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ABSTRACT

A bibliography which attempts to pull together gaming literature from various fields for the use of city planners is presented. It contains samples from fields related to city planning, especially administration and education. It includes references to simulation, decision-making theory, etc. (Author/CK)

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**181**

**GAMING TECHNIQUES FOR CITY PLANNING: A Bibliography**

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**"GAMING TECHNIQUES FOR CITY PLANNING"**

A Bibliography Compiled By  
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Current literature in many fields seems to abound with references to "operational gaming", "heuristics", "systems", "simulation", "zero" and "non-zero sum games", "role playing", etc. This is becoming as true of city planning as management, education and military strategy studies. Each of these areas of study, as well as others, tends to have its own body of "gaming" material ranging from highly mathematical, computer-oriented approaches to simplistic role playing and descriptive approaches. This literature is difficult to compile for the student interested in different branches of gaming because there is very little overlap or cross-reference between the various subjects using gaming methodology.

This bibliography attempts to pull together gaming literature from various fields for the use of city planners. It is by no means a comprehensive list of all material in a given field on gaming. Nor does it necessarily include material from all fields which make use of gaming approaches - for instance, the bibliography contains very few references to mathematical and scientific fields. It does contain samples from fields related to city planning - especially administration and education. Although the main focus is on gaming, the bibliography includes references to simulation, decision-making theory, etc.

This bibliography was compiled from the need to supplement the City Planning Program at Yale University with displays on topics which, although not necessarily warranting a full course, are of enough importance to be included in city planning education. Games like CLUG and METRO are fairly well known to city planning students but there is also a whole body of literature surrounding such games.

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The structure of the bibliography is divided according to:

Bibliographies

General - books and magazine articles, journal articles

Centers

Games

Many of the leads for sources were found with the aid of Ritchie Kendall, Yale College; Amy Fine, School of Environmental Design, U. C. Berkeley; and Paul Butkovich, Department of Administrative Science, Yale University.

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