

What is interculturality ? Socio-anthropological method for analyzing, interpreting and understanding cultures.
 -> Generalities and Stereotypes. Having stereotypes makes us feel safe.

Parameters

France

High Context & Implicitness

- Hidden information
- Most information is exchanged outside workplace
- A lot of references
- Difficult to know what somebody is talking about
- Difficult to read between the lines ; jokes in movies not so obvious
- A lot of metaphors, don't come easily to the point
- Example : France, China, UK
- Slowly made relationships

Being-oriented society

- Attribution (what you are, where you come from)
- Person-oriented
- Titles matter (prestige)

Pessimism

- Example : France

Polychronism

- Time, commitments are flexible
- People get easily distracted, several things at the same time
- Committed to relationships, very emotional (but rarely jokes, few smiles)
- Being distract is OK, people are used to it. In meetings, private conversations, simultaneous talking
- Slower decisionmaking process

Emotional & Sensation

- Example : France

Court society & High Power Distant

- Example : France, China
- A lot of strikes (grèves) in France
- Parents = authority
- Very hierarchical, decisions are made top-down
- Governments tend to be centralized, business management is pyramidal

Collectivism

- Often linked with HPD
- Group well-being & harmony most important (can be at a family, business, or government level), based on interdependence
- Example : China, and in a certain way, France

Cartesian, Inductive

- Based on Theory
- Example : France
- Listen & Learn (serious matter), don't make mistakes

High Uncertainty Avoidance

- Example : France (State as a "backup"), high control of uncertainty
- Public companies for electricity, water
- CEOs are from Grandes Écoles, Légion d'Honneur, Académie Française, Panthéon
- More resistant to change and risk

Masculinity

- Decision makers, action/information-oriented
- Doing things, assertive behaviors, vocation-oriented
- Competition, achievement, success
- Example : USA, UK
- American people take stimulants

USA

Low Context & Explicitness

- Because of a lot of immigration, there's a little shared social knowledge
- People tell you everything
- Example : USA
- Quickly made relationships

Doing-oriented society

- Retribution (what you do) or Meritocracy (you get what you deserve)
- Action-oriented

Optimism

- Example : USA

Monochronism

- Often linked with Low Context
- Deadlines, punctuality, focused ; do one thing at a time, one thing after another
- Monochronic people are committed to jobs
- Rigid, strict rules, need to be organized, little emotion
- Fast decision making. In meetings, one person speaks at a time

Information-oriented

- Example : USA

Merchant or Tribal society & Low Power Distant

- USA, UK : merchant (what you do that counts)
- Germany : tribal (everyone's opinion or skill is important – decentralized federation), very decentralized, no hierarchy in business, everyone is equally important
- Decision are made bottom-up
- Business management tends to be horizontal (merchant)
- Politicians are less formal, they are not particularly career politicians

Individualism

- Often linked with LPD
- Individual rights more important than the group, people are more interested in themselves and their immediate entourage
- Team spirit and charitable giving, in the USA
- Examples : USA, UK, and in a certain way, France, Germany

Empiricism, Deductive

- Based on Fact
- Example : USA, UK
- Learn Independently (should be fun too, learn from mistakes)

Low Uncertainty Avoidance

- Entrepreneurship
- Example : USA, China
- Private companies for electricity, water
- Tend to be more modern

Femininity

- Looking after the others, standing out from the crowd is not admirable
- Sharing, cooperation, awareness of those who are in need, social accommodation is important
- Looking for quality of life, people/emotion-oriented
- In a certain way, France
- French people take a lot of tranquilizers

Private vs Public

- Doesn't mix private and public life, they are separate
- Exemple : France (shutters at every window)
- Fences and immediate front doors
- Design in France : must abide by rules

Integration

- Everyone treated equally, must respect French law as it is
- Exemple : France, official national language in French, must carry an ID at all times, no religious apparel in official institutions

Private & Public

- Can mix private and public life, both are interactive
- There's somehow no private life (no shutters at windows)
- Exemple : USA
- Front porch, informal gathering place for everyone

Diversity

- No official national language, no obligation to carry ID, no restriction on religious apparel in the USA
- Exemple : USA