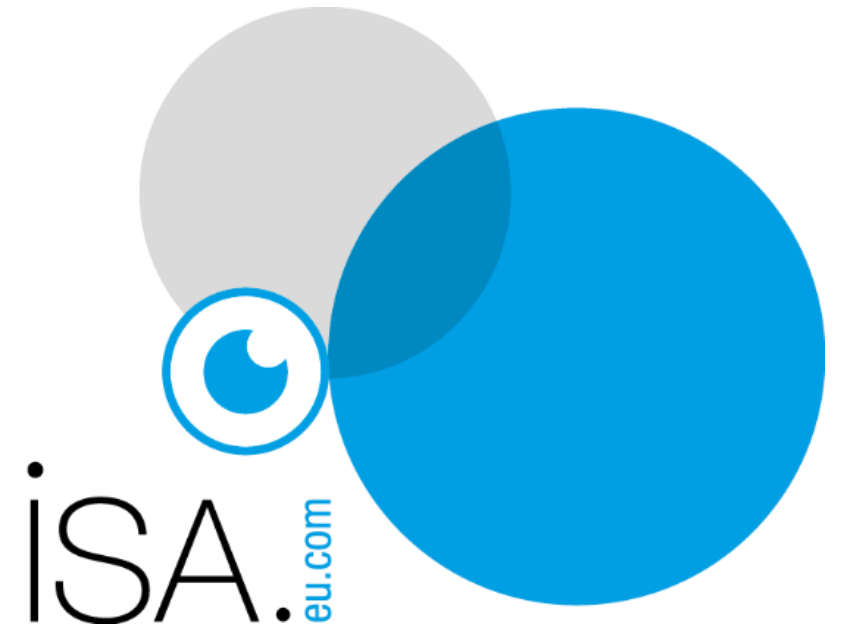


Falling through Intercultural Education?

Mastering the Challenges
of Intercultural Education in 3rd Spaces



Involvement of Participants

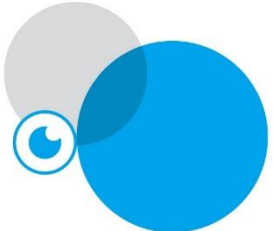
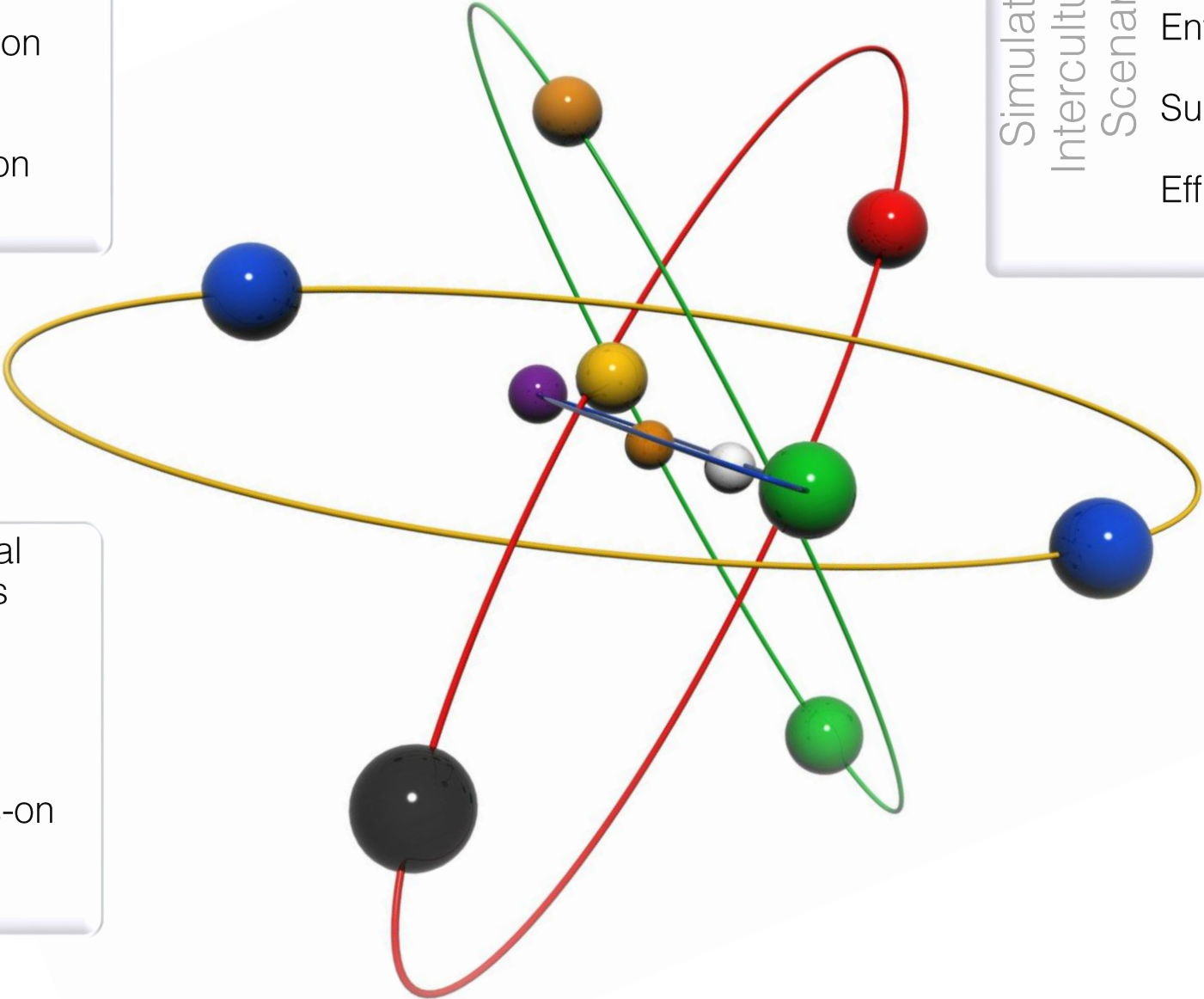
- Raising the level of activity and interaction
- Triggering self-reflection and social learning
- Creating transformation

