

BARNGA

A SIMULATION GAME ON CULTURAL CLASSES

AUTHOR

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 (http://www.amazon.com/Sivasailam-Thiagarajan/e/B001JOSF8U/ref=ntt_atr_dp_pel_1, ISBN-13: 978-1877864049)

COMPLETE DIRECTIONS

available online (<http://yeoresources.org/Documents/Files/Barnga.pdf>).

ON-LINE RESOURCES

- http://www.acadiau.ca/~dreid/games/Game_descriptions/Barnga1.htm
- <http://sbaweb.wayne.edu/~absel/bkl/vol25/25ch.pdf>
- <http://www.boyscouttrail.com/content/game/game-1643.asp>

INTRODUCTION

In Barnga, The goal is to raise awareness of cultural differences, especially when people move from one culture to another. Participants experience the shock of realizing that despite many similarities, people of differing cultures perceive things differently or play by different rules. Players learn that they must understand and reconcile these differences if they want to function effectively in a cross-cultural group.

OVERVIEW

Participants play a simple card game in small groups, where conflicts begin to occur as participants move from group to group. This simulates real cross-cultural encounters, where people initially believe they share the same understanding of the basic rules. In discovering that the rules are different, players undergo a mini culture shock similar to actual experience when entering a different culture. They then must struggle to understand and reconcile these differences to play the game effectively in their "cross-cultural" groups. Difficulties are magnified by the fact that players may not speak to each other but can communicate only through gestures or pictures. Participants are not forewarned that each is playing by different rules; in struggling to understand why other players don't seem to be playing correctly, they gain insight into the dynamics of cross-cultural encounters. When someone joins a new group, or moves to a new home, the rules in that new place are similar to what he is used to but with some important differences which he must figure out. When someone joins our group, club, circle of friends, neighborhood, we should be flexible and supportive when he doesn't quite "get it" how we do things here.

POSTGAME DISCUSSION QUESTIONS

1. What happened during the game/tournament?
2. What does the game suggest about what to do when you are in a similar situation in the real world?
3. How does this game focus our attention on the hidden aspects of culture?
4. If you could describe the game in one word, what would it be?
5. What did you expect at the beginning of the game?
6. When did you realize that something was wrong?
7. How did you deal with it?
8. How did not being able to speak contribute to what you were feeling?