

THE DIVERSE KINGDOM OF DARDIA

The Situation

At this point, everyone is now aware that Dardia, the land we are living in, is not safe anymore. We don't like to admit it, but we cannot postpone it any longer. The consequences of abusing the environment are now irreversible! We have to leave Dardia, or else our lives are in danger! We have to relocate somewhere else. But where??

All people in the city talk about one thing: The legend of a second homeland that will save Dardians if ever in their history they would be in danger. The ancient scripts mention the valley of Las Romanas, the most fertile and beautiful land known to mankind. To reach Las Romanas Dardians will have to build a strong bridge connecting the two sides of the sea.

However, the situation is complicated because Dardia is divided in 5 different clans. The clans are populations that live next to each other but have never interacted with each other throughout human history. Each clan has their own rules of behavior, possess different resources and is specialized in using very specific materials.

This is the first time they are compelled to collaborate to build the bridge that will bring them to peace and safety.

Building Rules

All engineers of Dardia have worked and worked day and night, and concluded that the bridge will be strong enough only if the following rules are followed:

1. All white, black, red, blue and wooden materials have to be used for the construction of the bridge
2. Materials that are either white, black, red or blue are not allowed to touch each other

Construction process Rules

- On top of that it each clan is specialized in using materials of only one colour (white, black, red, blue or wooden). There is no way that a member of a clan can use any material of a different colour other than that of their "Expertise".
- Also, each clan does not have all tools they need to construct the bridge.
- The only way for a clan to take materials of your expertise and tools you need is through **TRADING**

Dardians have only 45 days to build the bridge. A day in Dardia is equivalent to 1 human minute (*45 minutes for the construction*)

CLANS OF DARDIA

* Share 1 clan description in each group of participants

Team 1: Big Heart Clan

Rules of socially acceptable behavior

People in your culture:

- talk VERY LOUDLY
- greet everyone with group hugs. When they want to greet a foreigner they have to call other members of their clan for a group hug
- they are always smiling and excited
- never apologize (there is no word for “sorry” in their language)
- always keep eye contact with the person they are speaking to

Trading Rules

When trading, people in your culture:

- Do not accept to trade with anyone who is greeting you by touching your legs
- Do not accept to trade with people who do not make eye contact
- Do not accept to trade with people who greet them with hand shakes

People of your clan are VERY PROUD of their culture. They expect the foreigners to adapt to their culture. But because their own behaviour is natural to them, they can't explain it to the others.

Team 2: Humble Chamomile Clan

Rules of socially acceptable behavior

People in your culture:

- They never speak loudly but are always whispering
- Eye contact is forbidden when they talk
- They have to say “yes” even if they disagree
- They are very polite and say “sorry” all the time
- They greet ONLY with a handshake

Trading Rules

When trading, people in your culture:

- Do not accept trading deals with people who make eye contact
- Do not accept to trade with people who speak like they are singing
- Do not accept trading deals with people that begin a sentence with “I” instead of “We”
- Do not accept to deal with anyone who refuses to approach them in a distance shorter than 1 meter

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Team 3: High Nose Clan

Rules of socially acceptable behavior

People in your culture:

- talk very quickly
- lift one eyebrow ironically when they talk to others, but they just do it to show that they are speaking to you
- always begin sentences with “I” instead of “we”
- “kiss” everyone on both sides without touching their cheeks
- They look at their mobile phones every 15 seconds when they are talking to other people

Trading Rules

When trading, people in your culture:

- Do not accept to trading deals with anyone who talk slowly
- Do not accept to trade with anyone who greets them with handshakes
- Do not accept to trade with anyone who interrupts a discussion and say “By the way” to speak about an irrelevant subject

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Team 4: Sad Raven Clan

Rules of socially acceptable behavior

People in your culture:

- Talk very slowly
- They are very sensitive with their personal space (1 meter distance). For them it is an insult if someone comes closer than 1 meter
- Believe it is rude to kiss someone more than two times
- They rarely smile and don't like expressions of enthusiasm
- They talk side by side, and not face to face

Trading Rules

When trading, people in your culture:

- Do not accept to deal with anyone who greets them with group hugs
- Does not accept trading deals with people who poke them on the shoulder for attention
- Do not accept trading deals with people that lift one eyebrow when they talk to others

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Team 5: Black Eyez Clan

Rules of socially acceptable behavior

People in your culture:

- Talk like they are singing
- Greet each other by touching their legs. This is the only way they greet each other.
- Are very enthusiastic about new ideas. Because of that they always interrupt other people when they are talking, to talk about new, irrelevant subjects. They always interrupt by saying “By the way”
- They love bargaining, and never say “yes” instantly
- Talk to foreigners of the opposite sex only
- Keep poking others to draw their attention

Trading Rules

When trading, people in your culture:

- Do not accept trading deals with people who speak LOUDLY
- Do not accept instant acceptance of a trading deal. They want to bargain, so the other has to say “no” at least once, before reaching an agreement
- They do not accept to trade with anyone who looks at their phone, while speaking with them
- They do not accept to trade with anyone who stands side-by-side to them, while they are speaking

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Debriefing

- How did you find the activity? Was it fun? Did you find some moments challenging?
- Did you feel comfortable with your role?
- How did you feel while interacting with the other clans? Was it difficult to communicate?
Did you feel sometimes that your intentions might have been misinterpreted?
- Were you afraid of offending others?
- Were you able to understand some of the rules the other clans? Did you at any moment associate your imaginary social rules with the rules in existing cultures? Or did you maybe associate them with individual people's personalities?
- Which of the rules do you think had the most impact in making the interaction difficult?
Why do you think the first attempts of communication failed?
- How easy was it to build a bridge of communication? (*If participants managed to build the bridge*)
- Why do you think building the bridge was unsuccessful? (*If participants did not manage to build the bridge*)

