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# Collision Course II: A Cultural Diversity Game

## MAIN FEATURES:

- Participants role play being a member of a cultural group different from their own.
- A leader's manual along with online video instruction
- Flexibility in length of game
- Highly-engaging, non-threatening simulation game that feels so real it is eerie.
- Cost effective learning tool.
- The outcomes will amaze you!

## KEY BENEFITS:

- Participants develop cultural diversity leadership skills
- Participants increase empathy for different cultural groups
- Excellent resource for cultural diversity training and courses.
- Collision Course has been implemented, tested and refined since 1995.
- Widely used by educators, community builders, and diversity professionals.

*I really felt and thought like an African American while playing the game.*  
**Anonymous Participant**

## A Reparations, Cultural Identity, and Managing Diversity Game

### What is Collision Course II?

Collision Course is a fast-moving and lively simulation game based on an imaginary, but a believable scenario.

### What is the Objective of the Game?

The simulation game objective is to teach participants about the ways in which historical inter-ethnic group tension and cultural differences in worldview create barriers for conciliation. Participants are required to take on a cultural group's perspective that is different from their real life cultural identity. In doing so, their compassion for other groups' points of view increases.

### What is the Game Scenario?

Imagine it is 2015 and the U.S. government is in the position of negotiating the threat of African American secession from the United States. The US President requests the aide of diversity experts from four American ethnic groups and you are assigned to one of them. Your group must negotiate with the others to prevent African American secession. Time is short and the country's social and economic fabric is at stake.

### How is the Game Played?

Participants are randomly assigned to one of five ethnic groups: African American, Asian American, Jewish American, Latino American, and White Southern American. As negotiators, they learn about different cultural groups and the challenges of leading a diverse organization. The game can be played in its short version, which takes about 90 minutes and up to one full day. The facilitator determines the amount of time. It can also be played over multiple workshop or class days.

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