Counter Clockwise Culture Shock is a memoir focused on the narrator's return to his hometown, a place he barely escaped: drug addiction, incarceration, bad relationships, alienation, an Oedipal mother, and suicidal threats. It is a reflection on both culture and self, after gaining an outside perspective from Japan. The narrator is forced to relive nihilism and monotony, and face the troubles of his younger years. It describes the difficult journey of today's youth, in an evermore technologically dynamic world - with few role models able to plot a course through. This is a meditation on past actions that ended in survival. Unlike most books dealing with cultural alienation, it focuses on a reinterpretation of my own culture. The main theme of the memoir is identity. The remnants of adventure, ingrained in the narrator's mind, contrast with a return to the deja vu of a distorted hometown. Many of the stories cut across time and space to mimic the disorientation of the narrator. The clarity of these cultural distortions emerges when viewed through an outside lens. Not only does Counter Clockwise Culture Shock distill these distortions, it uses an Eastern perspective - and language - to better understand the flaws and strengths of indoctrinated cultures. An outside perspective of a different culture expands the narrator's former view of the world. Suicide and depression are destroying Western society, and this is an attempt to catalog stresses of Western culture and help people in similar circumstances.
Have you been through counter culture shock? Any tips would be appreciated. More so if you come from the arts/creative field. Due to a few big changes in my personal life the confusion of reverse culture shock became amplified in that I didn't have the usual 'moorings' of my prior life (old friends in particular). You mention you went abroad as a student, and in such a situation you became yourself in that context, secure in who you were in a different environment. Barnga. A game about inter-cultural awareness. Description by Andrea MacGregor. Grade Level: 10-12. Time Requirement: 60-80 minutes. Outcomes Introduction: In Barnga, participants experience the shock of realizing that despite many similarities, people of differing cultures perceive things differently or play by different rules. Players learn that they must understand and reconcile these differences if they want to function effectively in a cross-cultural group. Overview: Participants play a simple card game in small groups, where conflicts begin to occur as participants move from group to group. This simulates real cross-cultural encounters, where people initially believe they share the same understanding of the basic rules.