

# Gifts of Culture

## Concept Note

### **1. Problem:**

Disaster risk/disaster preparedness/disaster management in in diverse culturally community.

### **2. Design objective:**

#### 2.1. Main goal/purpose:

Social/cultural diversity brings a lot in the process of solving problems. In diverse communities the problem solving process might take longer but thanks to the many perspectives and knowledge brought on the table by all participating groups, process itself can present many more interesting solutions.

#### 2.2. Learning objectives:

- Players learn about different perspectives taking on the roles of representatives of different groups of interest.
- Players understand the inequalities on social standing and the results of discrimination and social exclusion.
- Players understand different ways how cultural factors affect disaster preparedness and ability to cope.
- Players increase their understanding of disaster risk for heterogeneous cultural backgrounds.
- Players improve collaboration and information sharing skills, especially in regards of collaboration between organizations and individuals representing diverse cultural backgrounds leading to improved disaster resilience.
- Players are introduced to some of the protective actions and preventive actions connected to the community flood resilience.

### **3. General game assumptions:**

#### 3.1. Short description:

Gifts of Culture is a board game role-playing simulation of a diverse culturally community. Players become the representatives of various groups living in the flood-prone valley. Though they represent various views and ideals, they all have the same goal – for their group to have a better life. How will they achieve that with the constant threat of flood looming above their heads?

Each of the actions players can undertake has its advantages and disadvantages. Information sharing and collaboration can greatly improve their outcomes, however, diverse cultural backgrounds make it very difficult.

#### 3.2. Type:

- board game
- role-playing simulation

#### 3.3. Number of players:

- 8-16 players

#### 3.4. Number of moderators:

- 1 moderator

#### 3.5. Time:

- 3 rounds

- 15 min., 10 min., 5 min.
- additional time for round results
- debriefing: about 1 hour