



# Transformative Play Initiative Seminar 2022

## Role-Playing, Culture and Heritage

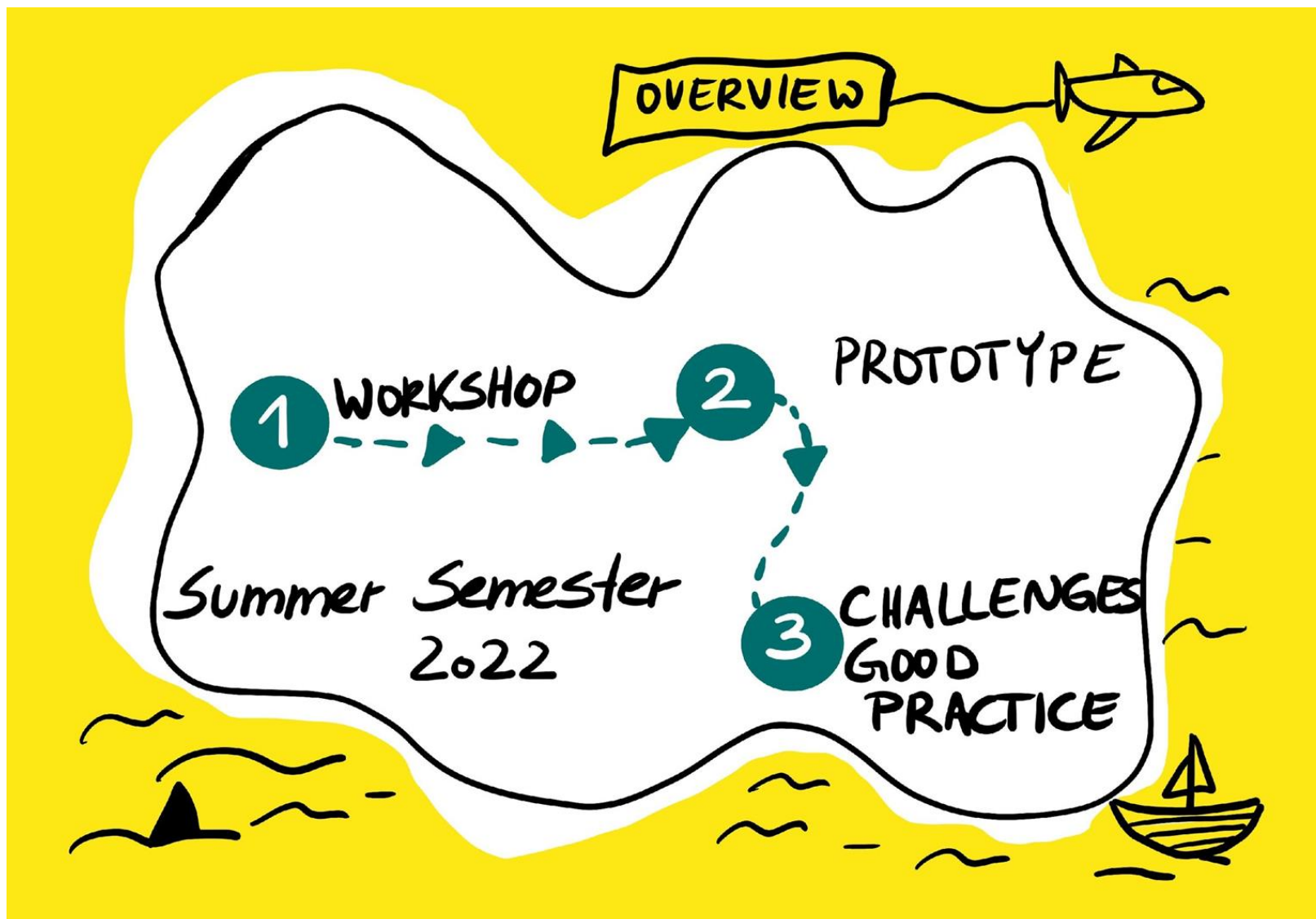
**“Make it Urgent”  
Prototyping Role-Playing Design for Intercultural Trainings**

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University of Goettingen/Germany

Online Poster Presentation Track 1: Games, Mental Health and Personal Development,  
October 20, 2022



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# The Workshop



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## Participants

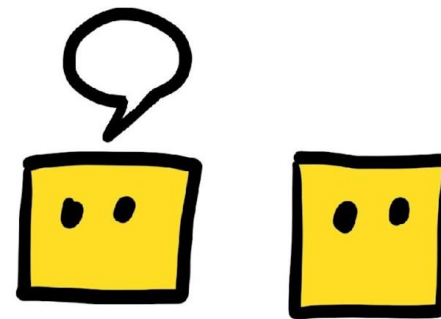
- Students from all faculty of Goettingen University
- Graduate, undergraduate programs
- Interdisciplinary, intercultural groups
- Intrinsic motivation to engage in games and play
- Credits for transversal skills





