



University of Hawai'i Diversity and Equity Initiative Application Summary

PROJECT TITLE: International Gaming Week @ the Library

EXECUTIVE SUMMARY:

The Kapi'olani Community College's Library and Learning Resources Unit and the International Club, a registered Kapi'olani Community College Student Club, will hold an International Gaming Week in Spring 2014, open to all University of Hawai'i students, faculty, and staff, with the goal of promoting diversity and sharing of other cultures and values through games from around the world. Each day of the week will feature a different region of the world (for example, Asia, Oceania, Europe, Africa, the Americas), with board games from those specific regions. There will be roughly four different games for students, faculty, and staff to play. However, the central event each day will be a board game competition using multiple copies of one game. Grand prizes will be admission tickets to cultural events in the community, such as the Hawai'i International Film Festival, Bishop Museum, the Hawai'i Museum of Art, the Japanese Cultural Center of Hawai'i, and Shangri-La Center for Islamic Arts and Culture. Additional side activities during International Gaming Week to further celebrate local and international cultures and promote an interactive atmosphere, include a badge-creation station for students to create lasting memories through the designing and assembling customized badges (pins) in different languages that they can keep, and a banner/tablecloth signing station where students will decorate a reusable tablecloth with different languages and cultural icons.

The games and badge creation stations will be available for loan to students and other departments across campus. This is our first effort to explore greater inclusivity driven by the increased diversity of students at KCC, and we plan to repeat this event annually and be wholly sustainable through existing College funding as a result of the investment made by this Diversity and Equity Grant.

We will partner with faculty from different subjects such as:

- JPNS 290 Japanese Language and Culture
- HWST 107 Introduction to Hawaiian Culture
- PACS 108 Hawai'i -Pacific Island Worlds: Today and Tomorrow
- MATH 100 Survey of Mathematics

as well as engage with student from campus groups such as:

- Service Learning Center, Arts, History & Culture Pathway
- Mālama Center (student center promoting the study of Native Hawaiian and Pacific Islands languages, cultures, and histories)
- International Café (service learning center for international education)
- Otaku Club (a student club promoting anime manga and gaming)

GOALS & OBJECTIVES:

The project will provide student facilitators opportunities to:

- Develop leadership and organizational skills in the planning of the event.
- Research the rules, origins, and cultural impact of these international traditional and/or modern games.
- Prepare research-based posters to promote Gaming Week and informational handouts for distribution to gaming participants.
- Refine communication skills through the explanation of game rules to players, the sharing of knowledge gained about origins and cultural impact, and the execution of a gaming competition.
- Provide meaningful service in the College community and learn how to communicate across cultures.

The project will provide gaming participants opportunities to:

- Gain knowledge of their culture and history.
- Further increase their self-awareness and self-esteem of their cultural identity and history.
- Understand historical and cultural origins of these games.
- Be tolerant and respect cultural differences.
- Experience global diversity.

Games make learning fun and appeal to students with different learning styles and interests. Games are an excellent, non-threatening ice-breaker to foster communication and involvement amongst students in a new group situation. Games also provide a common ground for different cultures to build common understanding and improved relationships (Klopper, Osterweil, & Salen, 2009). Games such as *Go*, *Shogi*, *Hanafuda*, *Settlers of Catan*, *Mahjong*, and *Congklak* promote cross-cultural competency and help students prepare for study abroad experiences.

This project will strengthen ties between the library and other departmental faculty as well as promote library resources and instruction to other instructional faculty. It will also improve the library's image as a "gathering place ... for cultural exchange and diversity in learning" (*Kapi'olani Community College Library Mission Statement*) to our students (Mayer, 2010). The library is a major hub of activity on campus. Hence, there is much potential for this event to draw in a large number of participants. Based on the February 2013 weekly gate-count, we are expecting a gate count of 2,000 per day through the week, an estimated 200 student participants and 500 students to stop by our gaming and activity stations. Prizes distributed to game competition winners include tickets to international events and museums, so this will encourage winners to continue their global learning by visiting places and events such as the Hawai'i International Film Festival, the Hawai'i Museum of Art, Shangri La: Center for Islamic Arts and Culture, Bishop Museum, and the Japanese Cultural Center of Hawai'i.

Furthermore,

- Partnering with JPNS 290 (Japanese Language and Culture) faculty and students provides opportunities for their international, national, and local students to advance global learning as part of their service learning commitment. In an average semester, a large percentage of JPNS 290 students are from Japan, Korea, or China. This proposal will provide leadership opportunities for JPNS 290 students to communicate and teach fellow KCC students cultural values and practices from other parts of the world.

- Partnering with Hawaiian Studies and Pacific Studies faculty and students provides research to enrich our understanding and appreciation of the roles and purposes of traditional games in Hawaiian and Pacific cultures.
- Partnering with MATH faculty and students provides an opportunity to showcase how culturally-based games may be use across many disciplines to engage student interest and learning.

EVALUATION CRITERIA:

Outcomes:

- Student participants and facilitators will be able to describe what they learned about their own culture or another culture.
- Student facilitators will be able to explain how the Gaming Week project helped to develop their leadership or communication skills.

