American proverb? How might these values show up in the workplace? Share with your team.

*After you share, your teammates will share as well.
Win 5 points.*



Debriefing your **diversophy**[®] experience

1. What insights and learnings did you have while playing the game?
2. Which of these could you immediately apply to your job or your relationships with others?
3. How did playing the game bring out the cultural values of the players, e.g., did you compete or collaborate? What kind of culture did your team become?
4. What are some consequences you see as a result of playing this game? What next steps will you take?
5. What would you like to know more about? Are there cards you would like to discuss further?

You have ___ minutes for this discussion. Please select a spokesperson to give a summary of your team's experience to the other teams.