## Workshop-Goals

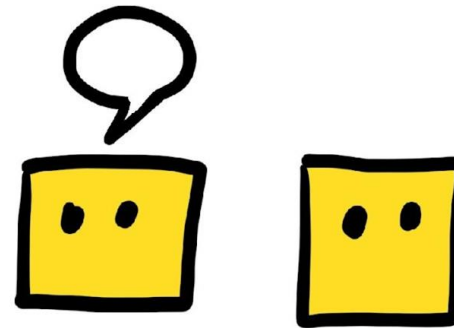
- Raising cultural awareness
- Creating community, collaboration and understanding
- Shift frames of reference
- Practice communication skills
- Building intercultural competence



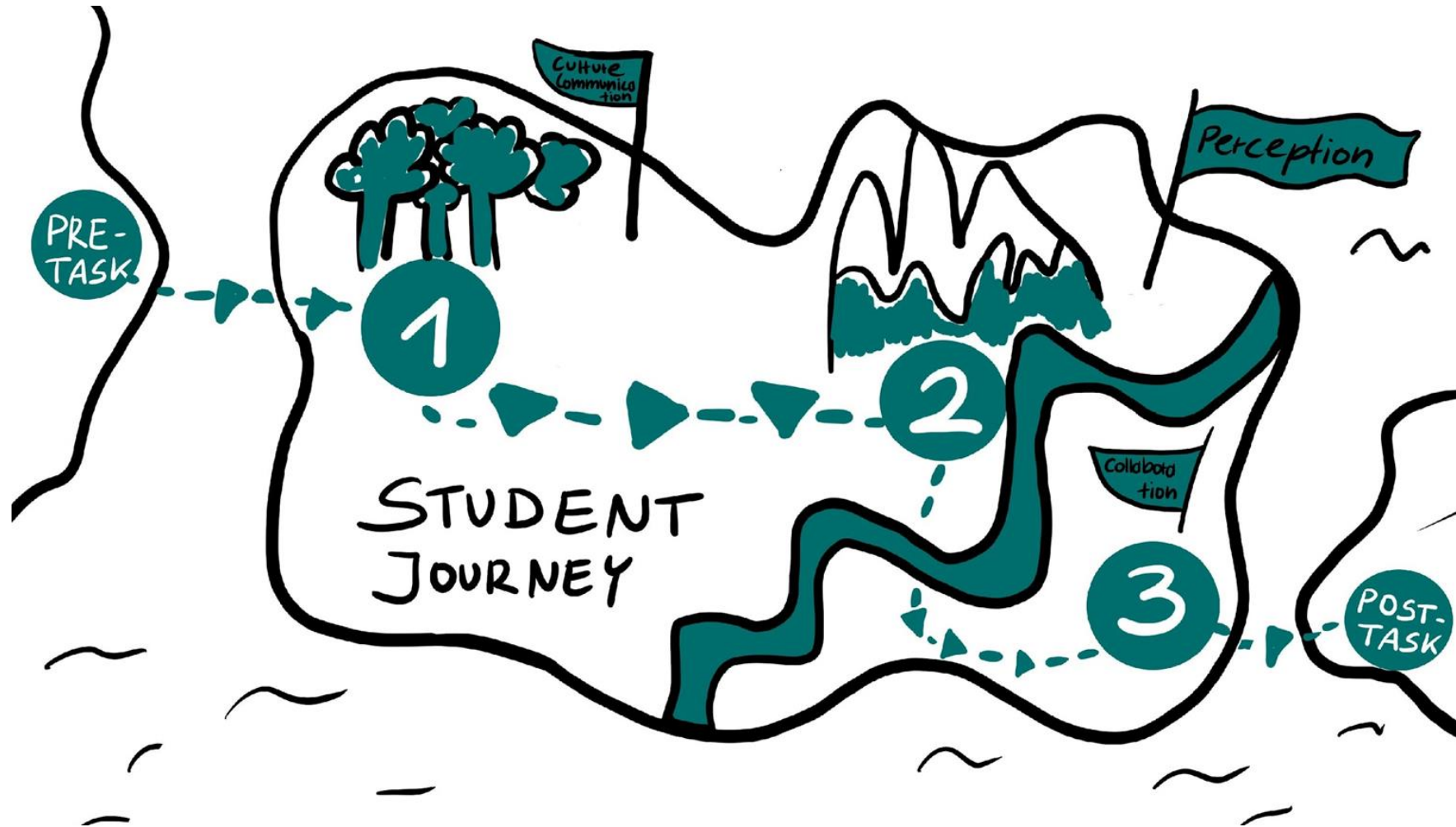


## Workshop-Goals

- Learning with and from each other
- Spirit of creativity and innovation
- Ensuring safety and trust



