



Quest For Wisdom



Adinkra

Pillar 3 Adinkra – intercultural communication game

Adinkra is a contemplative game which is both challenging and fun

The game Adinkra increases your insight into the ethos and oral wisdoms expressed by the symbols and proverbs of the cultural Akan group in Ghana, West Africa.

'Adinkra' refers to the symbolic language of the Akan, which one can find on cloth, royal emblems, gold weights, buildings, jewellery and regalia.

- Play Adinkra and get to know each other better on a deeper level.
- Get introduced to a high context culture and exercise with an indirect form of communication.
- Central are the symbols and proverbs of the Akan in Ghana
- Which proverbs and symbols match with one another?
- Enhance insight in your own cultural thought patterns by learning about African traditional wisdoms, philosophy and ethos.



Adinkra game cards and box

Enjoy the game and learn from the wisdoms of the Akan!

The Asante are used to wear cloth decorated with Adinkra-symbols at important meetings, such as funerals of family and friends.

This way, they say goodbye to the deceased.



Printed Adinkra textile^[2]

Akan

The Akan are an umbrella cultural group in West Africa (Ghana, Togo and Côte d'Ivoire). The Asante people in Ghana are the largest Akan group. The Asantes are known for their strong visual proverbial way of communication. They have a high context culture, which means that they communicate indirectly. The spokesman (*okyeame*) of the traditional authorities (the Asante chiefs and queen mothers) use Akan proverbs and Adinkra symbols to convey the messages of these royals to the living. The *okyeame* can, for instance, make use of a staff with the Adinkra symbol *nkabom* (which in Twi, the Akan language, means 'collaboration') to convey the message that the chief will approve the plans of his subject. The concomitant proverb to this Adinkra symbol is *nea oforo dua pa na yepia no*, which symbolically means that who is morally on the right path, or in other words climbs the right tree, will receive the help of others (see figure 2).



Classical Adinkra symbol –
funtumfunafu-denkyemfunafu
(Siamese twin crocodiles joined at
the stomach)



Modern Adinkra symbol – *nkabom* –
(collaboration)

Playing the game Adinkra makes one familiar with the Akan people's high context culture, their African ethics and indigenous wisdom. The aim of the game is *not* to win but to establish intercultural communication and to enhance players' understanding of their own and the Akan people's cultural background. The main questions to be answered by the Adinkra game players are:

Do you think like an Akan-group or do you think differently?

If so, how and why does your interpretation differ from the proverbs and symbols of the Akan?

Practical information

- ISBN: 9789492127068
- Adinkra – intercultural communication game
- Duration: 2-3 hours
- Number of participants: 2-20 players
- A game for young and old!
- Suitable for a family reunion, associations, clubs, a cultural team outing, team training intercultural differences; guest lectures to students, teachers and other professionals, administrators and managers of international businesses.



Game content



Adinkra first official copy, December 11th 2019

One Adinkra box contains:

- 1 Play Guide (40 pages)
- 8 cards with content, introduction, rules and colophon
- 20 Round-1 cards, with classic Adinkra symbols (colour)
- 4 Round-2 booklets with 20 fill-in sheets
- 20 Round-2 cards, with modern Adinkra symbols (black and white)

Costs

For individuals

1 game box	€ 45,-
1 ame box including the masterclass per person	€ 145,-
Prices do not include shipping costs	

For freelancers and schools, foundations, NGOs and the like

1 game box	€ 75,-
1 ame box including the masterclass per person	€ 195,-
Prices are exclusive of VAT and shipping costs	

For profit organizations, business registration

1 speldoos	€ 125,-
1 game box including the masterclass per person	€ 250,-
Prices are exclusive of VAT and shipping costs	

Workshops, guest lessons and masterclasses, also on location

For team building, company outings, masterclasses cultural diversity, intercultural communication based on Adinkra.

[Louise F. Müller](#) gives workshops, guest lessons and master classes also on location and tailored to the purpose of the meeting and the target group.

Such as an association, a club of friends, a family reunion, a cultural team outing, team training intercultural differences; guest lessons for students, teachers and other professionals, administrators and managers, who take inclusion and diversity to heart and want to further develop their cultural communicative skills.

More information and order

Ask for the possibilities and mail to: adinkra@questforwisdom.org

The Adinkra team members

Author game description and concept development:

Dr. [Louise F. Müller](#) m.m.v. Dr. [Heidi S.C.A. Muijen](#)

Editing and graphic design:

Ir. [Joke M. Koppius-Odink](#)

The development, design and production of “Adinkra” came about thanks in part to:

Peace Amate (moderne Adinkra symbolen), Peggy Appiah, Dr. [Kofi Dorvlo](#), [Greg Suffanti](#), Engr. [Richard Okine](#)

- The Asante proverbs come from the book “Bu Me B” by the British children’s book writer Peggy Appiah (1921-2006). Peggy lived most of her life in Kumasi, where she collected thousands of Asante proverbs. She was the wife of the Ghanaian politician Joe Appiah and the mother of the renowned Ghanaian-American philosopher Kwame Anthony Appiah.
- The modern Adinkra symbols were collected by the Ghanaian Peace Amate, who wrote her Master’s thesis on these symbols. See: Amate, Peace. 2011. Visual representation of selected Akan proverbs in Ghana: Their philosophical and socio-cultural values. MA-thesis. Department of General Art Studies, Kwame Nkrumah University of Science and Technology.

* Source: Poirier, L., et al. (2014). Ghana Adinkra Symbols. Adinkra Symbols. Math is a Verb: Activities and Lessons from Cultures Around the World. L. Poirier, R. Eglash and B. Babbitt. Reston VA, National Council Teachers of Mathematics Publishers: 61-74., p. 62.

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Stichting Quest for wisdom foundation

Postadres

Middenstraat 71

1381 XB WEESP

t (+31) 0294-481 310

m (+31) 06 126 013 49

info@questforwisdom.org