Learning About Diversity, Equity, and Inclusion

By: Kuyill Ponnappan

It was the usual day. I woke up, brushed my teeth, got dressed, and headed downstairs. And as the usual day goes, my father and sister were sitting in the living room, plates in hand, watching the TV blare. "FOURTH OF JULY CELEBRATION" it said. I smiled. It was going to be the Fourth of July! Fireworks and family are always awesome. But that got me thinking: what about other holidays? Sure, we have Thanksgiving, Christmas, and New Year's Eve, but there are so many more spreading across different cultures and ethnicities. I was curious to learn more. I started to research and realized how much I was missing out on! It made me wonder how much I wasn't exposed to. However, some people may not take the initiative to learn like I did. So what if there was a way, a *fun* way, to learn about the vast and intriguing cultural diversities?

Here is my proposal. An application, more commonly known as an app. People these days are constantly using technology. But not just phones! Computers, iPads; you name it, people are on it. With that in mind, what could be more fun than an application (a game app) that you play while simultaneously learning? There are plenty of educational games, but a game that teaches about diversity, equity, and inclusion?

I call it... CultureShock[©]! Culture shock means the feeling of disorientation experienced by someone who is suddenly subjected to an unfamiliar culture or way of life. Noting the definition, CultureShock fits as the perfect name! When people suddenly realize there are so many ways of life they didn't know about previously, they will be in shock!

The app can be single or multiplayer. It will include the top 30 cultures based on population (i.e. China, India, the United States of America). Some may say going by population is not wise because Indonesia, an unfamiliar country for some people, is fourth, but that is the whole point! If Indonesia is one of the 30, that means people who may not know about Indonesian culture will have an opportunity to learn.

The four categories of CultureShock[©] are language, food, dance, and holidays. Players will select single or multiplayer, then choose a category. Once they choose, it will take them to timed multiple choice questions. For example, if a player chooses language, one question could be "What is the language **most** widely spoken by the Hindu culture?". The choices would then be **A**) English, **B**) Hindi, **C**) Mandarin, or **D**) Japanese.

After selecting an answer or the time runs out, whether they get it right, wrong, or run out of time, a short 15-20 second video will play, explaining the answer to the question. Using the above example, the video would show clips of people speaking Hindi and explaining where it is spoken, meaning that Hindi was the answer. After the video has ended, the screen will give away to the question page, and it will say whether they got it right or wrong, in case it wasn't clear.

Finally, if they got it right, they will move onto the next question. If they got it wrong, then underneath the displayed question page will be one-click-away hyperlinks to information websites about that specific question.

When I think of culture, I think of my family, language, and food. My ancestors lived in India, spoke Tamil (a south Indian language), and ate traditional Indian food (we still do too!).

Our culture is passed down from person to person, parent to child. Ultimately, I would love for people to learn about the Indian culture, as well as other cultures around the world. There are so many interesting and unique traditions to learn. I enjoyed learning about DEI, and I hope that others will find it as important and fulfilling as I do!

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