# Student Journey



# From the sessions



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# From the sessions



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# From the sessions





# From the sessions

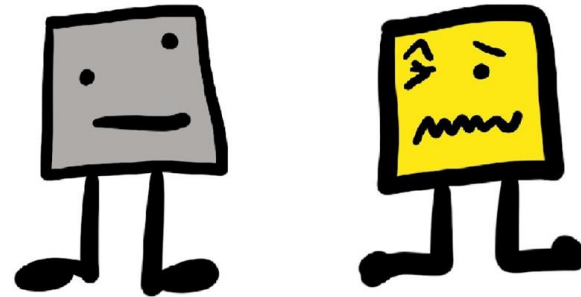


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## Problem

- Connection within session sequence
- Relevance and topic identification
- Urgency and motivation



# The Prototype



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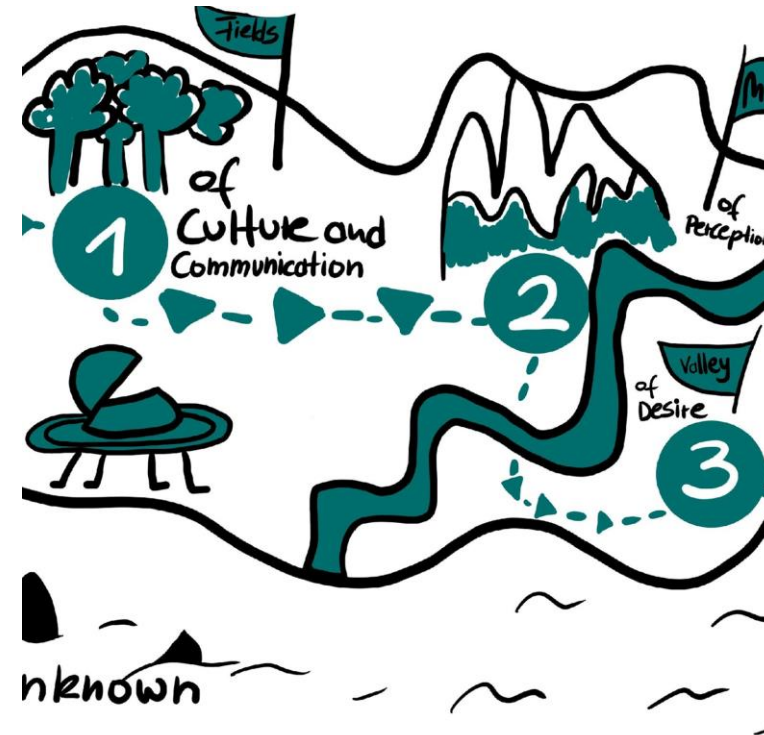


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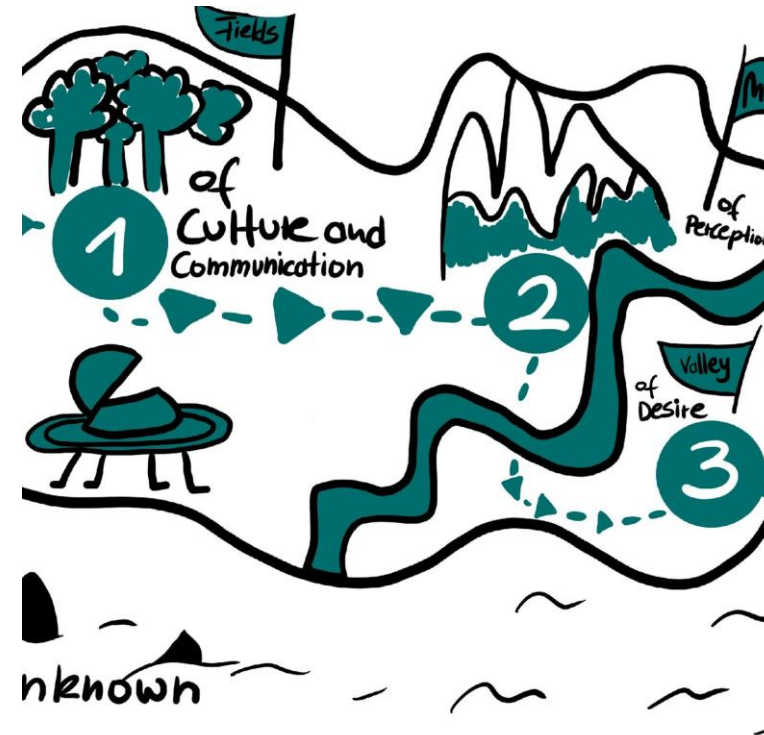
## Background Story

