

International week reading guide

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Semester six**

Introduction

The international week is the week where international students come to our school to work on a project with us for one week. We were divided in groups of six, our group consists of Eva, Dorian, Nicky, Jordy, Max and me. Eva is an international student from a Danish university and Dorian is an international student from a Belgian university.

Assignment

On our first day we attended the introduction meeting where we learned our assignment. We have the option to choose from a selected number of companies, each with different expectations. The assignment is to create a solution for one of the companies that includes the *metaverse*.

For doing research I used the CMD methods. Some research has been done, mainly by doing library research.

Approach

When we met up with the group before hand of the international week, we did a **Hofstede comparison** to compare the differences of culture and sorts in our group.

On the first day, we made a selection of companies we liked the most. We took our time mind-mapping ideas for these companies, so we have a better idea of the possibilities. Every group member had a few points to gift to their favourite option. We chose the Anne Frank Foundation because we think the message they want to convey is very strong and the possibilities are vast. We have the opportunity to distinguish ourselves from the other groups as this project will be more dystopian.

Concept

The message of the Anne Frank Foundation points to racism and the injustice of Anne's time. We came to an idea of raising awareness by immerse people in an experience where they can witness Anne's "unfreedom" in current time events. The Uyghurs were and are treated horribly, almost similar to Anne's story. Letting the viewer see that these events we learn in history and is viewed as 'disgusting' is something that still happens to this day, will hopefully make the viewer aware and realise how this is not a finished chapter in racism.

The experience should be in VR (virtual reality) as it will enhance the immersivity. I looked at the VR game that the Anne Frank Foundation released, it was a virtual version of "Het achterhuis" where Anne hid during the war.



Brainstorm

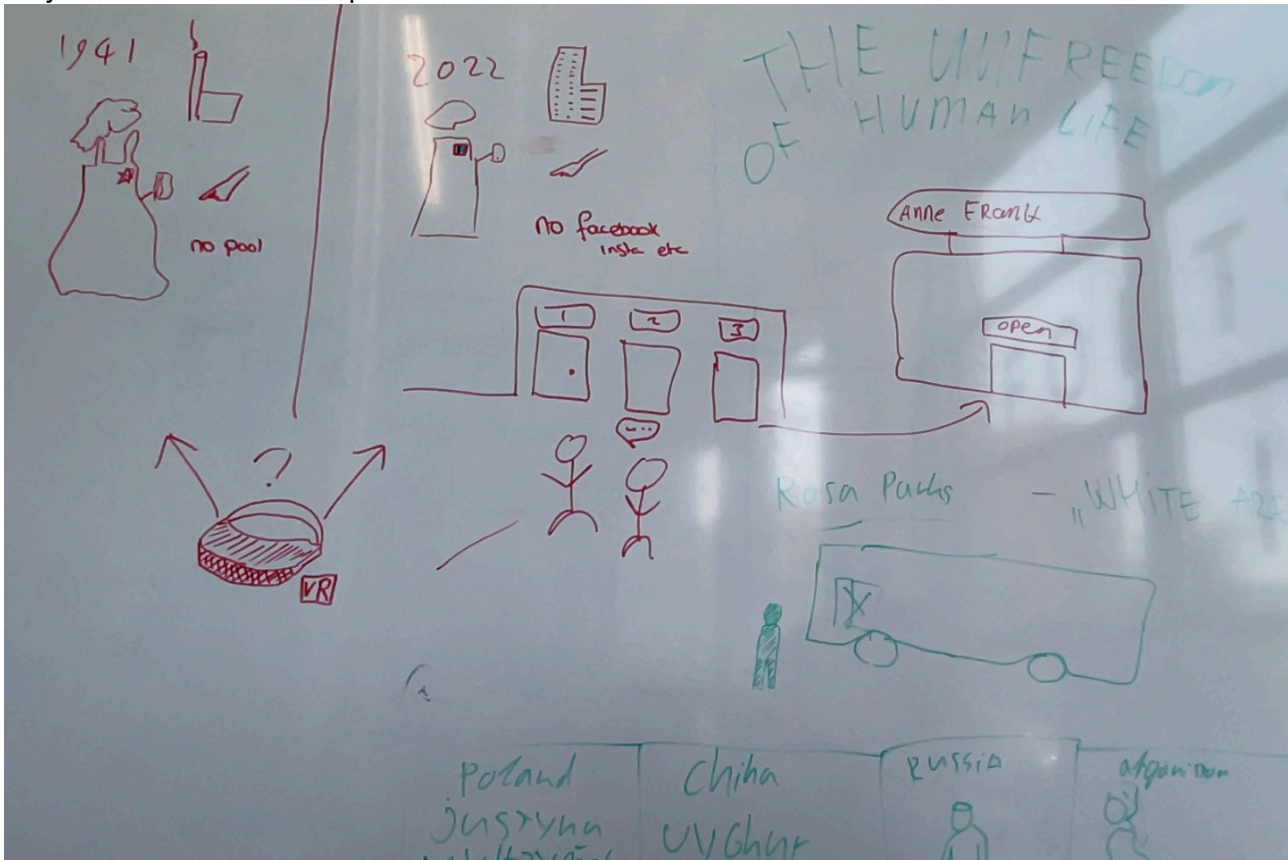
Having multiple ideas about a concept, I need some examples for these experiences. The first one that popped in my mind was Rosa Parks, as there was an enormous discrimination against people of colour in the United States at that time, Rosa Park stood up against these norms. Her actions led to a revolution and inspired others. To create a better connection and sympathy between story and viewer, I looked at current time events that relate to Anne's story.

