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ABSTRACT

The contents of this list are organized into nine sections. These sections include games developed by gamers at the University of Michigan; games developed by Academic Games Associates Inc.; games developed by Berkeley Gaming Project; games distributed through Instructional Simulations, Inc.; games distributed through Psychology Today; games developed by Urbandyne; games developed by Western Behavioral Sciences Institute; games not classified in sections one through seven; and computerized gaming/simulations. Also included, in an "Appendix", are a list of sources of brochures on games designed specially for elementary and high school students, and a list of other sources of gaming information. Among the topics focused upon are the following: urban blight, political campaigns, church resources, conflict, consensus, democracy, water pollution, ecology, economics, urban colleges, ghettos, alternate futures, welfare problems, housing policy formation, international relation, career choice, and, marriage. (Author/JM)



The University of Michigan / Extension Service

412 MAYNARD STREET
ANN ARBOR, MICHIGAN 48104
TELEPHONE (313) 764-5300

EXTENSION GAMING SERVICE

DIRECTOR
ALFRED W STOREY
ASSISTANT DIRECTORS
QUENTIN H GESSNER
JOHN A WILKINS
ROBERT R WILSON

A SELECTED LIST

OF URBAN, ENVIRONMENTAL AND SOCIAL PROBLEM

GAMING/SIMULATIONS

We do not intend this list to be definitive, but hope it will be useful as a starting point for obtaining further information about specific games. We have tried to omit gaming/simulations not considered useful for some educational purpose, as well as those which do not focus on one or another "social concern."

We are often asked which age group a particular game is best suited for. One of the beauties of games is that they are, as the advertiser likes to say, "suitable for all ages" -- at least junior high and up. In fact, we find that young people play more easily and more fully, since they are less inhibited and more willing to experiment.

Nevertheless, we have omitted from the list those games designed principally for use within the classroom situation and have appended a list (incomplete) of sources of brochures on games specically for elementary and high school people. THE APPENDIX ALSO CONTAINS OTHER SOURCES OF GAMING INFORMATION.

*An Asterisk before a game indicates that more detailed information about it may be obtained from the Extension Gaming Service. Please consult the Game Description List for cost, if any. Further information about other games should be requested from the distributor and/or game developer.

The Extension Gaming Service is prepared to arrange for the running of some gaming/simulations on a contract basis.

Barbara Steinwachs
Extension Gaming Service
(313) 763-1010

U.S. DEPARTMENT OF HEALTH
EDUCATION & WELFARE
NATIONAL INSTITUTE OF
EDUCATION

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I. DEVELOPED BY GAMERS AT THE UNIVERSITY OF MICHIGAN

*CLUG (Community Land Use Game)
urban and regional economics

Developed by: Allan G. Feldt
Players: about 15
Time: 6 hours or, preferably,
longer.

Player's Manual (\$4.95) with
basic model, experiments (vari-
ations), and readings; and
Instructors's Manual (gratis)
with simple playing pieces
published 1972 by:
The Free Press
Department FNY
Riverside, NJ 08075

Complete Kit (\$75) available from:
Urbex Affiliates, Inc.
474 Thurston Road
Rochester, NY 14619
(313) 971-0919

COMPACTS (Community Planning and
Action Simulation)
urban social service system

Developed by: Armand Lauffer
Players: 20-60
Time: 3 hr. - 3 days

Complete Kit (\$75) available from:
Gamed Simulations, Inc. (GSI)
FDR Station
Box 1747
New York, NY 10022

The End of the Line

The difficulties of growing old

Developed by: Frederick L. Goodman
Players: 25-50
Time: 3 - 5 hrs.

Not yet available in a "package,"
but runs of the game may be arranged
through:

Extension Gaming Service
412 Maynard Street
Ann Arbor, MI 48104
(313) 763-1010

Extinction

evolution and survival or
extinction of species

Developed by: Stephen P. Hubbell
Players: 3-4
Time: 3 hr. or more

Complete Kit (\$11) available from:
Sinauer Associates, Inc.
20 Second Street
Stamford, CT 06905

The Helping Hand Strikes Again

The problems arising between
people in need of help and those
groups who attempt to help them.
The game can be adapted with some
effort to specific helper-helpee
relationships.

