

NEWSLETTER #4

October 2022

ABOUT THE PROJECT:



“The Problem-Based Learning, Intercultural Communications and STEM in Higher Education project (PISH) aims at providing online and offline tools that will enable students to develop intercultural communication needs in the peer-to-peer learning environment of STEM students in HEIs.

INTELLECTUAL OUTPUT 3- PBL-BASED INTERCULTURAL COMMUNICATIONS ONLINE PLATFORM: STATUS

IO3 -A2 documents the process of testing and the development of the interactive online tools.

Regarding the methodology, the activities were chosen following the distinct aspects of intercultural communication issues which are: collaboration, intercultural communication, stereotyping/prejudice, language barriers and mismanaged cultural differences. Each aspect addresses a specific tool and every one of the tools was tested by two partners while each partner tested two different tools.

Each partner organised a testing event with at least 6 students from different cultural background. During the event, facilitators tested two tools/activities, followed by a feedback round using testing questions. The partnership is proud to share results and milestones reached regularly on social media and our official website.



THE TOOLS/ACTIVITIES

- LANGUAGE CAFE
- DRAWING A HOUSE
- FLAGS-TEAM BUILDING GAME
- SILENT GAME
- A JOLT OF REALITY
- MY HISTORY
- MIRROR GAME

NEXT STEPS

The most significant ideas were turned into prototypes on a collaborative white board, these prototypes are not functional but descriptive and inspirational. The most feasible ideas will be selected and integrated into the IO3 "PBL-Based Intercultural Communications Online platform".



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