

Abstract

We travel to study abroad, migrate to the US or any other country, we bring with us a suitcase, "Our culture"! It is difficult to navigate away and adjust because of what we know! It is challenging and very confronting for us to come to new country with everything is different, struggling by adjustment of being told that what we know and what we do are different. **Culture** ^[1] is a word for the 'way of life' of groups of people, meaning the way they do things. A culture is passed on to the next generation by learning. According to Geert Hofstede ^[2] **Culture** is the collective programming of the mind that distinguishes the members of one group or category of people from others. Culture is **multifaceted**: language, Religion, Value, cuisine ..etc.

CSUSB like other universities is eager to foster global citizenship within their students, staff, and faculty through various opportunities; study abroad, international initiatives, hosting cultural festivals ..etc. In its **commitment to diversity**, CSUSB welcomes people from all backgrounds and seeks to include knowledge and values from many cultures in the curriculum and extra-curricular life of the campus community.

The Project

In my project, I wanted to provide space for cultural connectivity and build a sense of community. I developed an **Android app** to expose students to norms, beliefs and viewpoints beyond their lived experiences through the use of technology in more digital context; games, videos, sketches and interactive story telling.

The app is developed and will be piloted in the first year experience and orientation. Students and their parents can install the app and start their journey learning about different cultures.



**I first heard the term while attending a virtual summit on Equity back in January 2020, by Cornelius Minor.*

Microwave concept: *"There is no easy, quick, shortcut to Diversity, Equity , Inclusion and Social Justice. Instead It takes time and careful reflection."*

Cultural Awareness App

The core component of the app comes from the **Cultural Orientations Model** by Walker at al. [3]. We used the 10 cultural dimensions, and their definitions in each culture. We will reach out to the experts in the field to generate scenarios, questions, videos to enrich the content of the app and improve the users experience.

The app has **learning and test your knowledge** modules for instant feedback in an engaging format. It could be linked to LMS(future features). Based on the outcomes of the assessment and feedback we will scale the app to the university level, and later nation wide.

With the app, we need to create **"Welcoming Environment"** through everyone's' lens not only our own!

Inspiring and motivational quotes:

" Do not hope without Action"
- Ray Bradbury

"Pray with your feet Moving!"
- Unknown"

References

1. **Culture**, accessed 03/30/2021
https://simple.wikipedia.org/wiki/Culture#cite_note-1
2. **Geert Hofstede**. accessed 03/30/2021
https://en.wikipedia.org/wiki/Geert_Hofstede
3. Walker, Danielle Medina, Walker, Thomas, and Schmitz, Joerg. **Doing Business Internationally: The Guide to Cross-cultural Success**. 2nd ed. New York: McGraw-Hill, 2003.