Developed by: Frederick L. Goodman
Players: 25-50
Time: 4 or more hours

Not yet available in a "package,"
but runs of the game may be arranged
through:

Extension Gaming Service
412 Maynard Street
Ann Arbor, MI 48104
(313) 763-1010

*Housingplan (Policyplan)

See Section IX. (This game can also be run manually.)

*M.E.T.R.O. - APEX:

See Section IX.

*Metropolis:

See Section IX.

*Policy Negotiations

A priming game on allocation of influence in the decision making process

N.B. Modification (To subject matter of interest to group playing) integral to game

Complete Kit (\$75) available from:
Urbex Affiliates, Inc.
474 Thurston Road
Rochester, NY 14619
(313) 971-0919
See Appendix, Item IX

Developed by: Frederick L. Goodman

Players: 6 or more (20-35 optimum)

Time: Priming Game: 2-3 hrs.

Re-design Time: 1-many hrs.

Re-play Time: 2-3 hrs.

PPOM (Population Policies Orientation Model)

Not yet available

State and national planning with respect to economic, demographic, social, and political development

In process of development by: Allan G. Feldt

Players: 15-30 optimum

Time: 4-6 hrs.

*SIMSOC (Simulated Society)

The establishment and maintenance of social order

Players Manual (\$4.95) and Instructors Manual (gratis) available from:

The Free Press

Department FNY

Riverside, NJ 08075

(Forms included)

Developed by: William A. Gamson

Players: 20-50

Time: 6-8 1-hour sessions

*They Shoot Marbles, Don't They?

Societal analysis

Directions (\$2) available from:

Extension Gaming Service

412 Maynard Street

Ann Arbor, MI 48104

Developed by: Frederick L. Goodman
& Robert Parnes

Players: 8-50 (20-30, optimum)

Time: 2½ hrs. or more

Complete Kit (\$40) available from:

Urbex Affiliates, Inc.

474 Thurston Road

Rochester, NY 14619

(313) 971-0919

*W.A.L.R.U.S. I (Water and Land Resource Utilization Simulation)
Impact of Public and private decisions on water pollution

Developed by: Allan G. Feldt & David Moses

Players: 15-30 optimum

Time: 5 hrs.

Directions (~~\$2~~¹) available from:
Extension Gaming Service
412 Maynard Street
Ann Arbor, MI 48104

Complete Kit (~~\$40~~^{17.5}) available from:
Urbex Affiliates, Inc.
474 Thurston Road
Rochester, NY 14619
(313) 971-0919

*WARD (Community Development Model)
A simulated case-study on community development and housing improvement

Developed by: Marilyn Miller, with Larry Coppard, Don Kiel, and Carl Rinne

Players: 20-50

Time: several 3-hr. sessions

For further information about the game, contact:

Stapleton House
1831 Lake Lila Drive #B-6
Ann Arbor, MI 48105

For facility in updating information during play, a computerized listing of the major portion of the data base is available.

The game exists in two versions at present.

WHIPP (Why Housing Is a Problem and a Priority)

Simple look at causes underlying housing problems (modified from Sitte - See Section VII)

Developed by: Barbara Steinwachs

Players: 15-30

Time: 2 hrs.

Copies of directions available at (\$5) each from:

WHIPP
3431 Mount Read Blvd.
Rochester, NY 14616

*Payment must accompany order.

II. DEVELOPED BY ACADEMIC GAMES ASSOCIATES, INC.

Democracy

Representative government (legislative process):
composite of 8 different games

Players: 6-11

Time: ½-4 hrs.

Complete kit (\$8) available from:
Bobbs Merrill Company
Education Division
4300 West 62nd Street
Indianapolis, IN 46268
(317) 291-3100

Economic System

Production, marketing, and consumption

Players: 7-13

Time: 2-4 hrs.

