



## Be a local mentor for an intercultural simulation game!

### Our requirements

- **Motivation** is the most important requirement
- **Organization skills** (e.g. organizing meetings for participants in different time zones)
- Be PhD-student or staff of university to recruit participating students
- Nice to have: experience in intercultural communication and virtual teaching.
- **Availability** (3-5 hours/week during the 6 weeks of the game. Plus about 5 hours for coordination and 5 hours for content orientations beforehand). The time frame is summer 2022 or winter 2022/23. The concrete months and days are determined by yourselves, the team of mentors.

### Your benefits

- Get **experience** and improve your skills in: intercultural communication training and debriefing, virtual teaching, international teamwork, etc.
- **Connect** with students and staff from across Europe. Enjoy intercultural teamwork with the other mentors and the student participants. Help the EC2U alliance to establish a pan-European campus.
- Get a **certificate** for your engagement as a mentor in intercultural simulation games.

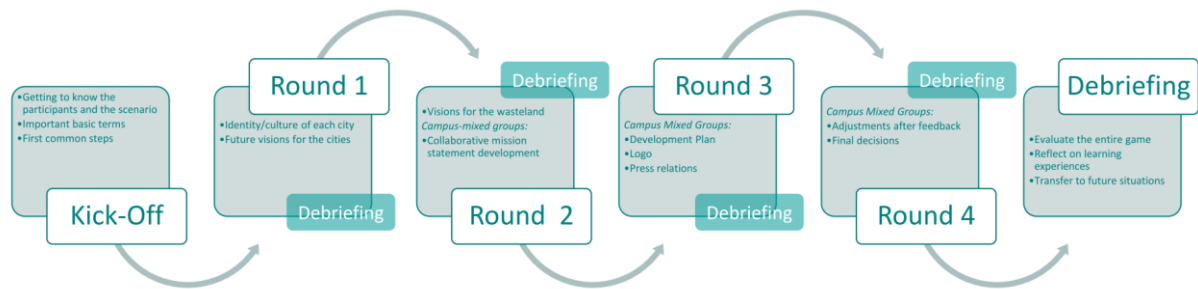
### The simulation game

The simulation games are developed in the VIGIL ("Virtual Interactive Games of Intercultural Learning") project. It has the aim of creating sustainable networks of universities from all over the world and enabling intercultural learning experiences for students. The simulation games were developed in cooperation between [interculture.de](http://interculture.de) and the Department of Intercultural Business Communication at the University of Jena. Jürgen Bolten, Barbara Nietzel and Mathilde Berhault are our experts.

**Game setting "Megacities":** "A wealthy senior citizen has decided to donate a 100 km<sup>2</sup> abandoned area to three cities bordering the site. But on one condition: The three cities are to jointly use the area for projects that will benefit them all equally. Each of the participating teams works as a consultant for one of the three cities. The consultants have the task of working with political representatives of the city to develop a plan for the appropriate development of the area."

**Procedure:** The simulation games are played synchronously over a period of five weeks with teams from different European universities. Three EC2U universities are starting in a first iteration in summer 2022, the other EC2U universities might take part in a second iteration in winter 2022/23. Teams are formed of 5-20 people with internet access and good knowledge

of English (B2/C1). Simulation game meetings take place once a week on a mutually agreed date (2.5-3 hours). The simulation games are accompanied by regular reflection processes in order to sensitize for one's own behavior in such situations. For this purpose, the simulation games are recorded via screencast. This makes it possible to analyze intercultural behavior and thus initiate intercultural learning processes.



## Background

**EC2U:** The European Campus of City-Universities (EC2U) is a multi-cultural and multi-lingual Alliance consisting of seven long-standing, education- and research-led, locally and globally engaged universities: the University of Coimbra (Portugal), Alexandru Ioan Cuza University of Iasi (Romania), the University of Jena (Germany), the University of Pavia (Italy), the University of Poitiers (France-Coordinator), the University of Salamanca (Spain) and the University of Turku (Finland).

The **Entrepreneurial Academy** is an offer of the EC2U Alliance to promote entrepreneurial thinking at an early stage in students' academic careers. The courses of the Academy are complemented by simulation games. The simulation practice requires collaborative teamwork as well as readiness to deal constructively with intercultural, unfamiliar situations and complexity. In this way, students gain important experiences that are beneficial for both their personal and professional development and it prepares them for an entrepreneurial career.



*If you are interested or have any questions, please contact us!*

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