Assessment Target:

- Number of students, staff, faculty, and community members participating in the Gaming Week.
- Qualitative survey: More than 75% of the student facilitators and participants:
 - Learned something new about a culture.
 - Agreed that playing games has enriched their understanding of other cultures.

MEETING UH DIVERSITY GOALS:

International Gaming Week supports numerous cultural and ethnicity diversity aspects of our Mission Statements, Strategic Outcomes and Core Values.

Library Mission Statement:

Library & Learning Resources Unit shall:

- Be a gathering place, (both physically and virtually), for cultural exchange and diversity in learning through development of collections, creation of original content, and participation in exhibits and performances.

Kapi'olani Community College Mission Statement:

Kapi'olani Community College ...

- is a gathering place where Hawai'i's cultural diversity is celebrated, championed and reflected in the curriculum, pedagogy, support services and activities, students, faculty, staff, and administration.

Kapi'olani Community College Strategic Plan: Kapi'olani Community College Strategic Outcomes:

- D8A: Further develop an academic, campus and community environment that promotes cross-cultural interaction, language learning, and service.
- D6A: Strengthen campus support for students pursuing the Hawaiian, Asian, and International Studies Academic Subject Certificates.

In short, this International Gaming project provides a range of opportunities for effective student engagement and leadership in international education

PRINCIPLE INVESTIGATOR'S QUALIFICATIONS:

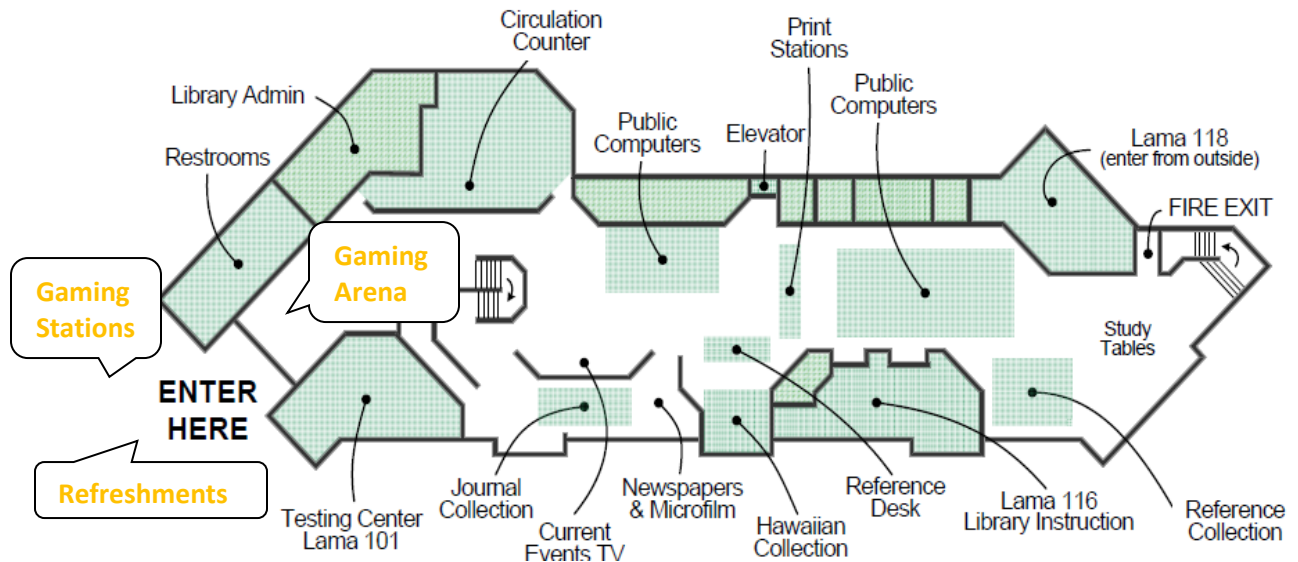
As librarians, Joyce Tokuda, Annie Thomas, and Joy Oehlers, have prior experience as conference committee members. Kapi'olani Community College librarians also work closely with instructors across the curriculum, including Japanese Studies, Hawaiian Studies, Pacific Islands Studies, and

Mathematics instructors, to promote library resources and instruction. Mitsuyo Lani Suzuki-Severa and Davin Kubota as counselor and faculty advisors to the Kapi'olani Community College International Club are well placed to market this project to students and other student clubs, thereby strengthening ties between the student community and campus institutions.

The project coordinators will work with faculty to:

- Assist student research on their specific cultures to provide cultural information for students participating in the gaming festival.
- Assist students instructing gaming participants on the rules of the games.

LOCATION



References

- Kapi'olani Community College Library and Learning Resources Unit, *Mission Statement*. Retrieved from <http://library.kcc.hawaii.edu/libraryinfo/history.php>
- Klopper, E., Osterweil, S., & Salen, K. (2009). *Moving learning games forward: Obstacles, opportunities, & openness*. Retrieved from http://education.mit.edu/papers/MovingLearningGamesForward_EdArcade.pdf
- LaaSeur, M. (2000). Seeds for a non-violent future. *Peace Review*, 12, 435-439.
- Mayer, B. (2010). *Libraries got game: Aligned learning through modern board games*. Chicago, IL: American Library Association.
- Morris, R., & Mims, N. (1999). Making classrooms culturally sensitive. *Education and Culture*, 26, 29-32.