

COMPARATIVE RESEARCH NETWORK:

OUR CITIES

A method guide





INTRODUCTION

HOW THE GAME IS DESIGNED AND HOW IT IS PLAYED

WHAT IS OUR CITIES?

Our cities is an intercultural exercise designed by the CRN. The exercise was performed 12 times during the intercultural stimulation, during the Urbanities project and in the frame of the Applied Emotion partnership.

The main target group had been adult facilitators, teacher and urban activists and researcher.

The aim of the exercise is to simulate culture, cultural loss, displacement and migration from both sending and receiving communities and last but not least to reflect on dialogue and intercultural cooperation.

HOW IS IT DONE?

There is a planet with four cultures, each proud of their civilization and ready to build their capital.

Four groups start to discuss, based on a provided description their values, traditions and interactions with the other cultures. Each nation receives a set of materials, which they have to use to build their capital.

The materials reflect the 'specific culture' described before.

Important all cultures need a separate space, where they can start build their city.



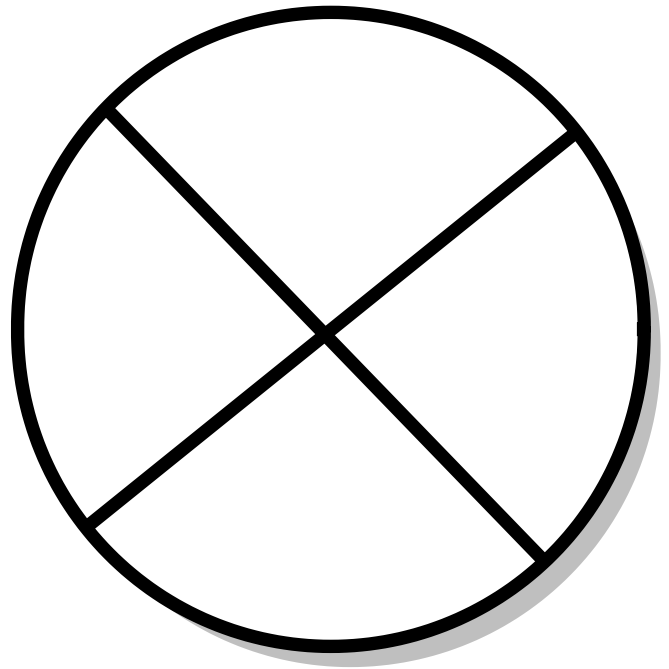
ROUND CITY

CHARACTER

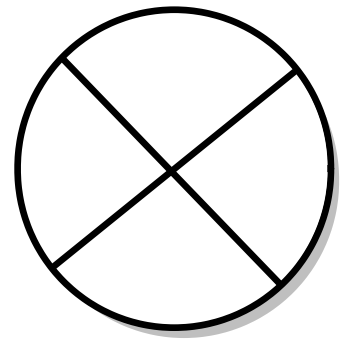
- The culture love natural, round features
- They believe in traveling and cooperation
- They believe that nature is an important gift

MATERIALS

The culture will receive anything which is round. Balls, plates, frisbees, hulla-hoop or similar.



ROUND CITY SCENARIO



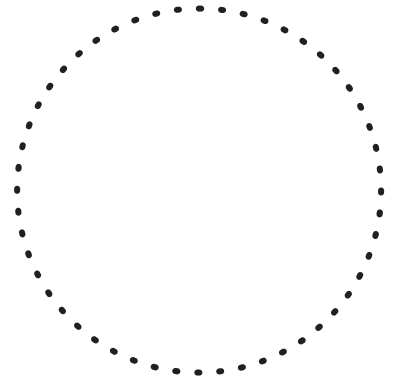
BEFORE YOU BEGIN BUILDING YOUR CITY, CONSIDER APPROACHING THE TASK FROM THE POINT OF VIEW OF SOMEONE FROM ANOTHER CULTURE. BELOW IS A DESCRIPTION OF A CULTURAL ORIENTATION WHICH IS DEFINING YOUR CULTURE.

