

Some Intercultural References

1. Berardo, Kate and Deardorff, Darla. (2012). *Building Cultural Competence: Innovative Activities and Models*. Sterling, Virginia: Stylus Publishing, LLC.
Many excellent activities with instructions, tips, and ready-to-use handouts.
2. Fowler, Sandra M., and Mumford, Monica G. (Eds.). (1999). *Intercultural Sourcebook: Cross-Cultural Training Methods*. Yarmouth, ME: Intercultural Press, Inc.
Excellent source of activities for cross-cultural training.
3. Hirshorn, Jessica. (2010). *Rocket: A Simulation on Intercultural Teamwork*. Boston, Massachusetts: Intercultural Press, Inc.
This simulation was developed based on lesson from the international space station program. It touches on many aspects of intercultural communication and teamwork so it can be used for a variety of purposes. It takes at least 1 hour, and can take as long as 3 hours to run the simulation and debrief.
4. Molinsky, Andy. (2013). *Global Dexterity*. Boston, Massachusetts: Harvard Business Review Press.
Offers tools to help adapt your behavior to new cultural contexts while staying authentic and grounded in your own style; can be used by an individual to help prepare for going abroad; uses mainly corporate examples; has easy-to-understand explanations of ways cultures differ
5. Paige, R. Michael, Cohen, Andrew D., Kappler, Barbara, Chi, Julie C., Lassegard, James P. (2009). *Maximizing Study Abroad: A Students' Guide to Strategies for Language and Culture Learning and Use*. Minneapolis, MN: Center for Advanced Research on Language Acquisition.
Compilation of exercises and worksheets that can be done with students before, during, and after studying abroad. Facilitator binder and student book are available.
6. Stringer, Donna and Cassidy, Patricia. (2003). *52 Activities for Exploring Values Differences*. Boston, Massachusetts: Intercultural Press, Inc.
7. Trompenaars, Fons and Hampden-Turner, Charles (1998). *Riding the Waves of Culture: Understanding Cultural Diversity in Global Business*. New York, NY: McGraw-Hill.
Excellent book to give trainers information about dimensions of culture (group vs. individuals; relationships vs. feelings; how status is accorded; time; etc.) and gives concrete examples of why culture matters when doing business.
8. <http://thiagi.com/games.html> for free games and resources for purchase