IO1 – Learning Outcomes for Cultural Awareness and Expression

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Learning Outcomes for IO1 Addressing: Cultural Awareness and Expression

The following learning outcomes matrix presents the knowledge, skills and attitudes, which learners will acquire through engaging with and completing activities presented through the NEET-System Online Educational Escape Room challenges. These learning outcomes will be achieved with respect to the competence area: Cultural Awareness & Expression.

THE ABANDONED SHIP

Key Competence Area: *Cultural Expression*	On successful completion of this resource, learners will be able to:			
	Levels	Knowledge	Skills	Attitudes
	Introductory	• list elements of TCEs (Traditional Cultural Expressions) • recognize verbal codes of different languages • recognize non-verbal communication forms of different languages	• match a category of TCEs with an example (e.g. match official EU languages with their past versions) • categorize verbal codes to their respective culture • detect examples of non-verbal clues when communicating with people from other cultures	• be aware of TCEs of other cultures • recognize TCEs of other cultures than one's own • listens to others with respect by taking into account the verbal communication clues when discussing with people from other cultures • show willingness to communicate non-verbally with people from other cultures

Description of the Escape Room Challenge:

The first Escape Room challenge is about recognizing differences in traditional cultural expressions. This is achieved in via two main challenges that need to be solved in order to gain the Level 1 Learning Badge and to continue to the next level. In the area of the abandoned ship we placed flags that need to be paired with elements that are unique for the specific culture.

In the first challenge this is done with famous monuments that are specific for a certain culture, while in the second challenge it is done with food. These are elements that are not expressed verbally and it is on the player to match the specific category of the cultural expression with the specific culture.

	Intermediate	• compare elements of TCEs (e.g. language, music, art) • Identify information about the verbal clues of different cultures involved in a conversation • *state how to accent* the meaning of non-verbal to verbal messages (such as nodding head for showing agreement)	• distinguish between the differences and similarities in behaviour in multicultural contents (e.g. greeting styles, body language) • Compares different verbal strategies that people from different cultures use when conducting a conversation • restate the meaning of a non-verbal clue in order to gain feedback and continue the conversation	• appreciate TCEs of other cultures • participate actively using verbal clues in a conversation with people from different cultures • listen to others with respect when communicating with people from different cultures •

Description of the Escape Room Challenge:

The second Escape Room is a follow up to the first on in the terms of the storyline but also in the terms of knowledge and skills. Here we have three challenges that are related to differences between various cultural elements but also to the appreciation of different cultures. Here we use the player's general knowledge to approach the appreciation part in the first challenge, while in the second one we use it to recognize the difference between cultures.

The third challenge is not so specific as the first two or as those seen in the Introductory level. Here the player via the cultural iceberg theory has to recognize which portions of culture in general are visible, and which of those are complex ideas and deeply-held preferences and priorities known as attitudes and values. When we see an iceberg, the portion which is visible above water is, in reality, only a small piece of a much larger whole. Similarly, people often think of culture. The numerous characteristics that we can *see* with our eyes are for example their food, dances, music, arts, or greeting rituals. The reality, however, is that these are merely an external manifestation of the deeper and broader components of culture. The idea is to familiarize the player with the concept of visible and invisible elements of cultural expression.

	Advanced	• recognize the role & impact of culture and other's world views on one's behaviour in various contexts (e.g. workplace, meetings…) • supplement visual cues in multicultural settings • *recognize ways to complement* or contradict verbal messages (such as nodding the head to indicate agreement/disagreement)	• organize a number of different elements of TCEs according to specific traditions among different cultures • apply different tactics (e.g. world speed) to comprehend people from other cultures when they speak • interpret non-verbal clues when communicating with people from other cultures	• perceive cultural diversity as enrichment • accept different ways of visual clues of communication in multicultural settings • actively participate in a conversation with people from different cultures

Description of the Escape Room Challenge:

The third Escape Room challenge in the series continues the story logically. The player is trying to find a way out of the abandoned ship that is rigged with puzzles and traps that need to be solved. Here the player for the first time sees very specific non-verbal clues that are applied in certain cultures as a way of comprehension between people. The player has to get out of his comfort zone in order to recognize these clues and how can they be interpreted in multicultural settings. This Escape Room has 4 challenges, and each of them toys with numbers, languages and codes. This way the player is encouraged to perceive cultural diversity as an enrichment and to broaden their horizon of visual clues in multicultural situations.