ABOUT YOU:

You are from a culture that values sharing, so you will interact with other groups working on the same problem, asking them what they are doing, and telling them what you have learned. You want to build the best city you can but you want everyone to participate, and each group to do equally well. The other groups will lose "face" if your city is better than theirs.

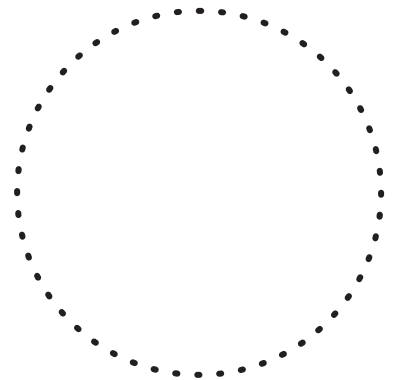
Things you might say or do:

- Visit other groups and learn from what they do, complementing their Accomplishments.
- Borrow their ideas and bring them back to your group.
- If any group is doing really well, take their idea to another group.



GUIDING QUESTIONS + DISCUSSION:

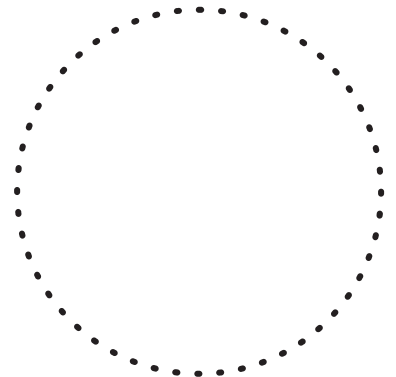
1. What do you associate with the name of your culture?
2. What are 3 core values in your culture?
3. What is your attitude towards time, are there many clocks in your city?
4. What is the atmosphere in your city? What do you like to do in your free time and weekends?
5. What are the main occupations of your citizens?
6. What is your attitude and commitment to existing rules? Is there a lot of police?
7. How much are you expressive in communicating and dealing with others?
8. Are the roles of men and women in your society different or similar?
9. What is physical contact with another person (you stand close or distant while greeting, or look into each others eyes)?
10. How do the values of your culture manifest in daily behavior and the look of your city?



YOUR TASK:

Build your city! It has to be beautiful and to express what the most important in a given culture. Prior to construction of the city- please answer the questions above and then design the city. It is important while building your city to remember that it has to express the values and characteristics of your culture.

•Time to answer questions, design and build the city: 60 minutes.