Uyghurs are the largest minority ethnic group in China's north-western province of Xinjiang, they suffer from discrimination and racism. A very strong story, as there are a lot if crimes being committed against this minority in such a modern country.

I also thought about the woman rights in Afghanistan for example, since the Taliban invoked most of them in '21.

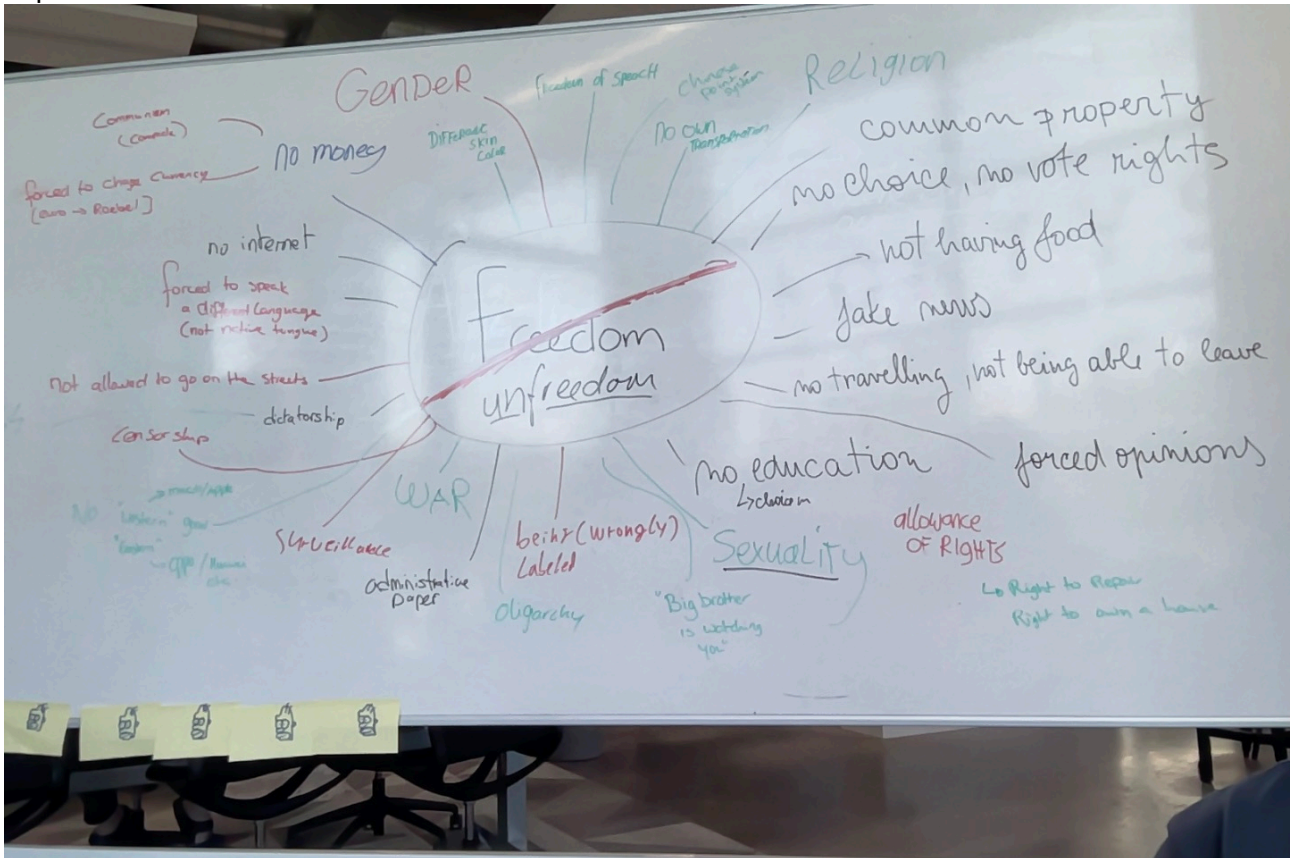
These are stories that are worth telling, all connected by discrimination. Even though the diversity can be favourable, then there are more *chances* to connect to someone personally. A the end that is the goal, connecting the story to the viewer.

