

## Global Village

What if the expression 'global village' wasn't just an expression, but a reality? What if the richest and poorest of the world lived side by side in the same community? What would it be like? This is a game that explores some of the issues of inequality, wealth and poverty in our world.

### *Setup*

Set up a hall with the following areas marked out by tape or chalk lines:

- Jail
- City (boxes or stacks of chairs can also be used to simulate buildings)
- Fields
- Mine/quarry
- River

Set up the following areas with tables and chairs:

- Shop (one table and one chair) – the shop serves only plain biscuits and water and scraps of cloth for bandages
- Restaurant (one table and 4-6 chairs) – the restaurant serves good food and a variety of drinks
- Casino (one table and 4-6 chairs)
- Auctioneer (also needs butcher's paper or whiteboard)
- Bank/stock exchange
- Scrap merchant
- Newsreader

Strew the whole hall with paper, plastic bags, plastic and glass bottles, cups, tin cans and drink cans, and scraps of cloth.

As well as the players, you will need the following characters briefed before the game:

- Newsreader – makes 'newsflash' announcements and stockmarket reports during the game. (See below for some suggested announcements.)
- Auctioneer – accepts goods for sale and takes a 10% commission on all goods
- Casino operator – runs card and dice games (e.g. craps, blackjack and 2-up) for people to gamble on.
- 1-3 Paymasters – assistant organisers who pay wages and make sure people are playing correctly. They must also make sure that everybody eats and drinks at least once during each 10 minute session. If they don't, they are dead and must be led out of the game. (Try not to kill anyone in the first session though.)
- 1 or 2 Police officers – people may be fined or imprisoned for any offences, such as littering, stealing or begging. Police should be extremely harsh on the poor and very lenient on the wealthy. People may be imprisoned for a set period of time or until they pay a bribe to a police officer.

The game organizer should read the following text to the players:

1. The game simulates life in our world and pictures the world as a global village. Rich Australians, medium-income Indians and Americans live and work alongside poor people from Mozambique, Bangladesh and other places.
2. Each person has a profile that describes who they are in the game. Profiles include their occupation or role in life (e.g. doctor), where they are from, where they work, assets (e.g. car, home and their value), whether they are single, married, children etc. They are also supplied with cash. (Photocopy the fake money on the back cover). Provide each participant with the amount of

money on their profile and copy extra money for the bank, auctioneer and casino. Each player should also be provided with a tally sheet listing possessions gained and their cost.

3. Each person is in one of 3 classes, Wealthy, Medium or Poor. (Give each player a badge or sticker that shows their class. Poor people must also take off their shoes and play the game barefoot.) Wealthy people do not like associating with Poor people and will avoid them or send them away if possible, unless they are performing a useful task.

4. The game will be divided into 10 minute sessions. At the end of each session I will blow a whistle.

5. During each session you may earn money by working. If you spend at least 3 minutes in your place of work, one of the Paymasters will come and pay you. Some people don't have a place of work or a regular income and must get others to pay them for their work.

6. If you are unemployed, you must try to find work. You can work in one of the businesses above if they will employ you. Otherwise, you will have to try to find your own work, for example as a shoeshiner, a domestic servant, a security guard, making and selling origami sculptures, or even just begging.

7. Each person must eat and drink at least once every 10 minutes. You can buy food and drink from the shop and the restaurant. If you do not eat at least 1 item of food and have 1 drink before each 10 minutes whistle is blown then you die and are out of the game. The shopkeeper and the restaurant owner have a range of prices for their goods, but they can charge you whatever they like within that range so you should check the price before you buy.

8. There is a bank. At the bank, you can insure your goods against natural disaster. Insurance normally costs 10% of the value of the item being insured. If you insure goods, make sure you have a banker sign that the goods are insured on your tally sheet. Insured goods cannot be lost through natural disaster. You can also buy shares at the bank. Shares may go up or down in value during the game. You can also borrow money from the bank, but you must pay the loan back plus 25% interest within 10 minutes of borrowing the money.

9. At different points in the game the newsreader will make announcements about events that occur. These will affect people differently, so listen carefully. The newsreader will also make stockmarket reports to tell you if your shares have gone up or down in value.

10. If you'd like, you can gamble at the casino.

11. You can try to sell items you own through the auctioneer. The auctioneer will list all items for sale on a blackboard or sheet of paper and people can come and make bids. Once the item is sold, the auctioneer will take 10% of the sale price and give you the money.

12. There are police officers in the game who can put you in jail, fine you or confiscate property if you have committed a crime or behaved badly in the game. If you owe the bank, the casino or the auctioneer money and do not pay, the police may want to see you.

## ***Play***

During the game, players are free to do pretty much whatever they want. However, every 5 minutes or so there should be a newsflash and stockmarket report. Blow the whistle every 10 minutes and make sure that people have eaten in that time.

Play for around 30-45 minutes and end while interest is still high.