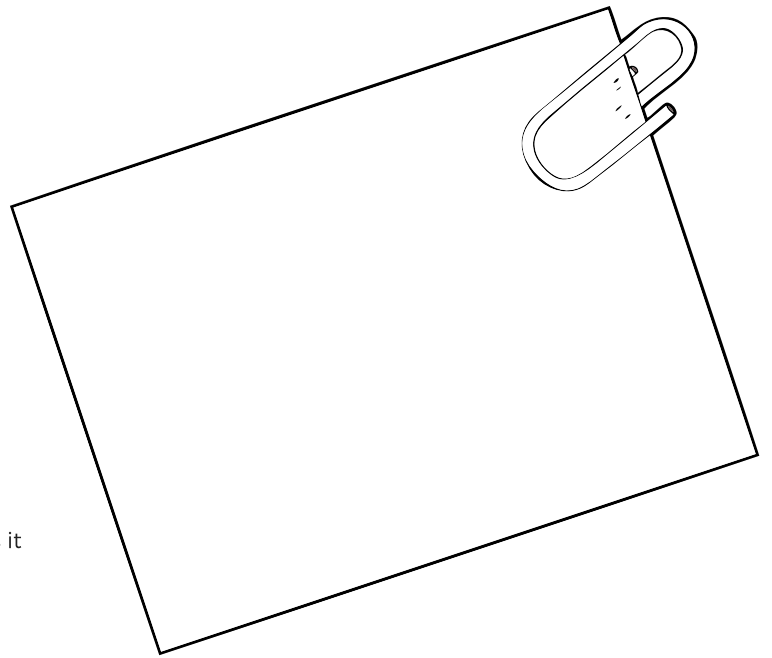
PAPER CITY

CHARACTER

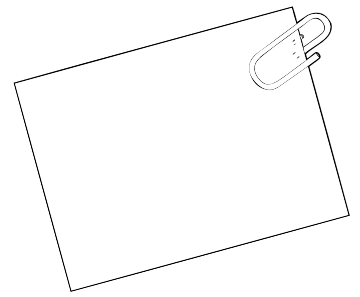
- The culture is believing in the written word and values it
- Elderlies are the wiser, the young respect and honor them
- Money is less important than wisdom

MATERIALS

The culture will receive anything like paper, card boxes etc.
Additionally they will receive scissors and tape glue (no pens though)



PAPER CITY SCENARIO



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ABOUT YOU:

You are from a culture that respects age and the wisdom it brings. You will defer to your elders, and ask their advice. You would like to build a successful city, to bring honor to your family, but you will not disagree directly to do so. You might say, "yes" to suggestions and requests, but go on doing what you think is best, or what your elders say is best.

Things you might say or do:

- a. I think someone older might have a better idea of how to do this.
- b. If there is an older person in the group, ask their opinion often.
- c. If there is not an older person in the group, say things like "I wish there was someone older who had more experience with this kind of thing", or "My grandfather was really good at this type of thing. I wish he was here to show us how".

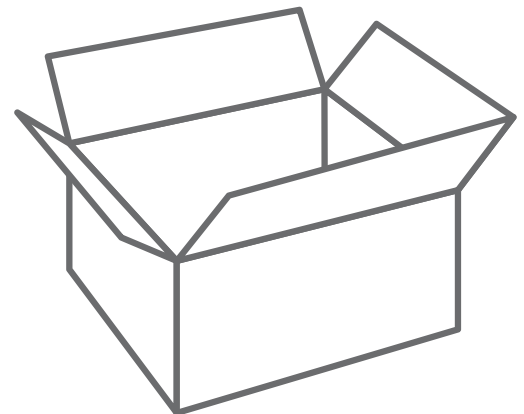
GUIDING QUESTIONS + DISCUSSION:

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Time to answer questions, design and build the city: 60 minutes.



YUMMY CITY

CHARACTER

- Life is for joy, the culinary is priority
- The culture is based on testing, experiencing and decisions are made together
- Money is not important in life

MATERIALS

The culture will receive anything that is tasty and yummy. It can be sweets, fruits or anything else jummy.

The cultures priority should not be on acutal buidling a city, you can provide them with a map or already made street patterns, as long they enjoy eating and talking.



YUMMY CITY SCENARIO



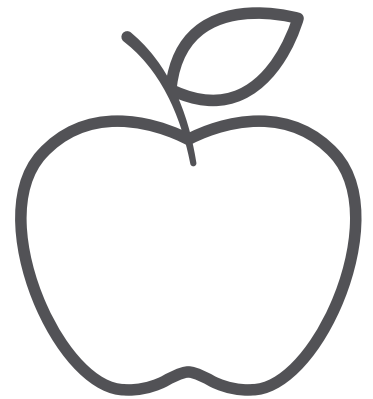
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ABOUT YOU:

You are a culture that values "being" rather than "doing". Time is eternal, and relationships are more important than accomplishment. If you don't get done in time, it is not important. Fate determines the height of high buildings. They all eventually fall down anyway. Good food and conversation, inquiring about family and friends is more important. Doing the city is just a vehicle to bring people together to talk.

Things you might say or do:

- "Hey, the city is no big deal, let's just have fun".
- Talk about other topics – bring up the recent top restaurants and the best wines.
- You can play with the materials.