Complete kit (\$25) available from:
Bobbs Merrill Company
Education Division
4300 West 62nd Street
Indianapolis, IN 46268
(317) 291-3100

Ghetto

Problems of the urban poor

Developed by: Dove Toll

Players: 7-20

Time: 1 hr. or more

Complete kit (\$24) available from:
Bobbs Merrill Company
Education Division
4300 West 62nd Street
Indianapolis, IN 46268
(317) 291-3100

Life Career

The implications of current
time allocation and other
choices for future career

Developed by: Sarane S. Boocock

Players: 2-20

Time: 1-6 hrs.

Complete kit (\$35) available from:
Bobbs Merrill Company
Education Division
4300 West 62nd Street
Indianapolis, IN 46268
(317) 291-3100

III. DEVELOPED BY BERKELEY GAMING PROJECT

El Barrio

The forces affecting a Latin immigrant
to the big city in North America

Developed by: Meier and Langdon

Players: 7-15 (9 optimum)

Time: 2-3 hrs.

Complete kit (\$15) available from:
Berkeley Gaming Project
Institute of Urban and Regional
Development
316 Wurster Hall
University of Calif. - Berkeley
Berkeley, CA 94720

Wildlife

The moose-beaver-wolf-vegetation
system of a national park

Developed by: Richard Meier

Players: 2-6 (3 optimum)

Time: 3-? hrs.

Complete kit (\$15) available from:
Berkeley Gaming Project
Institute of Urban and
Regional Development
316 Wurster Hall
University of Calif. - Berkeley
Berkeley, CA 94720

A pure simulation

IV. DISTRIBUTED THROUGH INSTRUCTIONAL SIMULATIONS, INC.

Blight

Urban ecology

Players: 20-40

Time: 3-8 hrs.

Complete kit (\$42.50) available from:
Instructional Simulations, Inc.
2147 University Avenue
St. Paul, MN 55114

Campaign

State legislative race

Players: 23-40

Time: 10-12 hrs.

Complete kit (\$125) available from:
Instructional Simulations, Inc.
2147 University Avenue
St. Paul, MN 55114

F.L.I.P. (Family Life Income Patterns) Complete kit (\$34) available from:
Family budgeting, investment, credit Instructional Simulations, Inc.
and interest in terms of changing family 2147 University Avenue
goals St. Paul, MN 55114

Players: up to 30
Time: 2-8 hrs.

Impact Complete kit (\$160) available from:
Community action in problem-solving Instructional Simulations, Inc.
situations 2147 University Avenue
St. Paul, MN 55114

Players: 20-50
Time: 8-20 hrs.

InForce Complete kit (\$65) available from:
Criminal justice Instructional Simulations, Inc.
2147 University Avenue
St. Paul, MN 55114

Players: 25-35
Time: 8-20 hrs.

Tracts Complete kit (\$39) available from:
Core city land use Instructional Simulations, Inc.
2147 University Avenue
St. Paul, MN 55114

Players: 20-40
Time: 2-8 hrs.

Transit Complete kit (\$42.50) available from:
Urban transportation Instructional Simulations, Inc.
2147 University Avenue
St. Paul, MN 55114

Players: 20-40
Time: 4-10 hrs.

V. DISTRIBUTED THROUGH PSYCHOLOGY TODAY

Blacks and Whites Complete kit (\$8) available from:
Racial conflict Educational Manpower, Inc.
Box 4272-B
Madison, WI 53711

Players: 3-9
Time: 1-2 hrs.

Cities Game Complete kit available in your local
Urban tension and negotiation bookstore and/or department store,
or from:
Psychology Today Games
Del Mar, CA 92014

Players: 4-16
Time: 1-2 hrs.

VI. DEVELOPED BY URBANDYNE

The Church Resources Game

The mission of the church and resource utilization

Developed by: John-Robert McFarland

Players: 6-30

Time: 1-2 hrs.