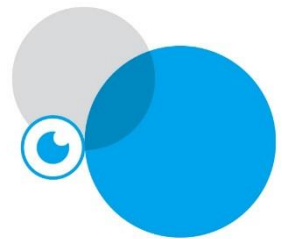
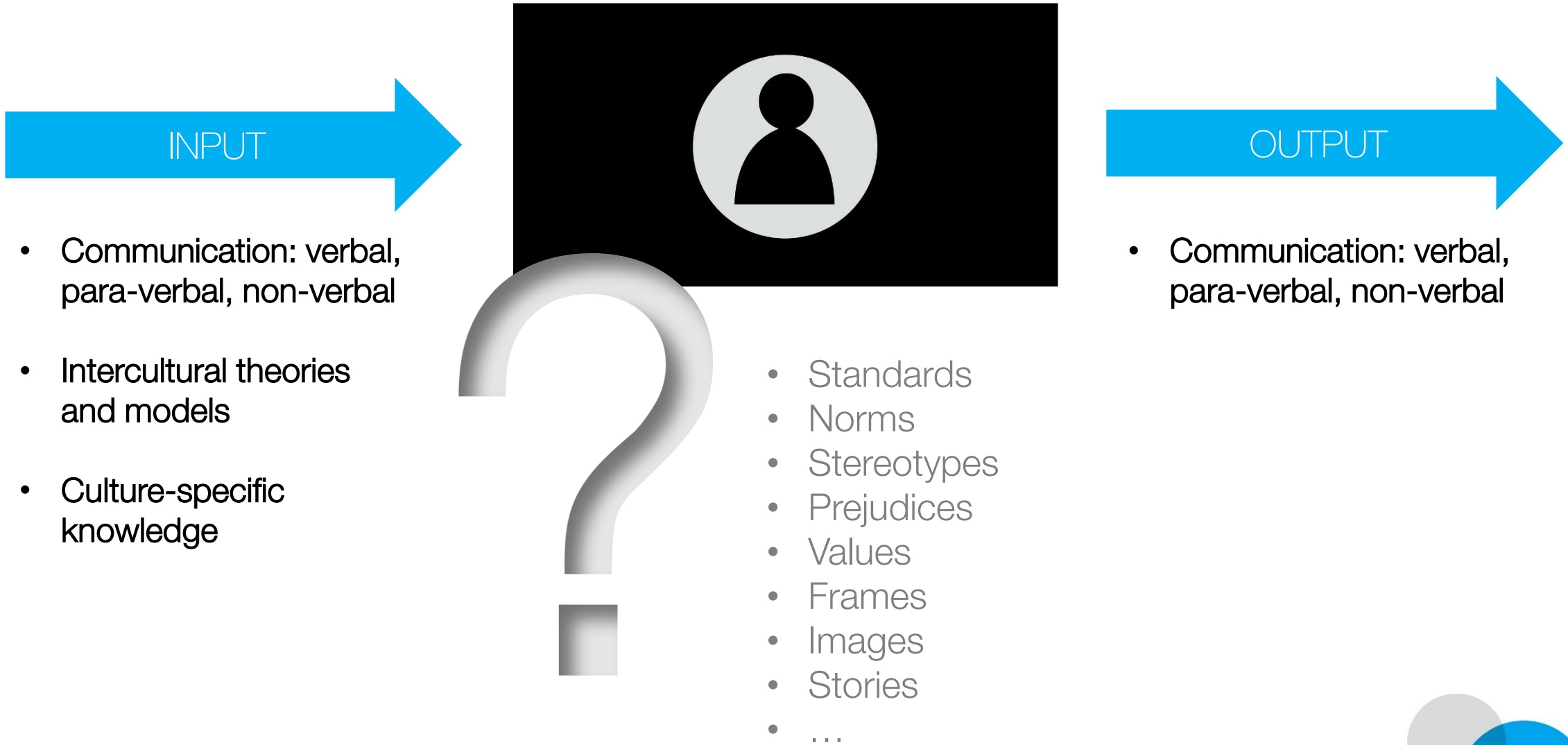
Knowledge Transfer

