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Barnga: A Simulation Game on Cultural Clashes - 25th Anniversary Edition

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BARNGA

A Simulation Game on Cultural Clashes



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Sivasailam Thiagarajan, Raja Thiagarajan : Barnga: A Simulation Game on Cultural Clashes - 25th Anniversary Edition before purchasing it in order to gauge whether or not it would be worth my time, and all praised Barnga: A Simulation Game on Cultural Clashes - 25th Anniversary Edition:

6 of 6 people found the following review helpful. Small book about a great game By Bas Vodde Barnga is a game that explores differences in teams. I won't comment on it more than that, but it is definitely fun to play... it is too bad you can only play it ones yourself and then "the point" is lost. This little book explains the game of Barnga. It is hard to keep the game and the book separated for this review, but I'll try. Barnga is a game that the author, Thiagi, invented during a revolution in Liberia. During that time, he couldn't leave his home and to kill the time, they played a lot of games. During these games, he came up with the idea of Barnga which is a card game that explores differences in

teams. I won't explain the rules or how the game works but have tried the game out myself and it was great fun... and especially a great learning for the participants. An review purely for the game would get 5 stars from me. The book is a slightly different story. The book is quite thin, perhaps a hundred pages. But of these hundred pages, only 30 or so are 'useful'. What I mean by that is that the explanation of the game takes perhaps only 10-15 pages. The other 15 pages describe variations of the game. The rest of the book contains hand-out that can be used for playing the game in English... French, German and Spanish. As most people will only play in one language, that means about half of the book is not useful for you. Also, the slides and descriptions could better be distributed over the internet rather than in book form (and I couldn't find exactly the same descriptions on the internet). In other words, the book is somewhat a waste of paper. The 30 pages describing the game are pretty good, which is why I would give it 2 stars for the book itself. In the end, the total rating is about 3.5 stars. doesn't provide that option, so I'll round it up to 4 stars as I really did like the game. The game is worth playing, the book isn't really worth buying... but you do need to learn about the game before you can play it :) 0 of 0 people found the following review helpful. I love this game By KHI love this game. It can be adapted for many different situations. Be careful in reading the instructions for how to set up the game to ensure that it works. But, groups always have lots of laughter and they walk away with insights that can be powerful. 3 of 3 people found the following review helpful. Simulation Gaming By Gregory Strong This book contains all you need to run one of the most successful simulation games ever devised. The book includes photo-copiable signs for use in the game and all you need provide are a few decks of cards. Unlike most activities of this order, the game is a relatively simple one in which different groups of students play cards with each other use different rules. At first, students playing the game are baffled, then annoyed, then even hostile toward one another. The game is an excellent way to promote discussion of how our pre-conceptions lead to cultural misunderstandings. Greg Strong, English Professor, Tokyo

Wholly revised to celebrate its 25th anniversary, Barnaga is the classic simulation game for exploring communication challenges across cultures. While playing Barnaga, participants experience the shock of realizing that despite their good intentions and the many similarities amongst themselves, people interpret things differently from in profoundly important ways, especially people from differing cultures. Players learn that they must understand and reconcile these differences if they want to function effectively in a cross-cultural group. The "game" is deceptively simple: participants, broken up into several small groups, play a simple card, never knowing that each group has been given a subtly different set of rules to play by, nor that those rules will change yet again as the game develops and groups of players are reconfigured. Conflicts quickly begin to occur as players move from group to group, simulating real cross-cultural encounters, where people initially believe they share the same understanding of the basic rules and learn to their dismay and confusion that they do not. In discovering that the rules are different, players undergo a mini culture shock similar to actual experience when entering a different culture. They then must struggle to understand and reconcile these differences to play the game effectively in their "cross-cultural" groups. Difficulties are magnified by the fact that players may not speak to each other but can communicate only through gestures or pictures. In struggling to understand why other players don't seem to be playing correctly, and with the aid of the facilitator, participants gain insight into the dynamics of cross-cultural encounters.

Quite simply, Thiagi is the most prolific and creative designer of games and simulations in the world. Glenn Parker, author of Cross-Functional Teams and Team players and Teamwork When I want to create a learning environment or produce a thoughtful discussion, I turn to Thiagi's games. Steve Sugar, author of Games That Teach and Games That Teach Teams Thiagi's games provide powerful activities that are easily adapted to any learning environment. Dr. Darryl Sink, President, Darryl Sink Associates Thiagi's games are always ingenious, easy to conduct, and open to several learning points. Mel Silberman, author of Active Training and 101 Ways to Make Training More Active Thiagi is a master in creating accelerated learning with simulations and games. Boyd Watkins, President, Interel, Inc. There are two types of training-game designers: there is Thiagi and there is the rest of us. Andy Kimball, President, Qube Learning, LLC From the Publisher "Quite simply, Thiagi is the most prolific and creative designer of games and simulations in the world." -- Glenn Parker, author of Cross-Functional Teams and Team Players and Teamwork "Thiagi's games are always ingenious, easy to conduct, and open to several learning points." -- Mel Silberman, author of Active Training and 101 Ways to Make Training More Active "When I want to create a learning environment or produce a thoughtful discussion, I turn to Thiagi's games." -- Steve Sugar, author of Games That Teach and Games That Teach Teams "Thiagi's games provide powerful activities that are easily adapted to any learning environment." -- Dr. Darryl Sink, President, Darryl Sink Associates "There are two types of training-game designers: there is Thiagi and there is the rest of us." -- Andy Kimball, President, Qube Learning, LLC "Thiagi is a master in creating accelerated learning with simulations and games." -- Boyd Watkins, President, Interel, Inc. About the Author Dr. Sivasailam "Thiagi" Thiagarajan is the Resident Mad Scientist at The Thiagi Group, an organization with the mission of helping people improve their performance effectively and enjoyably. Thiagi's clients include ATT, Arthur Andersen, Bank of Montreal, Cadence Design Systems, Chevron, IBM, Intel, Intelsat, United Airlines, and Liberty

Mutual. In addition, Thiagi has worked with more than 50 other organizations in high-tech, financial services, and management consulting areas for whom he has consulted and conducted training in such areas as rightsizing, diversity, creativity, teamwork, customer satisfaction, human performance technology, and organizational learning. Internationally recognized as an expert in multinational collaboration and active learning in organizations, Thiagi has lived in three different countries and has consulted in 21 others.