

Cultivating cross-cultural communications through board games: Interrogating *Songo* board game



Image of a *Songo* board game: 14 holes in total, (seven on each side of the board for each player) and two store holes for each player

Problem Statement

Archeological research indicates that board games facilitate interaction across cultural borders. However, contemporary, these findings are anecdotal .

Board Games & Society

- collaboration
- problem solving
- critical thinking
- communication
- social skills
- decision making
- content learning
- interaction

African board games?

Study Purpose

The purpose of this study is to explore the role *Songo* board game in building community identity and social cohesion among players in Cameroon.

Study Context

Administrative regions and the anglophone and francophone parts



- Yaoundé, capital city
- French speaking part of the country
- Originally for Beti/Fang ethnic group
- Today, diverse ethnic group interact

Research Questions

- How does player identity affect participation in *Songo* gameplay?
- How do players relate to each other and the *Songo* gaming community?
- What do players learn through the game?

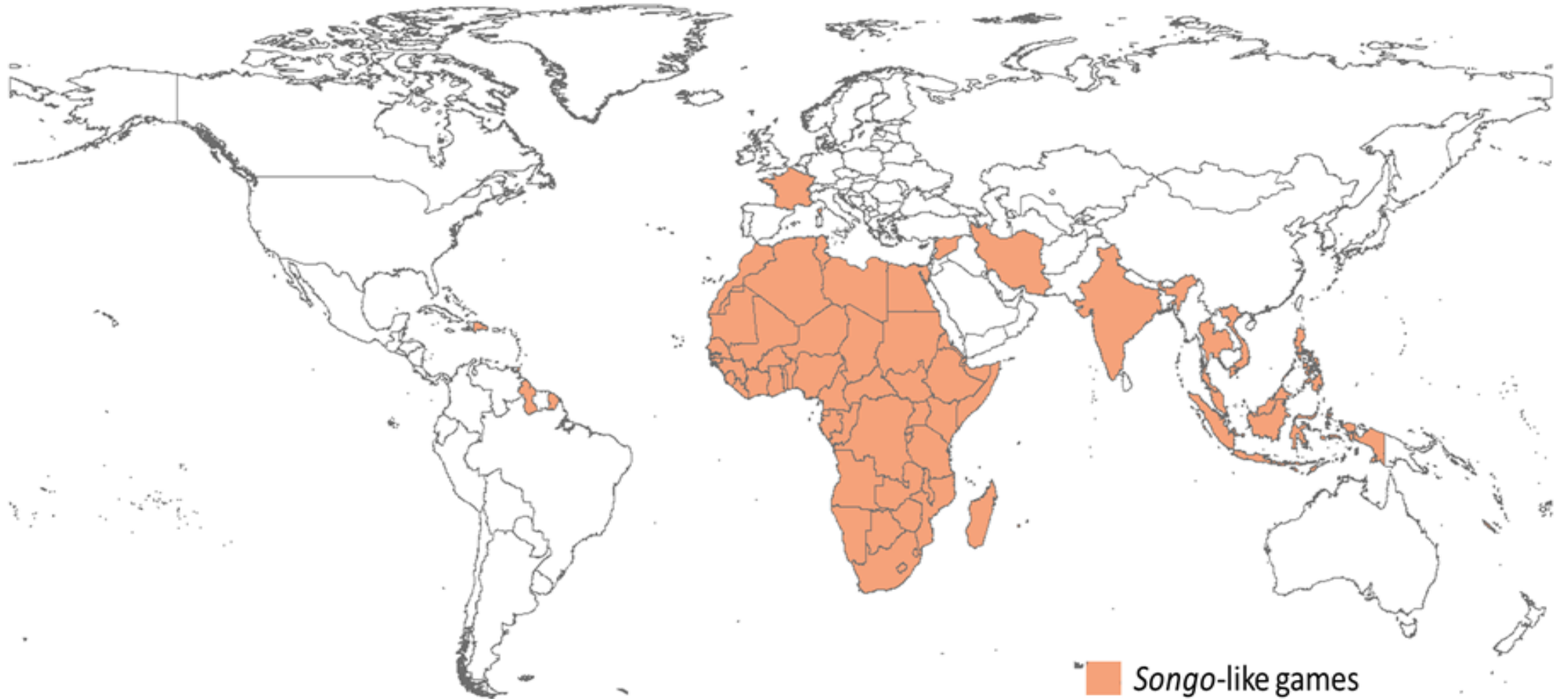
Songo Board Game

Songo: is a non-digital game from Central Africa, specifically Cameroon, where the gameplay is a true social metaphor of interactions in the community, and a philosophical approach to life



- Rectangular board
- 14 holes
- 70 seeds
- Two players
- Played in a clockwise direction

Game Distribution



THANK YOU!