A Drop of Agreement

| 3h | 8-25 people | indoor + outdoor | PL / ENG |

* At extra cost it is possible to increase the number of participants.
** At extra cost it is possible to conduct the game in German.

Develop a new quality of cooperation!

Shock! The Amazon Forest experiences drought. Due to this unusual phenomenon, many villages are deprived of drinking water. A group of engineers from Europe are ready to help the local people. They are supposed to construct a network of pipes delivering water to the well. This joint project is the chance for both parties – the Local Inhabitants can solve the problems with water and Engineers – get a profitable contract. The representatives of international organisations were intermediaries in initial talks, so the first meeting takes place when the Engineers arrive. Their cooperation faces a series of unexpected problems. Will they manage to reach an agreement?

The game for:
- institutions who have the need to include intercultural differences in the values, customs and ways of communication
- companies and institutions getting ready for mergers and takeovers
- teams working in intercultural and international environments as well as teams wishing to develop or redefine the rules of mutual communication
- people wishing to improve their communication skills and the skills required to build relationships based on mutual agreement

Challenge:
Split into two teams – the Local Inhabitants and Engineers. Although you share the same goal, there are different ways to achieve it as each group has different values and rules of communication. Your task will be to reach an agreement, despite barriers, and thus to achieve the goal.

Foundation:
- learning through experience: difficult cooperation
- the rules of communication in culturally diverse groups
- the mechanisms accompanying communication and problem solving processes

Logistics:
The game requires a large training room (or an open area) with tables.

Advantages:
- becoming aware of thinking and acting in a stereotypical way, which is a starting point for working with existing beliefs
- revealing the mechanisms that appear when different cultures meet (organisational and national differences)
- developing interpersonal competencies in communication and seeking solutions together

Extensions / Variants:
- a training part to present the issues regarding how people and teams function in a culturally diverse group
- a moderation workshop during which the participants solve a real problem, important for their organisation
- the possibility of an outdoor version held in the open air

The game through the eyes of the participants:

"For me, reflections from the meeting with "others" are essential. To overcome these "cultural differences", you have to be really involved and want 'to get on the same page'. It's not always easy."

"The teams got the feel of their roles, which is why it was possible to experience what intercultural communication consists in. A fantastic idea and great fun."

"Whoever speaks a language that no one understands does not speak. To speak means to speak to someone."

Hans Georg Gadamer

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