Complete kit (9.95) available from:
Urbandyne
P.O. Box 134
Park Forest South, IL 60466
(312) 534-9028

Edge City College

Strategies and processes of a college or university

Players: 15-30

Time: 3-4 hrs.

Complete kit (\$35) available from:
Educational Manpower, Inc.
P.O. Box 4272-B
Madison, WI 53711

Urban Dynamics

Basic structures and interlocking systems in the growth and development of a metropolitan area

Players: 12-20

Time: 5-6 hrs.

Complete kit (\$95) available from:
Educational Manpower, Inc.
P.O. Box 4272-B
Madison, WI 53711

Audio-visual package on game introduction and de-briefing also available (\$15).

Youth Culture Game

"A total environment improvisational theater game"

Players: 20-80

Time: 2 hr.

Complete instructions (\$15) available from:
Educational Manpower, Inc.
P.O. Box 4272-B
Madison, WI 53711

VII. DEVELOPED BY WESTERN BEHAVIORAL SCIENCES INSTITUTE

Descriptive catalogues available on request from:

Simile II
P.O. Box 1023
La Jolla, CA 92037
(714) 459-3719

Bafá Bafá: A Cross Culture Simulation

Interacting with another culture or subculture

Developed by: R. Garry Shirts

Players: 18-36

Time: 1½ hrs.

Directions (\$3.50)

Complete kit (\$20) available from:
Simile II

Conflict

Disarmament and world peace

Developed by: Gerald Thorpe
for the World Law Fund

Players: 27-42

Time: 5-8 periods of 50 min. each.

Available 10/74 from:
Simile II

Crisis

International conflict

Players: 18-36

Time: 2-4 hrs.

Sample set (\$3)

Student kit (\$35 or \$50) available from:
Simile II

Metropolitics

Varying types of metropolitan government

Players: 18-35

Time: 1-2 hrs.

Sample set (\$3)

Complete kit (\$25) available from:
Simile II

Napoli (NAtional POLItics)

Legislative process and representative nature of democracy

Players: 8-36

Time: 2-4 hrs.

Sample set (\$3)

Student kit (\$35 or \$50) available from:
Simile II

Plans

Conflicting interest groups attempt to change American society

Players: 12-36

Time: 3-8

Sample set (\$3)

Student kit (\$35 or \$50) available from:
Simile II

Police Patrol

Police problems and responsibilities

Developed by: Todd Clark

Players: 20-35

Time: 1 hr. or more

Complete kit (\$10) available from:

Simile II

Sitte

Conflicting interest groups work to change a city

Players: 10-30

Time: 2-4 hrs.

Sample set (\$3)

Student Kit (\$35 or \$50) available from:
Simile II

Starpower

The uses of power

Developed by: R. Garry Shirts

Players: 15 or more

Time: 2 hrs.

Directions (\$3)

Student kit (\$25) available from:
Simile II

VIII. MISCELLANEOUS

COG (Coalesce, Oppose, or Grapple)
Federal revenue sharing

Developed by: Phillip H. Gillispie,
Steven E. Greenfield,
Philip R. Bratnober

Players: 15-50
Time: 2½ hrs.

Complete kit (\$25) available from:
j j mar-tam & associates
1053 Delamont Avenue
Schenectady, NY 12307

Consensus
Presidential electoral strategy

Developed by: John Reed Koza
Players: 2-4
Time: 2 hrs. or more

Complete kit (\$7.95) available from:
Scientific Game Development Corp.
Box 427
Ann Arbor, MI 48107

Dirty Water
Water pollution and ecological
balance

Developed by: Judith Anderson,
Helen Trilling,
Roger Moody,
Rich Rosen

Players: 2-4
Time: 1-2 hrs.

Complete kit (\$10) available from:
Damon Educational Division
80 Wilson Way
Westwood, MA 02090

Ecology
Bringing population, technology,
and natural environment into
workable balance

Players: 2-4
Time: about 2 hrs.

