

SIMULATION GAME „BARNGA”

Concept

Barnga is a simulation game about a clash between two or more cultures. Participants split into groups and play a simple card game. Once they start switching between groups, clashes similar to intercultural situations arise. The participants experience, despite their good intentions and similarities, how different interpretations of what is going on around them generate misunderstanding and conflict. They learn how to deal with differences arising from cultural distinctions and thus become successful ‚global players’.



Main benefits

- > Understand why international cooperation often fails
- > Be aware of the processes which accompany the integration in a new culture and repatriation (i.e. the return from an assignment abroad)
- > Create awareness of ethnocentric behaviour and attitudes and of their consequences in the work context
- > Learn which competences are necessary for effective cooperation
- > Find new strategies which lead to successful intercultural cooperation
- > Create awareness of a conflict between keeping one’s identity and adapting to another culture

Programme specifics

- > 6 – 50 participants
- > Duration of the experiment and analysis is 2 – 3 hours
- > Suitable as part of,
 - > international conferences and events (e.g. to support an open atmosphere and networking)
 - > teambuilding events for international teams
 - > intercultural trainings and workshops