



Session II A, July 17-21, 2017

12. Gaining Gaming Competence: The Meaning Is in the Debriefing

Psychologist George Kelly has suggested that learning isn't being in the vicinity of an event, it's the sense we make of it. Strategies and skills for making sense of experiential learning are crucial for those of us who help others develop intercultural competence. This workshop focuses on current best practices and theories for effectively debriefing intercultural games, activities, and simulations. We will emphasize the critical importance of debriefing, including the ethics of appropriate responses in challenging situations and a variety of successful strategies that you can use in diverse intercultural settings.

Designed for: Trainers, organizational consultants, teachers, professors, and anyone who designs, develops, and facilitates meaningful experiential learning, including professionals who have participated and led learning activities in the cross-cultural space and already have an established toolkit. It is not designed for those just beginning an intercultural career, because some familiarity with intercultural concepts is essential.

Workshop Objectives

- Clarify a definition of debriefing, goals, and objectives
- Review and use experiential learning pedagogy: create and share, debrief, and critique
- Design and develop your own simulations and games for particular purposes
- Become conversant with critical issues in effective debriefing
- Demonstrate your skill in debriefing
- Increase cultural sensitivity with regard to debriefing
- Explore the ethical requirements for debriefing

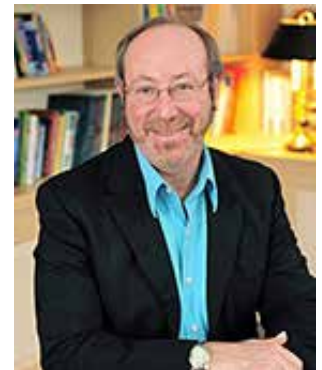
Learning Activities

- Participation in a range of simulations and games
- Presentation and discussion of theories of experiential learning, debriefing, group dynamics, and learning styles
- Demonstration of different kinds of debriefing
- Participant-led activities, including debriefing and critiques
- Creation of your own debriefing methodology



Dianne Hofner Saphiere has facilitated intercultural organizational effectiveness efforts since 1979, working with people from over 90 nations and living in Mexico, Spain, and Japan. She is the creator of the Cultural Detective® series of intercultural effectiveness materials, a collaboration of 150 international interculturalists. Dianne is also the co-author of *Communication Highwire: Leveraging the Power of Diverse Communication Styles*; the creator of *Ecotonos: A Simulation for Collaborating Across Cultures*; *Redundancia: A Foreign Language Simulation*; and *Shinrai: Building Trusting Relationships with Japanese Colleagues*. Since 1999 Dianne has facilitated an online resource-sharing group of over 1300 interculturalists worldwide, called *Intercultural Insights*. In 1994 SIETAR International recognized her with its *Interculturalist Award of Achievement*.

Dr. Daniel Cantor Yalowitz is an international trainer and consultant whose work focuses on community-building, conflict transformation, archetypal psychology, social and emotional intelligences, and play. As a former dean and vice provost for graduate education at the School for International Training Graduate Institute in Brattleboro, Vermont, and Washington DC, Daniel has facilitated credit-bearing courses, presentations, intensive trainings and workshops, conference keynotes, and plenaries in 88 countries to date. Daniel's primary focus through all of his professional endeavors is on social justice and equity issues. He is a committed community activist whose work has been featured on TV and radio in the U.S. and U.K.



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