Complete kit (\$10) available from:
Damon Educational Division
80 Wilson Way
Westwood, MA 02090

Election
Democratic process and presidential
elective system
(1-9 games)

Complete kit (\$5.95 each) available
from:
Educational Games Company
Box 363
Peekskill, NY 10566

Futures
Cross-impact of possible future
developments

Developed by: Olaf Helmer,
T. J. Gordon,
Hans Goldschmidt

Players: 4-12
Time: 1 hr.

Kits are currently "out of print."
For information contact:
Olaf Helmer and Theodore Gordon
Institute for the Future
Riverview Center
Middletown, CT 06457

The Inter-Nation Simulation

National politics and international relations

Developed by: Harold Guetzkow
Cleo H. Cherryholmes

Players: 15-48

Time: several 50-minute sessions
or fewer longer sessions

Complete High School or College kit and manuals available from:
Science Research Associates, Inc.
259 East Erie Street
Chicago, IL 60611

Lobbying Game

Lobbying process in state legislature

Developed by: David Williams
Stanley Blostein

Players: 20-60

Time: 2½ -5 hours

Complete kit (\$50) available from:
Games Group II
P.O. Box 2088
Brandeis University
Waltham, MA 02154

or from:

Gamed Simulations, Inc. (GSI)
FDR Station
Box 1747
New York, NY 10022

The Marriage Game

Understanding marital decision making

Developed by: Cathy Greenblat,
Peter J. Stein,
Norman F. Washburne

Players: 2 or more (played in pairs)

Time: 7-10 rounds of 50 minutes each

Available for \$4.95 from:
Random House
201 E. 50th Street
New York, NY 10022

Order Code: 31678

New Town

New community development

Developed by: Barry Ross Lawson

Players: 3-20

Time: 1½ hr. or more, depending
on version played.

Kits at varying levels of complexity available from:
Harwell Associates, Inc.
P.O. Box 34
Berkeley Heights, NJ 07922

The Poverty Game

The dynamics of poverty in affluence

Developed by: Jim Egbert

Players: 10 or more

Time: less than 1 hr.

For Directions, contact:
Coloquy Magazine
1505 Race Street
Philadelphia, PA 19102
(March 1969 issue - 50¢)

or

United Church Press
391 Steel Way
Lancaster, PA

Serfdom

Roles and goals imposed on individuals and groups by the System; a simulation in class achievement and organizational structuring

Developed by: Pat Bidol,
Ann Kraemer,
Ginny Stewart
Fr. James Trent

Players: 21 or more (27 optimum)

Time: 1½ hrs.

Square Mile

Land development

Players: 2-4

U-DIG (Urban Development Investment Game)

Residential development in an urban neighborhood

Developed by: Ervin J. Bell

Players: 4-16 optimum

Time: 3-5 hrs. for basic time.

Variations may then be played.

Welfare Week

Living on a welfare food budget and confronting welfare-related problems

Originally developed by: The Berea Presbyterian Church, St. Louis, MO

Players: one or more households

Time: a one-week living experience

Yes, But Not Here

The poverty and isolation of the elderly in affluent suburban communities

Available (50¢) from:
Simulation Games Center
221 Willey Street
Morgantown, WV 26503

Please Send Large Self-Addressed Envelope.

or from:
People Acting for Change Together
163 Madison
Detroit, MI 48226

Complete kit available from:
Milton Bradley Company
Springfield, MA

Information may be obtained from:
Ervin J. Bell
Associate Professor of Design
College of Environmental Design
University of Colorado
Boulder, CO

Instructions and forms (\$13.50) available from:
Gamed Simulations, Inc. (CSI)
FDR Station
Box 1747
New York, NY 10022

Available from:
The Macmillan Company
School Division
Department SNY
Riverside, NJ 08075

IX. COMPUTERIZED GAMING/SIMULATIONS

City I

Economic, political, and social interaction towards a developing city

Developed by: Peter House

Players: 25-100

Time: 1 day or more

Computer Needed: IBM 1130 (min, 8K core storage, single disk drive)

Although a workable game of substantial quality and character, City I is not available through any formal distribution mechanism. Universities known to be using the Model in some form are, among others:

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Howard University (Washington, D.C.)
University of Michigan (Ann Arbor)

*Housingplan (a version of Policyplan)
Low and moderate income housing

Developed by: Larry Coppard,
David Moses,
Mary K. Naulin Wood,
Donald Kiel,
Saul Hoffman

Players: 20-100

Time: 6-8 hrs.