| *Expert* | • interpret behaviours and different ways of communication in multicultural environments
• propose different communication styles and appropriate behaviours when discussing with people from different cultures
• l*ist strategies to regulate* interactions with others (such as gestures that show when a | • adjust behaviour in various multicultural contexts taking into account the differences and similarities of TCEs of each culture
• select and use appropriate communication styles and behaviours
• formulate discussions by using the appropriate non-verbal clues when talking to | • respect cultural diversity in all its aspects
• value different communication styles and differences
• follow a conversation according to the non-verbal clues of the speaker |

		conversation starts to get interesting or annoying and cues on how to continue/stop a conversation)	people from other countries	
	Description of the Escape Room Challenge: The last Escape Room Challenge that needs to be solved to find a way out of the abandoned ship consists of seven challenges that require either the prior knowledge of the elements that are incorporated in the puzzle, or the research skills of the players to find out more about the said elements in order to solve the puzzles. In this Room the challenges are focused on mutual respect of cultural differences and on combating stereotypes. The goal is to guide players through the puzzles to appreciate cultural diversities and to create the sense of value of different multicultural environments and contexts. In that sense the puzzles consist of all kinds of different cultural aspects like traditional clothes on the one hand, or movies on the other. The latter example of movies is a type of approach where we have a certain art that is consumed on the same way in every culture, but the goal is to recognize about which differences and similarities of TCEs are they talking about and how to learn to respect them. TCEs are integral to the cultural and social identities of indigenous and local communities, embody know-how and skills, and transmit core values and beliefs. Their protection is related to the promotion of creativity, enhanced cultural diversity and the preservation of cultural heritage. All of these Escape Rooms are created with the idea to bring to light these terms to the players.			

ESCAPING IN TIME: A TRIP TO MARS

Key Competence Area: *Cultural Awareness*	On successful completion of this resource, learners will be able to:			
	Levels	**Knowledge**	**Skills**	**Attitudes**
	Introductory	• recognize characteristics of other cultures (e.g. use of chopsticks when eating Chinese food)	• match specific cultural characteristics in difference manifestations with their respective culture	• be aware of the importance of recognizing one's own and other cultures • show sensitiveness of cultural differences

Description of the Escape Room Challenge:

The first Escape Room challenge is about raising awareness on the fact that our personal traits and behaviour strongly depend on our culture and that different cultures exhibit different behaviour manifestations. In order to achieve this, during this Escape Room challenge the player travels in time and finds himself/herself to Mars. From there he/she needs to decipher some communication behaviours and find the hidden clues in order to be able to communicate with people from Mars.

The game is based on two major challenges which consist of different puzzles that the player needs to solve in order to continue to the next level.

	Intermediate	• list behaviours associated with different cultures • recognize universal communication styles • list ways of combating stereotypes, prejudice and discrimination • describe how different behaviours systems affect the behaviours of people that belong to a specific culture	• categorize different behaviours to the respective culture that they are applicable • prevent the development of stereotypes, prejudices and discrimination	• be open to learning about the different behaviours of people from other cultures • be open to combat stereotypical, prejudicial of discriminative behaviour

Description of the Escape Room Challenge:

This Escape Room is the second of the series logically following the first one and it is based on the similarities and differences among cultures across the globe. Here the player needs to speak about the people on Earth in order to gain trust from people in Mars and convince them that they share common modes of communication. His/her focus will be placed on how people on Earth have managed to communicate despite their differences in body language and behaviours. This Escape Room envisages to create a sense of belonging to a global community where emotional and behavioural expressions differ among people from different cultures.

The game is based on three challenges which are mostly related to body language and behaviours which are depicted through rich visuals, such as animations and pictures. The idea is to familiarize the player with the exact behaviours by allowing them to view their exact manifestation.

	Advanced	• list behavioural manifestations of culture (e.g. festivals, art etc.)	• identify similarities and differences between different cultural traditions, perceptions and manifestations	• demonstrate awareness that other cultures exist in interactions with other people • recognize the impact of cultural values on behaviour

	Description of the Escape Room Challenge: This is the third Escape Room challenge in the series. Here the story continues and the player needs to provide more clues and pass some tests in order to convince people from Mars that he/she has a good understanding about communication processes. The game is about raising awareness on the different manifestations of culture and it is based on five challenges which represent different manifestations of culture, such as celebrations. language or art.			
	Expert	• recognize the value of interculturality • analyze ways of overcoming stereotypes, prejudice and discrimination	• organize elements of culture according the importance / depth (e.g. elements of culture according to the cultural iceberg theory) • adapt to new cultural environments • modify patterns of thought in order to overcome stereotypes, prejudice and discrimination	• tolerate ambiguity and uncertainty • show willingness to deal with racial exclusion and injustice

Description of the Escape Room Challenge:

This Escape Room Challenge is the last one from the series. The player after passing all the previous challenges it is time to meet the leader of the people living in Mars and win its place among them by providing solutions to the communication problems caused by peoples' differences in Mars.

The basic aim of this challenge is to offer players an understanding of some concepts such as culture, empathy and intercultural communication in order to be gain an intercultural perspective and be able to deal with racial exclusion and injustice.

The game is based on seven challenges which consist of different puzzles that require analytical thinking. Its puzzle has different elements, such as videos, images or text and the player needs to work creatively in order to solve each puzzle. Also, this Escape Room requires research skills from the players as many of the information provided needs to be searched and crosschecked in order do the player to solve the riddles.