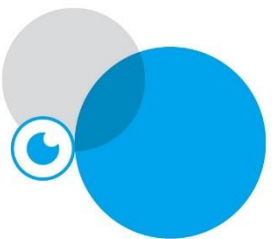
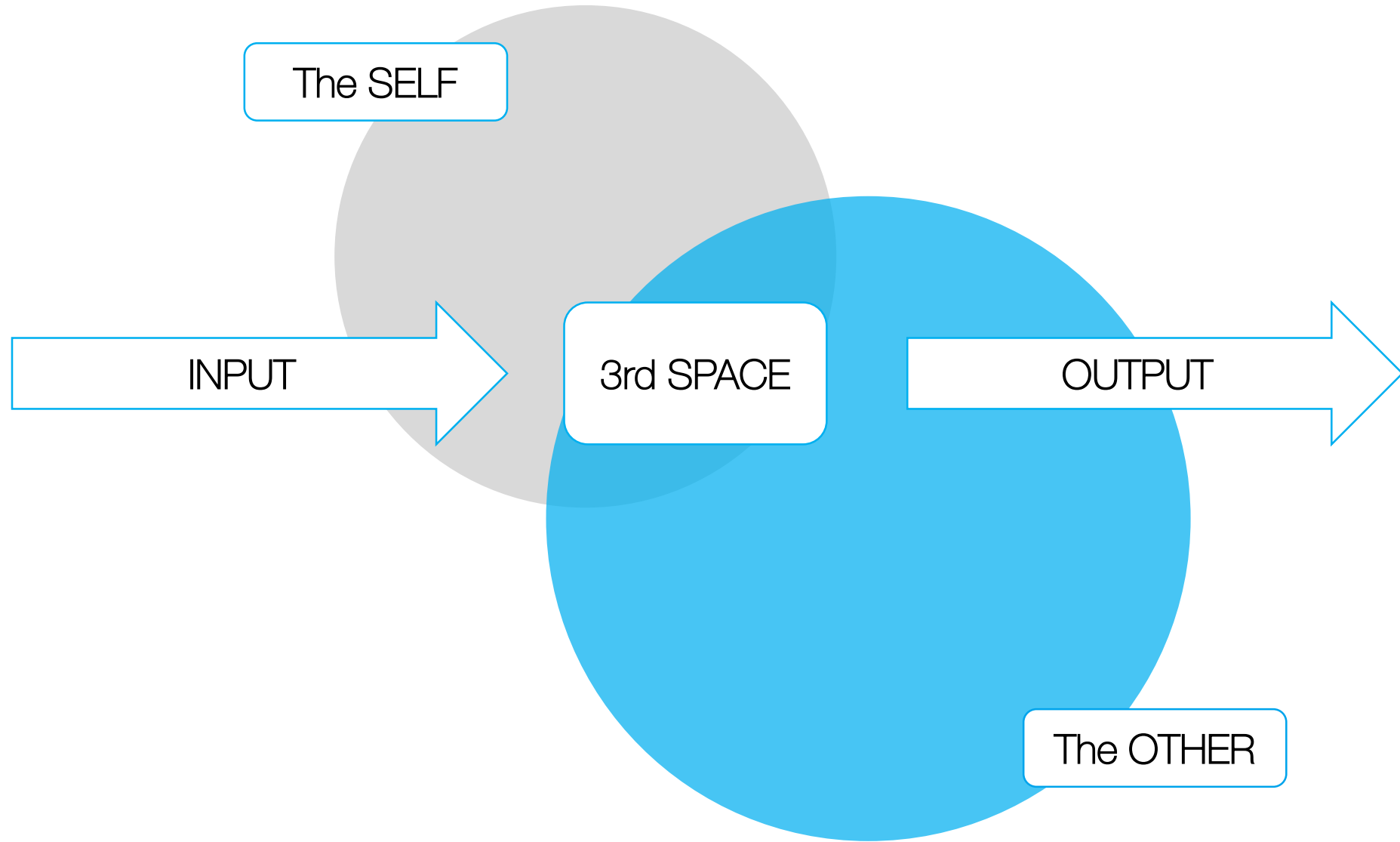
- Complex intercultural theories and models
- Interdisciplinary approach
- Practical and hands-on

