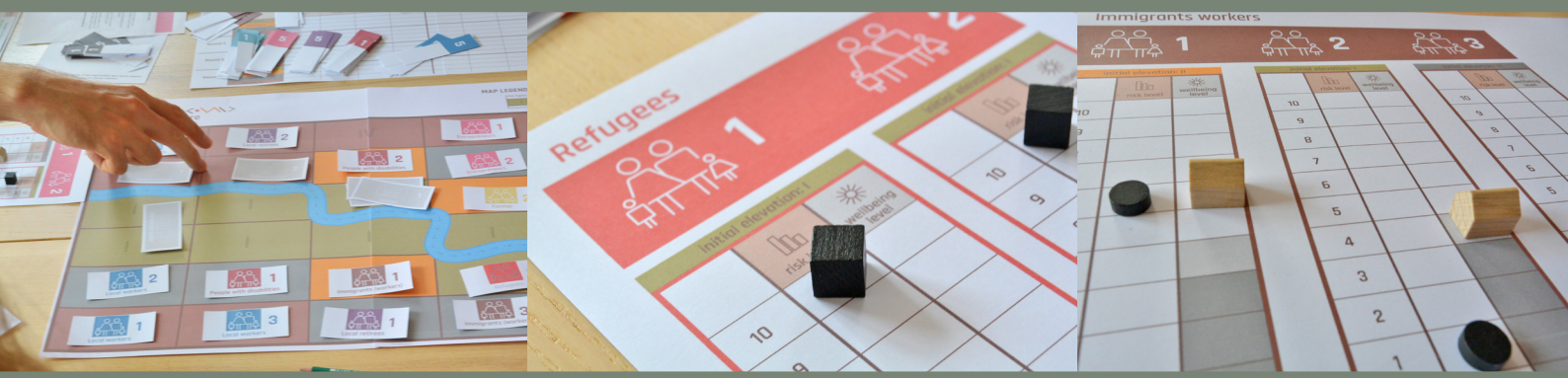# gifts of culture

Increasing rates of migration lead, in many places, to higher cultural diversity. This may have many positive effects but at the same time it creates many challenges. In places where natural hazards are threatening local communities, diverse cultural backgrounds can further exacerbate existing difficulties.

The Gift of Cultures game allows participants to experience how cultural differences can lead to troubles but at the same time they can be an useful gift. How to use this gift wisely to improve community flood resilience?

The main objectives of the game are:

> to understand different ways how cultural factors affect disaster preparedness and coping,

> to improve collaboration and information sharing between organizations and individuals representing diverse cultural backgrounds leading to improved disaster resilience,

> to improve the understanding and communication of disaster risk for heterogeneous cultural backgrounds.

Players take roles of citizens – members of different communities living around the river. Citizens represent different cultural backgrounds, speak different languages, practice different religions. Some of them are rooted in the local knowledge and traditions, others migrated there only recently – as refugees and immigrant workers. The game consists of a few rounds. Each round represents one or more years in real life. At the end of each round flood is happening, however, its severity is unknown in advance. The players decisions and actions can affect their damages and losses. Information sharing and collaboration can greatly improve their outcomes, however, diverse cultural backgrounds make it very challenging.

The game was designed and developed within the EDUCEN (European Disasters in Urban centres: a Culture Expert Network) project within the EU Horizon 2020 Programme.