Australian	farmer	Wealthy	married 3 children	works: in fields	earns: \$2 000	ute (\$12 000), truck (\$45 000), tractor (\$98 000), farm (\$800 000)	\$200 cash
Indian	farmer	Poor	married 6 children	works: in fields	earns: \$4	bullock (\$75)	\$1 cash
American	lawyer	Wealthy	single no children	works: in city	earns: \$15 000	BMW (\$80 000), Harley (\$120 000), home (\$1 million)	\$900 000 cash
Kenyan	secretary	Medium	divorced 2 children	works: in city	earns: \$80	rented room	\$70 cash
English	banker	Wealthy	married no children	works: in city	earns: by selling shares & insurance	home (\$400 000) yacht (\$75 000)	\$220 000 cash
Swiss	banker	Wealthy	married 1 child	works: in city	earns: by selling shares & insurance	home (\$600 000) 3 race horses (\$330 000)	\$300 000 cash
Sudanese	refugee	Poor	all family dead	unemployed			no cash
Nigerian	miner	Poor	married 4 children	works: in mine	earns: \$3		\$2 cash
Kenyan	farmer	Poor	married 8 children	works: in fields	earns \$4	beehive (\$15), chickens (\$10)	\$5 cash
Bangladeshi	gravel-maker	Poor		works: in quarry	earns: \$2	slum shack	\$2 cash
Australian	unemployed	Medium	single	no work	earns: \$40	rented flat	\$20 cash
Brazilian	streetkid	Poor	single	no work			no cash
Ethiopian	factory worker	Poor	married 2 children	works: in city	earns: \$5	slum shack	\$8 cash
Nepalese	university lecturer	Medium	married 5 children	works: in city	earns: \$100	flat (\$20 000), motorbike (\$5 000)	\$200 cash

German	teacher	Wealthy	single	works: in city	earns: \$2 500	small house (\$240 000), VW sedan (\$30 000)	\$5 000 cash
Indian	shopkeeper	Medium	married 7 children	works: in shop	earns: \$2 - \$50 per item sold	rented tenement room, motorbike (\$1 500)	\$250 cash
Vietnamese	waiter	Poor	single	works: in restaurant	earns: whatever restaurant owner pays	rented apartment bicycle (\$80)	\$5 cash
Ethiopian	tailor	Poor	single	works: in city	earns: \$6	rented apartment, sewing machine (\$60), cloth (\$25)	\$ 15 cash
Sri Lankan	doctor	Wealthy	married 4 children	works: in city	earns: \$1 000	apartment (\$10 000), holiday house (\$200 000) Mercedes (\$75 000)	\$2 500 cash
Indonesian	politician	Medium	married 3 children	works: in city	earns: \$200	small house (\$5 000), Fiat sedan (\$4 500)	\$125 cash
Australian	restaurant owner	Wealthy	divorced, access to 1 child	works: in restaurant	earns: \$20 - \$200 per item sold	townhouse (\$250 000), Jaguar sedan (\$375 000), fine art collection (\$500 000)	\$25 000 cash
Tanzanian	fisher	Poor	married 6 children	works: in river	earns: \$8	small house (\$100), fishing boat (\$150)	\$25 cash
South African	ferry operator	Medium	married no children	works: in river	earns: \$60	home (\$5 000)	\$100 cash
Indian	rickshaw driver	Poor	single	works: by piggybacking people to destinations	earns: \$1 - \$5 per ride	slum shack, rickshaw (\$150)	\$2 cash
Indian	taxi driver	Poor	married 4 children	works: by piggybacking people to destinations	earns: \$10 - \$50 per ride	rented apartment, old Peugot taxi (\$1 000)	\$50 cash
Afghani	refugee	Poor	married 8 children	no work		blankets, cloth & carpet (\$10)	no cash

South African	slum dweller	Poor	married 6 children	no work			\$4 cash
Indian	scrap merchant	Medium	married 3 children	works: at scrapdealer	earns: \$1 per item of metal, cloth, glass or plastic collected	house (\$4 000), motorbike (\$1 000), scrapyard (\$3 000)	\$200 cash
Argentinian	beggar	Poor	single	no work			\$1 cash
Chinese	builder	Medium	married, 1 child	works: in city	earns: \$20	apartment (\$1 500) bicycle (\$80)	\$30 cash
Bolivian	slum dweller	Poor	married 3 children	no work		stolen briefcase (\$10)	\$2 cash

## ***Suggested newsflash announcements***

- Charity organisation offers food vouchers to the unemployed Poor.
- Major flooding destroys assets of Poor farmers and cuts land values of Medium and Wealthy farmers in half.
- A mine disaster injures mine and quarry workers. (One limb is made unusable for the rest of the game. Must purchase bandages from shop.)
- A new law has been passed that outlaws bare feet in public areas. Anyone found without footwear in public may be imprisoned or fined \$50. The law can be overturned if a petition is raised that has the signatures of at least half the Medium and Wealthy players.
- New trade rules reduce the incomes of Poor farmers by \$1. Medium and Wealthy farmers receive extra subsidies from the government and do not have their incomes affected.
- Stockmarket boom. All shares increase 10% in value.
- Stockmarket crash.
- Proposed public works scheme. The government proposes to build new bridges and roads using unemployed labourers. A 10% tax is placed on the income of all Medium and Wealthy players this season and the money is used to pay unemployed people \$5 each.

## ***Debrief***

1. Have people briefly share who they were in the game and what they experienced.
2. What did people think was the purpose of the game?
3. Was everyone able to access the services, goods and information that they wanted or needed? Why or why not?
4. How realistic or unrealistic do people think the game is?
5. How do you feel about the inequalities and injustices that you experienced in the game and that you see in the world?
6. What kind of things can people do to make the global village more fair?

The following statistics (drawn from United Nations Human Development Reports) may help to bring the reality of our global village home to the players

- The richest 20% of the world's population receive 83% of the world's income.
- The poorest 20% of the world's population receive just 1.3% of the world's income.
- There are around 25 million refugees in the world.
- Australia only gives 0.25% of our Gross National Product (national income) as overseas aid. The UN reckons that rich countries, like Australia, should give 0.7%.
- Farmers in rich countries get subsidies of around US\$300 billion each year. This is 6 times the amount these countries give in aid to poor countries.