Simulating Intercultural Scenarios

- Authentic
- Entertaining
- Sustainable
- Effective







VISUALS

Visuals

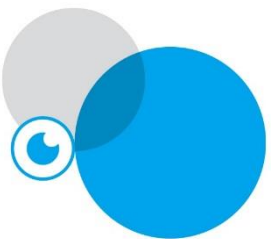
Force perception and interpretation processes

Stimuli for exchange and multi-perspectivity

Elicit reactions on different levels: affective, emotional or cognitive level

Create ambiguity of meaning

Appeal the subconscious



GAME

Gamification

Game Thinking in a Non-Game Context

Positive Psychology

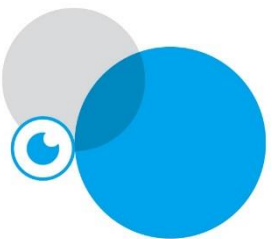
Behavioural Change

Framework for Play

Freedom of Play

User Experience

Intrinsic Motivation



BLACK BOX

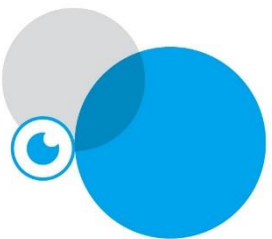
Functions

Simplifying and reducing complexity

Cultural decoding and encoding

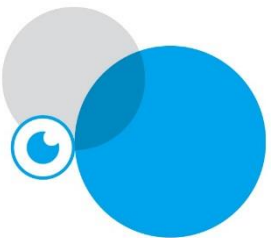
Valueing

Rational and/or emotional decision-making



START THE GAME!

SEE IT! ▶ DO IT! ▶ FEEL IT!



CONTACT

Learning Goals

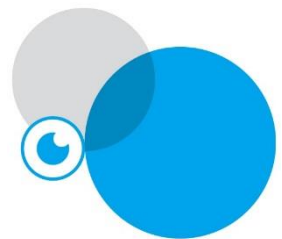
Learning about foreignness and cultural differences

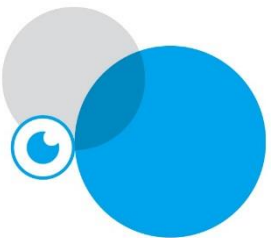
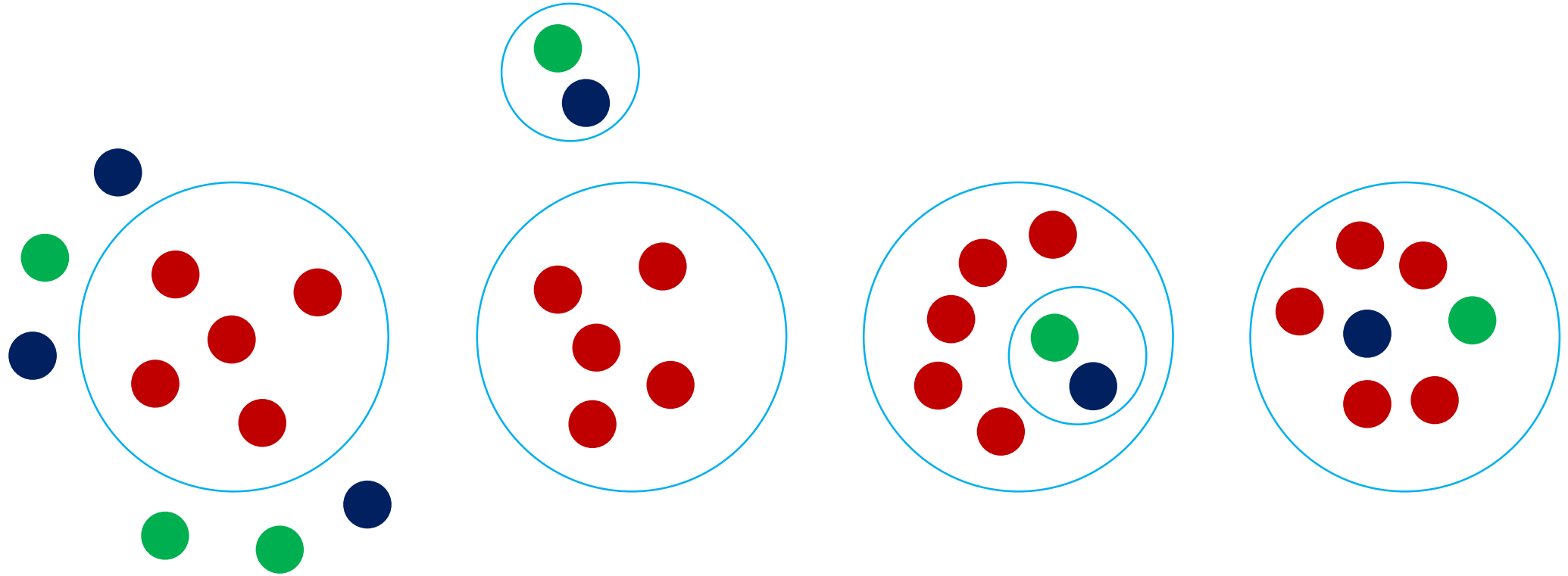
Learning to bridge differences

