

„Constructing a bridge in Derdia“

A simulation game

Rules of the game for the international experts

Intention of the simulation / game

This game allows you / enables you to understand some of the *feelings* that may occur when you have to implement a certain task with people from another and very different culture under time pressure. In order to achieve this you should carry out a certain real task together with a group of that other culture. While doing so you should watch the experiences you make.

Situation

One (sub)group consists of a team of international experts who want to build a bridge in a development country. This bridge is made of paper in this game. The bridge you are expected to build together with the Derdians makes their life much easier because without it the Derdians have to travel long distances to reach the markets in nearby villages and towns. As there are many other wild rivers in the country and many more bridges are needed you should not just build that bridge but teach the Derdians how to do it themselves.

There is an agreement with the national government that you have to feed the Derdians while building the bridge.

Course of the game

First you have 45 minutes to read the rules of the game and to come to a general understanding of what you plan to do. After 30 to 35 minutes two members of your group will contact the Derdians and study / observe their behaviour for two minutes. You will then have another eight minutes to share your insights about the Derdians with your group.

After this you will start with the construction phase. This will also need 45

minutes. At the end of this phase, when the bridge is there and functioning each of you should write down in short words

- how you have experienced your operation in the field,
- which feelings and thoughts you had regarding your own role,
- your impressions about the Derdians regarding their motivation, work capacity / willingness to work and social behaviour.

Construction Plan

For the construction of the bridge you are only allowed to use the materials given to you.

Paper

Glue

Scissors

A ruler

Pencil

The bridge should be as long as possible and as stable as possible. At the end of the game the length will be measured by the distance between two tables you can bridge. At the same time the bridge must be stable enough to carry a ruler.

The bridge should consist only of stripes of paper with a width of exactly 4 cm. These stripes can be put together as you like, they can be glued, folded, rolled, cut etc.

Each stripe has to be marked with a pencil and then cut with the scissors before you can use it.

For the construction phase you have 45 to 50 minutes, then the bridge is supposed to be ready!!

„Building a Bridge in Derdia“

A Simulation Game

Rules of the Game for the Natives or the Derdians

Intention of the Simulation

This game simulates the situation that a certain people is taught a construction technique by foreign experts. The Cultures of that people and the experts are very different from each other. In order to at least rudimentary understand the emotions, feelings and thoughts that may originate (come up) from such a situation you will work on a real task. In addition your group has to learn cultural behaviours which are not known to the foreign experts. Whatever fun you hopefully will have during this game we urge you to take both, your culture and your task, very seriously.

Course of the game

You have 45 minutes to read these rules and to learn and practice Derdian behaviour. It is not so easy to practice the different behavioural prescriptions in a natural way. So you have to work hard on this. Think about what you want to do (work, talk etc.) and what you want to talk about when the foreign experts arrive.

Just try to be a real Derdian.

After 30 to 35 minutes you will be visited by a small group of experts. During this visit you just practice your behavior **but you do not talk about it or even explain it**. Following this the experts have another 10 minutes for their preparation. After this preparation phase the construction phase begins. During this phase the experts are your guests. This phase will last 45 to 50 minutes.

After this each of you should take notes about what happened and what you experienced, also about the impressions you had about the experts.

Situation

You are all inhabitants of the village of Derdia. You are expecting the arrival of a

team of foreign experts. These will teach you how to build a bridge. **This is very important for all of you, as it allows you to reach the nearest market places much quicker than now.** In this game the bridge is made of paper. You already know the use of the necessary tools for the construction of the bridge. You don't know, however, the construction technique. You also do not have the construction materials which will be provided by the team of experts. **You are very interested in the construction of the bridge.** During the construction process you will be given food by the experts. This is not so important for you. You are mainly interested in the construction of the bridge.

Rules of social behaviour of the Derdians

Derdians like to touch each other very much. Thus, when they talk with each other they always touch each other. Even when they just pass each other they touch shortly. Not to do so means: **I don't like you!**

Greeting ritual

The traditional greeting is a kiss on the shoulder. The person who begins with the greeting ritual kisses the other on the right shoulder. The other person replies by a kiss on the left shoulder. So the kisses have to happen one after the other. Any other type of kiss would be regarded as a true insult. The Derdians react to such an insult with a flood of verbal insults, complaints and accusations. They thereby show that there is no reason whatsoever to be humiliated like this. To stretch out a hand to a Derdian is equally regarded as humiliation (=very bad).

Working behaviour

During work the Derdians also touch each other, trying not to disturb the other person in doing his/her work. **All Derdians (men and women alike) know how to use paper, pencil, scissors and glue. However, scissors are regarded as a man's tool, pencils and rulers as a woman's tool.**

Glue and paper can be used by men and women alike. The idea that some materials are either male or female has to do with a taboo (=prescribed behaviour, something you must do). In any case, men will surely not use a woman's tool in the presence of women, just as a woman would never use a man's tool in the presence of men.

Furthermore a man from Dardia will never contact a strange man or communicate with a strange man, unless this man was presented to him by a woman before. This woman can be a woman from Dardia or from any other place.

Dealing with strangers

Derdians are always friendly with strangers. At the same time Derdians are proud of their culture and their tradition. They don't think they are underdeveloped and they don't think that the culture of the strangers is higher than their own. However, they know that they cannot build the bridge without the help of the foreigners. But they expect that the foreigners adapt to their own behaviour. For the Derdians only their own behavior is taken for granted and goes without saying. **Therefore they cannot and don't want to explain their behaviour to others** (this is a very important rule of this game).

Have fun with the game!