

# Blend-In: Online role play

## 3 steps to the activity realisation



### Step 1 – preparation phase

First the facilitator can present to participants which issues is the game addressing. Those are Intercultural communication, situations of intercultural communication and management case studies, youth work values and principles, promotion of Intercultural dialogue. Blend-IN Simulation Game main aim is to teach youth workers about intercultural communication. It is an online game, which can be accessible [here](#). In the first phase each player need to decide how to prepare for the meeting - what activities to undertake or what kind of clothes to wear during the meeting. Your choices from the first phase will influence the attitude of the person that you are talking with from the beginning of the conversation.

### Step 2 – activity phase

The activity can be performed in a classroom with computers. If there is only one computer, it would be recommended that facilitator shares the game with a projector and then ask the participants which case scenario will they choose together and they talk about why they decided for each answer.

In the activity phase the main part of the game is the conversation itself. It consists of the maximum number of 12 questions. The answers can be displayed in the form of text or picture. The player always chooses only one

answer. Just after the answer, a feedback is displayed in the form of person's attitude - that you can see from persons' face expression (Figure 1) or on a bar (Figure 2). If the attitude of the person is drastically negative, a person can finish the conversation in every moment. Sometimes the player should undertake some actions also after the meeting - send an e-mail, post on social media or phone a person. Those choices also influence the player overall score!

### Step 3 – wrap up phase

On the last screen feedback is displayed. A player can get to know what was his overall score, if he achieved the aim of the conversation and what was the score in each of the phases of the game - separately for preparation phase, conversation and everything that happened after the meeting. If you are not satisfied with your score - practice more by playing the game or read Blend-IN Handbook more carefully!



Type of activity:  
Role playing

Value of the activity:  
Blend-IN Simulation Game main aim is to teach youth workers about intercultural communication. In this game you can fall into the role of a youth worker and participate in conversations similar to the ones from the life of a youth worker.



Timing:  
Up to 45 minutes



Other value case box components:

Facilitator needs to inform participants that they will be having meetings with people from different countries and different cultures, it is important to adjust their behaviour to a certain situation.