- Spaceship crew landing on planet Earth
- On a mutual mission to solve a problem and a task
- Limited time
- Produce an output



## Set-Up

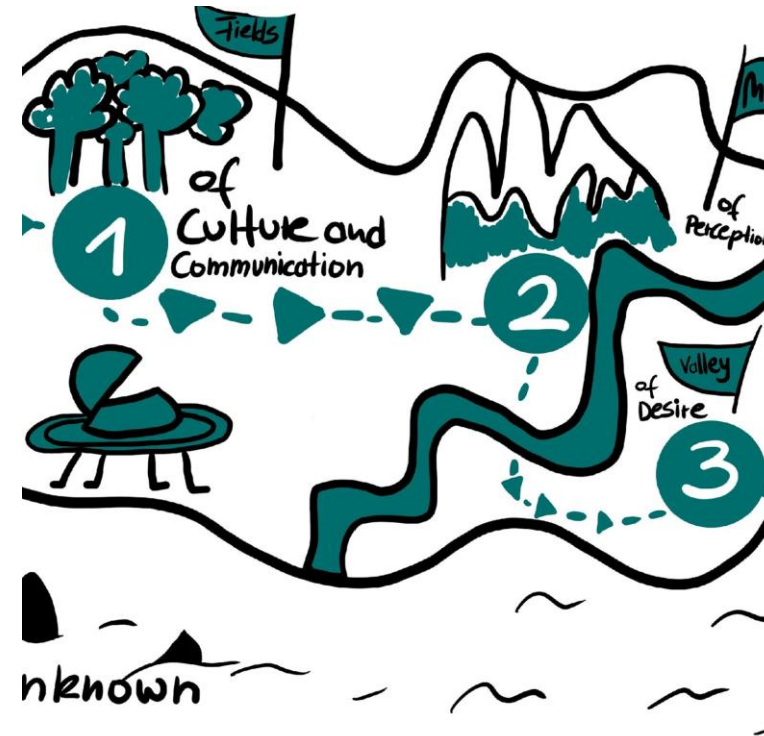
- Participants are playing themselves
- Roles are designed by each individual player
- Players introduce themselves through own visualisations
- No props or costumes





# Play

- Players engage in gameplay throughout the sessions from the perspective of crew members
- Teachers take on roles as facilitators to help guide the process
- Debriefing and feedback
- Take-aways and concrete action steps for final output



# Feedback – Fast Forward

WHAT **HAPPENED?**





## Intercultural Learning

- Guided reflection, through reflection model
- Within the student cohort
- Individually through portfolio work

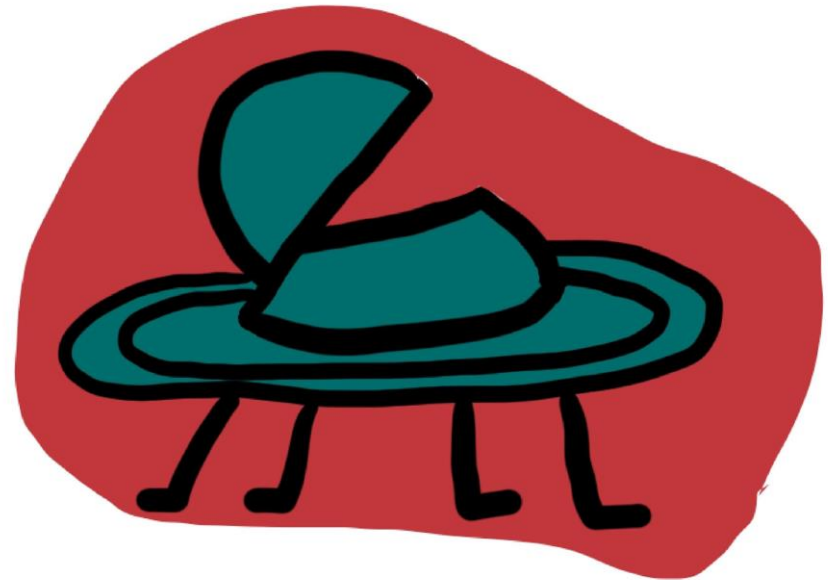
REFLECTION





## Impact of role-play

- “I really thought the role-play was cute and it made a lot of sense for our group to reflect.”
- Frame through storyline to raise motivation, create a sense of urgency
- Small change to help leave comfort zone and shift to taking action





## Challenges and Good Practices

- Have participants indulge into role-play
- Play with different versions of characters
- Allow time for more role-play and interaction of characters
  
- Co-facilitation of workshop
- Visualisation of the journey
- Diversity within group of participants and games being played
- Group size



A huge

**THANK  
YOU!**





## List of References

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