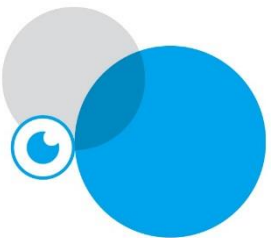
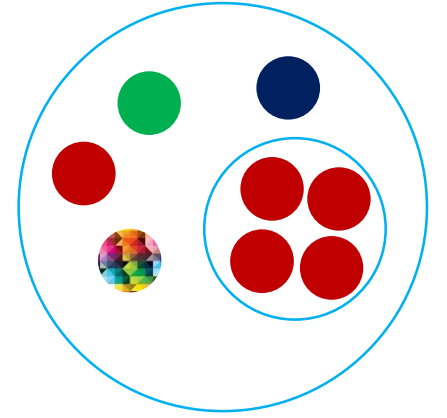
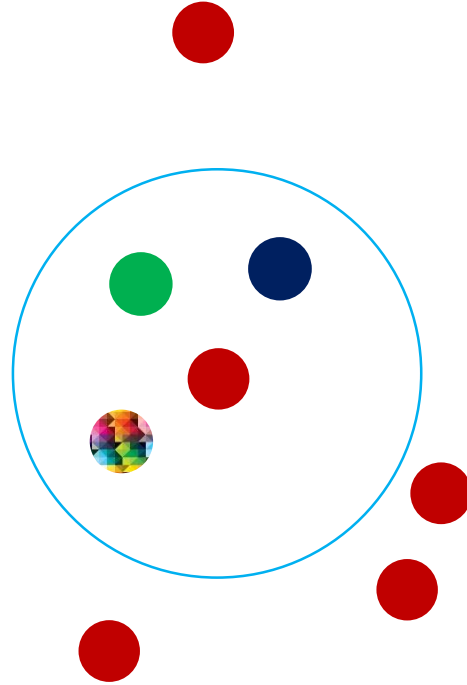
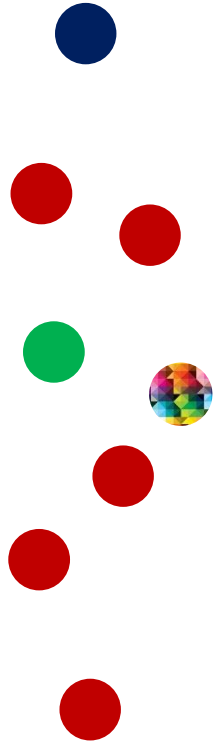
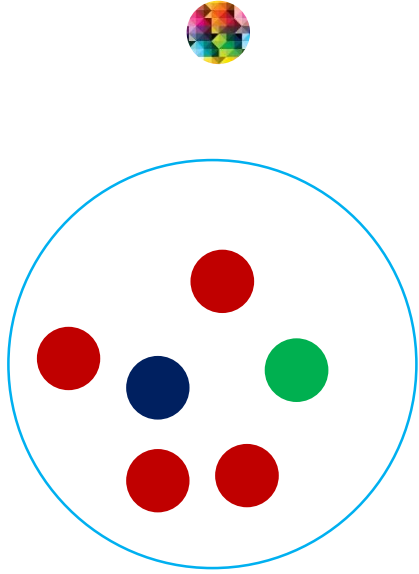
Learnings on identity and belonging

Developing intercultural capabilities and cultural intelligence

Emotional development, self-esteem and awareness of cultural diversity









ISA.EU.COM Meaningful Play for Social Change and International Development

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