GAMCON
GAGAUZIAN MODERNIZATION CONVENTION

ANALYSIS OF WORKSHOP SESSION ON CONFIDENCE BUILDING
GAMCON YOUTH LEADERSHIP PROGRAM

The purpose of the training was, working together with the participants of the meeting, to define the term "trust", taking into account the tendencies of the 21st century, to identify stereotypes and attitudes that destroy trust, as well as to determine a list of attitudes that promote trust. The method of teaching through games was chosen for the meeting, where the principles that were removed from the game are integrated with existing experience, with the result that the group is able to learn and come to conclusions and recommendations for use.

The training was built from four blocks, where each of the blocks flowed from the previous one, as a result of which participants in the process of communication and playing with colleagues, put into practice the trust in colleagues. And besides, share experiences and recommendations in the matter of trust.

The first part was aimed at giving a working definition of the term "trust". The main task was to trust colleagues and fall off the table. There were participants who already did this, as well as those who were not particularly afraid and agreed to it without question. But there were participants for whom this experience was the first. One of the participants, Lena, who fears taking this step, answering the question that confuses her, replied, "I do not believe that these six guys will catch me." Thus, this exercise helped not only informatively, but also emotionally make a list of associations with the word "trust". One of the associations expressed by the guys was: flight, confidence, risk, responsibility. Thus, the group jointly defined the term trust.

The second part was aimed at seeing a picture of trust in the modern world. To do this, each participant took advantage of his gadget and tried to create a psychological portrait of one of the pages on the social network, which the participants of the training often use. As a result, each participant was able to see for himself how much the picture of trust is ambiguous in the modern world.

One of the participants Dima, jokingly, drew attention to the fact that for many people the password from social networks is the highest level of trust. "I need to review, and perhaps remove some information about me, since we often do not think that we unconsciously trust our information to thousands of people" - Lyudmila. In the conclusion of the block, the guys came to the conclusion that in the modern world trust is not an unequivocal question, on the one hand, we trust some information to people behind

the screen and trust very little to those who are nearby. The crisis of confidence in the modern world.

The third part of the participants distributed social roles based on the labels with the nationality that they had on their heads. The game was attended by 2 teams, in the end, each of them for the most part agreed on each other and gave roughly the same social background for the same-named nationalities. For example, in both teams, the Russian participants made an alcoholic, a Swiss banker, etc. Drawing conclusions, one of the participants summarized that we proceeded from the stereotypes and experience that we had. This exercise helped the participants to compile a list of attitudes and stereotypes that destroy trust in various government institutions and the civil sector.

In the fourth part, the participants built the layout of the building in complete silence, which was spelled out in stages, but the description was divided equally among the participants. Each participant thus had its own part of the project. The team was not allowed to communicate verbally and transmit the information that they had. As a result, each of the participants acknowledged that it was important to work in a team and wait for each other, although this is not convenient, since no one knew what information they had. As a result, the group came to the conclusion that trust in this game would help improve their results, and in real life trust is the basis of partnerships, as well as what should increase the team's effectiveness and success.

Summing up, I noticed that the participants gave most of the conclusions and recommendations themselves, which suggests that the participants were inspired by the topic of trust. Participants were able to learn by playing and performing exercises on teambuilding, which made the learning process interesting and adequate for their level of perception of the topic of trust.

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