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Cultural Competence Through Gaming and Literature: Strategies prior to service engagement

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Summary of Purpose

Develop culturally competent practitioners who can deal with differences and similarities within, among, and between groups BEFORE they engage in community. (American Dental Association Council on Dental Accreditation requirement.)

Description

Goal: Introduce students to diverse cultures in America and raise awareness of differences and impact on potential for error in clinical judgment.

Strategy: Integrate textbooks, training videos, gaming, and literature to enrich self-awareness, reflection, and sensitivity to cultural issues, including values, prejudices, and stereotypes.

Rationale

- **Diversity training:** raises awareness of biases, prejudices, and how beliefs affect behaviors.
- **Cultural competence training:** teaches knowledge, attitudes, and skills for working with people of different cultural backgrounds.
- **Film and literature** (used in teaching about medical professionalism): engages discussion about culture.



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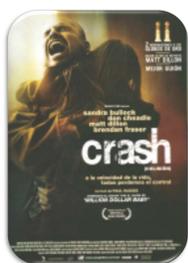
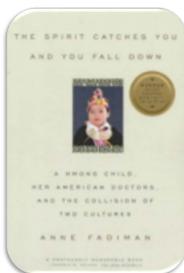
Context for Sharing Insights and Competence

Novels and films

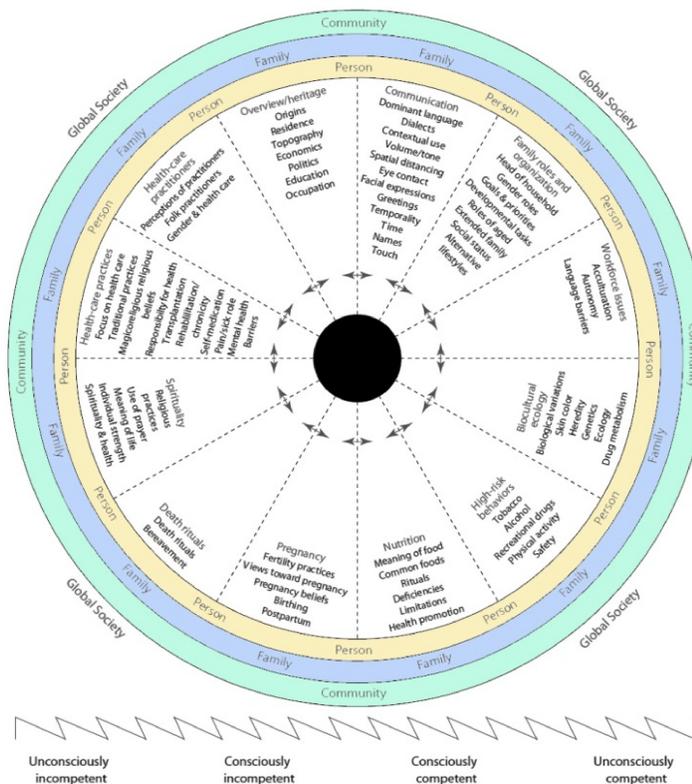
- Show international cultural norms and conflicts
- Illustrate cultural nuances
- Develop awareness of differences and similarities across cultures
- Raise consciousness of one's own world view
- Improve ability to deal with and learn from differences
- Develop humanism and capacity for understanding

Medicine in literature

- Develop reflection on clinical experience
- Enhance understanding of consequences of illness for patients and families.



Purnell Model of Cultural Competence



The Assignments

1. **Read** Anne Fadiman's 1997 *The Spirit Catches You and You Fall Down: A Hmong Child, Her American Doctors, and the Collision of Two Cultures.* Conversation starter (understand, appreciate, and learn to negotiate differences in personal cultures).

2. **Watch and discuss** movie themes. *Gran Torino* (prejudice, racism); *Crash* (prejudice, racism, ethnic relations, immigration, economic changes in America, multiculturalism); *Slumdog Millionaire* (poverty, social justice); *The Help* (civil rights, justice, social class)

3. **Compete** in Diversity Game. Teams of students competed to create an ideal community. The goal was to increase cultural awareness on both socio-economic and personal levels.

Results and Conclusion

Students rated media equally in raising culture awareness before service learning. (*Crash* and *Gran Torino* were slightly more popular.)

Assessment showed NSD, yet value of combined media to prepare in engaging with cultures different from one's own.

Cultural competence is a process; it helps in recognizing cultural uniqueness and respectfully interacting with people of different cultures, and it helps in developing culturally competent treatment plans.