

## “Exemplarians Game”

### Overview

This game is a simulation of a meeting of two cultures. Find the key to foreign cultural behaviour and analyse the effects of meeting with a foreign culture. A team of engineers goes to another country in order to teach the people there how to build a bridge. The source of this game is the “Derdian Game”.

### Instructions

Break into **2 mixed gender groups** (or if there are only males or only females, find a different way to distinguish between the population of Exemplaria – e.g. hair colour, colour of clothes, or provide stickers that indicate if the participants are taking a male or female role – you can be creative! It is important that engineers have a way of differentiate between two distinct groups of Exemplarians).

One group of 5/10 people act as a team of engineers to teach Exemplaria how to build a bridge.

Each group receives instructions specific to their group: one for engineers one for

- ❖ Exemplarians (see below).
- ❖ Do not share instructions with the other group.
- ❖ Each group prepares in a separate room/area.
- ❖ If you have more than 20 students you can have observers, but they shouldn't know the instructions until after the simulation.
- ❖ Observers should take notes on what they see and report on this at the end of the simulation.

### More instructions and rules for both groups:

<http://interfaithalliance.org/cms/assets/uploads/2016/09/Derdian-and-Engineers-Role-Playing.pdf>

Another resource, good part about debriefing:

<http://www.nonformality.org/wp-content/uploads/2006/03/derdians.pdf>