Below is a capture of the whiteboard when we discussed ideas. We brainstormed an idea where we transfer Anne's story to nowadays events. Jews were not allowed at pools for example, in this translated version they may not use social media for example. The concept of this is that viewers may relate easier to these punishments.



We called the experience 'The Unfreedom of Human Life', because that is essentially what Anne's story is about. We made a mind map of examples of freedom or the lack of it. Below is the

capture.

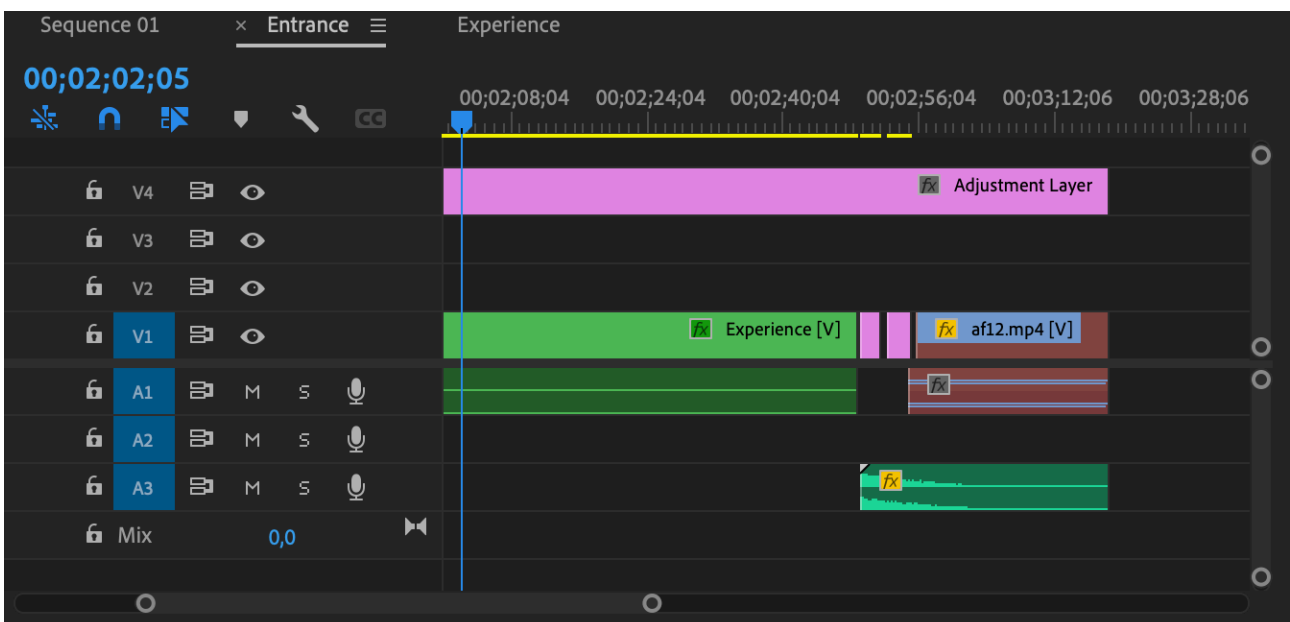


We needed some information from the stakeholder on what the message was of the Anne Frank Foundation, to get it we created a meeting with Samet. We handed our questions in beforehand, I wrote the final version of the questions.

We created our concept mainly on a Mural, Mural is an online tool where you can place content on a digital whiteboard. Unfortunately the Mural was deleted by one of our group member the day after the presentation, I couldn't get any captures.

Result

We needed to deliver a YouTube video at the end of the week, this video will be shown at a cinema where we all watch each others projects. This video is our only chance to show our project to the jury who will then decide which group wins. So the video must contain all the key elements of our concept, it was my job to edit [the video](#).



Reflection

I loved this week, I did not have to think about documentation and could just focus on the assignment. It felt a bit like a hackathon where you have limited time and stress is your main motivation, sounds a bit dark but I can find the fun in it. Communicating with the team was enjoyable I must say, and I learned that I have grown on a professional level. Dorianio mainly speaks French and almost no words English, so I tried to come up with different solutions to have him be able to keep up with our real life meetings. I found different real time translators to make that happen and I noticed that Dorianio appreciated that I put time in finding those.

Creating the video was fun, I always have the feeling that we are not going to make the deadline when editing (which we officially didn't make, few minutes late) but it always works out in the end. I had to "kill our babies" as one would call it, there were a lot of thinks that could make the video great but time was our biggest enemy.

The communication with the stakeholder was good, we asked and we got answers quickly.

Learning outcomes	Deliverables
1 User Interaction (Analysis & Advice)	What is the metaverse
2 User Interaction (Execution & Validation)	International week video
3 Software Design	None
4 Future-oriented organization	Assignment
5 Investigated problem solving	None
6 Personal leadership	Reflection
7 Goal-oriented interaction	Hofstede assignment International week video