



# InterCultural Communication

*An Educational Serious Game for Working in International Teams*

## **The InterCCom Project**

The InterCCom project aims to design and develop a digital serious game for remote team collaboration on international projects. The game, with its explanatory videos and other multimedia and educational content, will allow the entire integrated university of Grenoble to encourage students and personnel to develop their understandings of cultural differences as well as their intercultural competencies. The game will furthermore be an experimental method for research in intercultural competences.

This project is being developed by an interdisciplinary and international team composed of university lecturers and researchers as well as experts. They come from various faculties in Grenoble (Sciences Po – UGA: IAE, IUT2, RI UGA – INP), international universities and the professional world.

For 2019, this project has been endorsed and financed by IDEX Grenoble Alpes and the federative research structure Innovacs. The workshops have been endorsed by Atlas-AFMI, the Francophone Association of International Management.

### Contact and information:

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financed by  
**IDEX Université Grenoble Alpes**



# THE WORKSHOPS

## March 6-9, 2019 :

### "Gamification" in International Management et Conception of an Adaptable Digital Game

**Wednesday March 6** Conferences and workshops on using games in education and international management research. 16h30: team building activity

**Thursday March 7** Collaborative conception of the game scenario for intercultural team management, following design thinking methodology

**Friday March 8** Collaborative conception of a backoffice game platform that allows the generation of alternative scenarios, following design thinking methodology

## March 20-22, 2019 :

### Scenario Development of Intercultural Team Collaboration for the InterCCom Game

**Wednesday March 20** Conferences and workshops on the intercultural dimension within team collaboration. 16h30: team building activity

**Thursday March 21** Creative workshop to imagine the game's intercultural scenes and critical incidents, and the different interpretations of these situations due to different cultural understandings

**Friday March 22** Writing workshop for in-game texts and video recordings

**Location : Sciences Po Grenoble**  
1030 Avenue Centrale  
38400 Saint-Martin-d'Hères

## The Local Team

James Anderson (Sciences Po)  
Anne Bartel-Radic (project manager, Sciences Po)  
Sonia Bechka (IAE)  
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Roman Glass (UGA)  
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Nordine Hocine (Sciences Po)  
Dominique Rieu (IUT2-UGA)  
Sabine Sainte-Rose (RI UGA)  
Robin Waddle (Sciences Po)

## Collaborators

Université de Poitiers (France) - Philippe Mouillot  
Université de la Réunion (France) - Alain Cucchi  
Kedge Business School (France) - Frédéric Prévot  
Université de Fribourg (Switzerland) - Eric Davoine  
Université Dunarea de Jos Galati (Romania) - Bogdan George Dragan et Louis Havriliuc  
University of Chicago (USA) - Fabienne Munch  
Missouri Southern State University (USA) - Chris J. Moos  
Uninove (Brasil) - Roberto Ruas  
Universidad del Rosario (Colombia) - Andrés Marino Arevalo  
Université de Danang (Vietnam) - Thi My Hanh Huynh  
Bangkok University (Thailand) - Somjai Siritrakankij  
Bahrain Education & Training Quality Authority (Bahrain) - Nina Abdul Razzak