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)
GAMING TECHNIQUES FOR CITY PLANNING: A Bibliography

Barbara Thornton
Yale University Art Library
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.
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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Academic Games Associates, 430 East 33rd Street, Baltimore, Maryland 21218.

American Council on Educational Simulation and Gaming (ACESG), P. O. Box 5131, Industrial Station, 453 North Shelling Avenue, St. Paul, Minnesota.

American Education Research Assoc., (AERA), Special Interest Group: Simulation Systems, University of Kentucky, Lexington, Kentucky.

Applied Simulations International (Environmentrics), Suite 900, 1100 - 17th Street, N.W., Washington, D.C. 20036.

Behavioral Sciences Laboratory, College of Social and Behavioral Sciences, Ohio State University, 404-B W. 17th Avenue, Columbus, Ohio 43210.

Behavioral Simulations and Gaming Group, Political Science Department, Peoples Avenue Complex, Building D Rensselaer Polytechnic Institute, Troy, New York 12181.

Board of Cooperative Educational Services in Northern Westchester (BOCES), Center for Educational Services and Research, (First Supervisory District), 845 Fox Meadow Road, Yorktown Heights, New York 10598 (914-245-7031).

Carnegie Institute of Technology, Graduate School of Industrial Administration (GSIA), Scheneley Park, Pittsburgh, Pennsylvania 15213 (412-621-2600).

The Didactic Games, Co. and Didactic Systems, Inc., P. O. Box 500, Westbury, New York 11590.

Environmental Simulation Laboratory, University of Michigan, Ann Arbor, Michigan.


Hall Sprague and Assoc., Project Simile, Western Behavioral Sciences Institute, 1121 Torrey Pines Road, La Jolla, California 92037 (714-459-3811).

Information Resources, Inc., 96 Mount Auburn Street, Cambridge, Massachusetts 02138.

Institute for the Future, Riverview Center, Middletown, Connecticut 06457.

Instructional Simulations, Inc. (ISI), 2147 University Avenue, St. Paul, Minnesota 55104.

The Johns Hopkins University, Department of Social Relations, Charles and 34th Streets, Baltimore, Maryland 21218, (301-467-3300 X800).

Learning Games Associates, (WFF'N PROOF), 2253 Medford Road, Ann Arbor, Michigan 48102.
Northwestern University International Relations Program, Department of Political Science, Northwestern University, Evanston, Illinois, (312-492-3741).

Political Institutions Simulation Laboratory (POLIS), University of California, Political Science Department, Santa Barbara, California 93106.

Simulation Councils, Inc. (SCI), 1010 Pearl Street, (P. O. Box 2228), La Jolla, California 92037.

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Sociology Department, University of Michigan, Ann Arbor, Michigan 48104 (Center for Research on Conflict Resolution), (Center for Regional Planning).

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