GUIDING QUESTIONS + DISCUSSION (10 MIN.):

1. What do you associate with the name of your culture?
2. What are 3 core values in your culture?
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YOUR TASK:

Build your city! It has to be beautiful and to express what the most important in a given culture. Prior to construction of the city- please answer the questions above (10 min) and then design the city. It is important while building your city to remember that it has to express the values and characteristics of your culture.

Time to design and build the city: 20 minutes



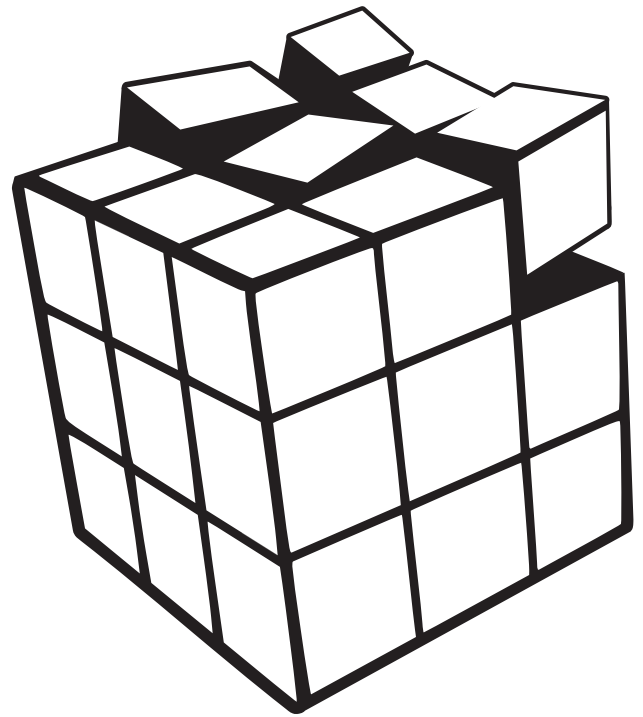
BLOCK CITY

CHARACTER

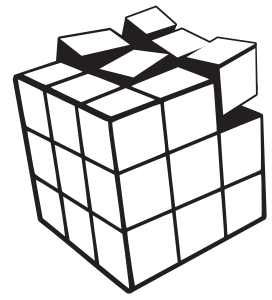
- Time is money
- The culture is rich and proud, life is structured, organized and planned
- Money is more important than life

MATERIALS

The culture receives toys - starting from building or lego blocks, toy cars, toy money, dolls, as much civilisation and high tech as possible.



BLOCK CITY SCENARIO



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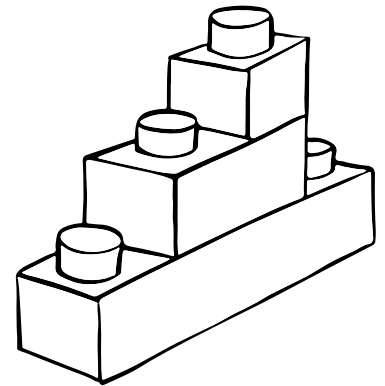
You are from a culture that is action-oriented, competitive and energetic. You like competitive games. Doing the best job possible is the objective, especially if you can build a city better than any of the other groups. You think that you and your group should do whatever it takes to get the job done, and that means getting the best talent, thinking and organization you can. You are very conscious of the time limit.

Things you might say or do:

- a. "Come on, let's get going – I want our city to be the best".
- b. "Let's stop fooling around and get to work".
- c. "We have to hurry up, there isn't much time".

GUIDING QUESTIONS + DISCUSSION (10 MIN.):

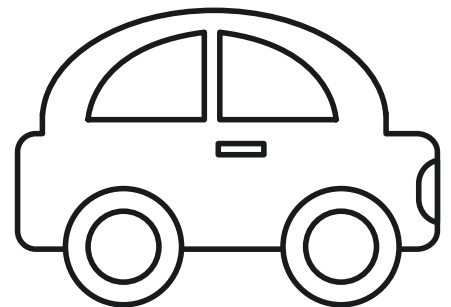
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Time to answer questions, design and build the city: 60 minutes.
Please use given materials.





