

“Roll the Dice” | A Virtual Intercultural Simulation

Michael Kimmig

“Roll the Dice” is a virtual simulation based on the **BARNGA** card game by Sivasailam Thiagarajan.

Aims

- ✘ introduce participants to the topic of intercultural encounters,
- ✘ raising awareness for the dynamics of an intercultural situation/encounter,
- ✘ raising awareness for possible irritations in intercultural situations and helpful strategies.

Duration: 45-60 minutes

Materials: Roll the Dice [group instructions on google drive] and an online dice, like <https://freeonlinedice.com>

Setting: online meeting room (introduction and reflection) and breakout rooms (game)

Online setting

- ✘ Gambling tables = breakout rooms
- ✘ Player/gamblers = 3-5 player per table/room
- ✘ In each room there is one player “rolling” the dice and one person writing down the points
- ✘ Online dice: <https://freeonlinedice.com> The player who rolls dice is sharing his/her screen.
- ✘ Zoom Screen Settings: gallery view, side-by-side mode with chat open
- ✘ Upload the game instructions for each group to google drive and create separate sharing links

Introductions

“Roll the Dice” is a game of dice. It is played on gambling tables.

The person with the highest points is the winner.

- ✘ You will play in different rooms.
- ✘ You receive a link with instructions how to play. Read the instructions, decide on the roles (who is rolling the dice, who writing down points) and start playing. You have a few minutes to get to know the rules and to try it out
- ✘ After this **training phase**, the games starts (you receive a message). Now it counts. Play according to your rules and write down the points for everyone.
- ✘ After 5 minutes, some players will swap tables and you will continue playing. Write down your own points to remember!
- ✘ **During the game it is not allowed to speak or write!** Only the player who is writing down the points is allowed to write the names and points into the chat.
- ✘ The winner is the person with the most points at the end of the gambling!

Procedure

Introduction

- ✘ Introduction to the game, dividing into groups (3-5 players)

Training phase (4-5 min)

- ✘ Providing a link with instructions how to play. Start trying out.

First round (4-5 min)

- ✘ Start playing.

- ✘ ! Restrict access to the game instructions during this phase !

Second round (4-5 min)

- ✘ One player leaves the room, another one joins (Move the players from each breakout room to another); the group continues playing.

Third, fourth (and event. fifth) round

- ✘ 1-2 players move to another gambling table.

Reflection

The very “basic version” of debriefing is following exploring emotions, (spontaneous) reactions (in the first moment of meeting the unknown) and strategies (after starting to deal with the new, unknown situation):

- ✘ *How did you feel?*
- ✘ *What were your spontaneous reactions (thoughts, feelings, actions)?*
- ✘ *What strategies did you use to deal with the situation?*

And a transfer-question (according to the context of your online training), for example:

- ✘ *How does this simulation experience compare to (your) experience in real life? How is it similar? How is it different?*

Variations

- ✘ **Verbal or non-verbal:** In an online environment there is no way to control, if participants follow it or not. So, don't try. Invite them to try it out non-verbally as a challenge, an opportunity. We tried out both versions. So far, I cannot say which is better.
- ✘ **Focus on power:** The task to roll the dice is a very strong position. You could give the power to roll the dice to one person (like suggested), or have everyone share their screen, when it is their turn. However, if you mix it in one game, this might tune off the other rules.

Recommendations

Roll the Dice has been developed and tested with friends, trainers and colleagues from Universities . Here are some of our reflections:

- ✘ Setting up the game, technically and pedagogically, is quite a challenge. I would recommend that this activity is facilitated by two trainers.
- ✘ In order to keep the game flow, I would start with two rules that are different. If you have more experience with the game, you can introduce more. A third one to experiment with could be different order of players (A to Z, Z to A).
- ✘ Giving the task to roll the dice to one person makes this game more fluent and participants have a better chance to get into this experience. However, this task gives one person a very strong position of power. And therefore mechanisms of inclusion/exclusion go viral. This has to be treated carefully and reflected during debriefing.
- ✘ We tried out this simulation various times. Our impression is, that the this game escalates quite fast even if you minimize the alterations of the rules and chaos and confusion may quickly accelerate. And being in the virtual environment might increase the feeling of being lost. Be also sure, to conduct a proper debriefing that also acknowledges the emotions experienced during this simulation.

Sources: This version is inspired by the original version of [BARNGA](#) (Thiagi, 1980) and the dice-version ([Anne Sophie Winkelmann, 2010](#)) and is adjusted for online trainings by Michael Kimmig | www.michaelkimmig.eu

Roll the Dice | Game Instructions

Players

- The person who is rolling the online dice is the player whose first name comes first in the alphabet.
- The person who is writing down the points is the player whose first name comes last in the alphabet.
- **Online dice:** <https://freeonlinedice.com>

Order of playing

- One player after the other, following the Alphabet (A to Z).

Some special rules...

- Each player gets to roll the dice 2 times in row.
- The points are added, e.g. $3 + 5 = 8$ points
- If you throw a **1** you are allowed to throw the dice one more time!
- If one throws a **4** you can note down 10 points!
- The first name and points of each player are written down in the chat.

During the game you are not allowed to speak or write to one another!

Enjoy playing!

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- **Online dice:** <https://freeonlinedice.com>

Order of playing

- One player after the other, following the Alphabet (A to Z).

Some special rules...

- Each player gets to role the dice 2 times in row.
- The points are added, e.g. $3 + 5 = 8$ points
- If you throw a **5** you are allowed to throw the dice one more time and note down both points!
- If one throws a **1** you can note down 10 points!
- The first name and points of each player are written down in the chat.

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- One player after the other, following the Alphabet (A to Z).

Some special rules...

- Each player gets to role the dice 2 times in row.
- The points are added, e.g. $3 + 5 = 8$ points
- If you throw a **6** you are allowed to throw the dice one more time!
- If one throws a **2** you can note down 10 points!
- The first name and points of each player are written down in the chat.

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Some special rules...

- Each player gets to role the dice 2 times in row.
- The points are added, e.g. $3 + 5 = 8$ points
- If you throw a **2** you are allowed to throw the dice one more time!
- If one throws a **5** you can note down 10 points!
- The first name and points of each player are written down in the chat.

During the game you are not allowed to speak or write to one another!

Enjoy playing!