TURN OF EVENTS

HOW THE GAMES IS DESIGNED AND HOW IT IS PLAYED

WHAT HAPPENS

After a while each culture gets a note that a catastrophe happened – they have a short time to decide what buildings or institutions they want to take with them

Each culture is send to block city (where the citizens are not aware of their arrivals) with the task to negotiate their space

Each nation has a different amount of time, while the process at the beginning is still structured, the mass of arrivals soon challenge the block city but as well the arriving cultures

HOW IS IT DONE?

The facilitator is giving the envelopes with the tasks to the three cultures one by another. As the Yummy culture has less time, they are the first.

When the Yummy culture went to Block city, disturb the other two groups after ca. 30 - 45 minutes. Deliver them the letter and observe the conversations and processes happening at the block city.



TURN OF EVENTS CARDS

PLEASE CUT THE CALL OF ACTION AND PUT THEM IN AN ENVELOPE EACH. START TO HAND OUT THE NEWS FIRST TO BLOCK CITY, THAN YUMMY CITY BEFORE PAPER AND ROUND CITY WILL RECEIVE THEM. ENSURE THAT THEY WILL ARRIVE AT BLOCK CITY 5-10 MINUTES AFTER YUMMY CITY ARRIVED.

BLOCK CITY

Dear Block City Citizens, The number of population is decreasing. There are many houses that are abandoned. Your city slowly turns into the ghost city. Your government decided to invite people from different cultures to live in your city, to help you develop it together. Please work with new citizens on designing and developing the city, there has to place for all. You have 30 min



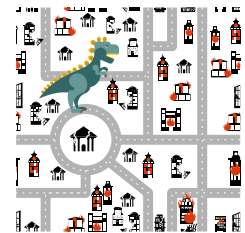
YUMMY CITY

Dear Yummy City Citizens,
There is no more food in your country! You want to look for a place where your needs are fulfilled.
You heard that the Block City is very rich country and every person there has what he or she needs. You decide to move there and make it your new home.
You may bring some material with you.



ROUND CITY

Dear Round City Citizens,
Godzilla has just destroyed your city! Leave immediately!
The Block City's government has invited you to move there and make it your new home.
You may bring some material with you



PAPER CITY

Dear Paper City Citizens,
Your city was destroyed by the war! Leave immediately!
The Block City's government agreed to accept the refugees from your City. You move there and try to make it your new home. You may bring some material with you.





FINAL DISCUSSION

THE FINAL GROUP DISCUSSION SHOULD REFLECT ALL PROCESS

WHAT HAPPENS

The groups will interact and try to get to a dialogue. The dialogue might not be achieved. At a certain point the facilitator should break the discussion and start a reflection.

First of all ask what happened.

In a second step ask the participants to introduce their cultures and the symbols they brought into block city.

Ask block city, how they prepared for the integration of the arriving groups.

Ask everyone, how they felt leaving their city and arriving in block city.

Ask how they would relate the cultures and the processes to their own country/life.

Re-Start the process and let the groups now create together a common city.

BACKGROUND FOR THE DISCUSSION

The cultures have to negotiate in the first phase in between each other their norms, rules and beliefs and later they have to adapt by negotiating with the other cultures

Intercultural awareness is strengthened, leading to understanding the viewpoint and diverging needs of others

The exercise can be performed with any learner group with similar outcomes

The participants experience the process and thus learn emotionally

The exercise is easily transferable

The process is fully run by the learners, while the outcomes are always comparable. The educator is rather a moderator than a teacher



OUR CITIES

THE PRACTICES WAS DESIGNED BY THE COMPARATIVE RESEARCH NETWORK E.V.

AUTHORS AND DEVELOPERS: MARTIN BARTHEL, KAMILA KOWENZOWSKA

FOR MORE INFORMATION OR SUGGESTION CONTACT US AT WWW.CRNONLINE.DE

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