Computer Needed: At present
operates only under Michigan
System on IBM 360/67 but standard
Fortran version is in preparation.
Arrangements may be made to operate
via long-distance telephone line
to U of M.

This game also can be run manually.

For information about a game run
or about the Policyplan model,
contact:

Larry C. Coppard
Urbex Affiliates, Inc.
474 Thurston Road
Rochester, NY 14619
(313) 971-0919

*M.E.T.R.O. -APEX

Physical and economic development of
a metropolitan area, with emphasis
on air pollution control

Developed by: Richard D. Duke, in
collaboration with staff of
Environmental Simulation Lab-
oratory

Players: 30-60 optimum, but fewer
or more ok

Time: several cycles of 4-5 hrs.
each

Computer Needed: IBM 1130 (min, 8k
core storage single disk drive)
or 360-370 (min, 360-40; 256K, but
128K is possible).

Computer program costs and training
fees available on request from:

Extension Gaming Service
412 Maynard Street
Ann Arbor, MI 48104

User forms: multiple copies must
be made from the following ERIC
publication: Coding Instructions,
Worksheets, and Key punch Sheets
for METRO-APEX Simulation (Ed 075261)

Manuals available from: ERIC Document Reproduction Service, Leasco Infor-
mation Products, Inc., P.O. Drawer G, Bethesda, Maryland 20014; (900)
656-9723. Each is available for \$.65 in microfiche, or \$3.29 in hard copy.
(Vol. 2 only: \$6.58) Orders must be placed under the following ED numbers:

- ED 064 530 - Vol. 1, Game Director's Manual
- ED 064 531 - Vol. 2, Computer Operator's manual for IBM 1130
- ED 064 532 - Vol. 3, Air Pollution Control Officer's Manual
- ED 064 533 - Vol. 4, City Politicians' Manual
- ED 064 534 - Vol. 5, County Politicians' Manual
- ED 064 535 - Vol. 6, Industrialist 1
- ED 064 536 - Vol. 7, Industrialist 2
- ED 064 537 - Vol. 8, Industrialist 3
- ED 064 538 - Vol. 9, Industrialist 5

ED 064 539 - Vol. 10, Industrialist 6
ED 064 540 - Vol. 11, Developer 1
ED 064 541 - Vol. 12, Developer 2
ED 064 542 - Vol. 13, Developer 3
ED 064 543 - Vol. 14, Developer 4
ED 064 544 - Vol. 15, Developer 5
ED 064 545 - Vol. 16, Developer 6
ED 064 546 - Vol. 17, Developer 7
ED 064 547 - Vol. 18, City Planner's Manual
ED 064 548 - Vol. 19, County Planner's Manual
ED 064 549 - Vol. 20, Reference Materials
ED 064 550 - Vol. 21, Legal References--Air Pollution Control Regulations
ED 075 261 - Coding Instructions, Worksheets, and Key punch Sheets

One other manual in this series (ED number not yet known) is available.
IBM 360 Computer Operator's Manual.

*Metropolis

Metropolitan growth and development,
with emphasis on capital budgeting
and public expenditure

Developed by: Richard D. Duke

Players: 9 is best for one game;
2 or 3 games ("cities") can
be run simultaneously

Time: several cycles of about 1 hr.
each

Computer Needed: IBM 1130 (min. 8K
core storage, single disk drive)
is most convenient, but IBM 360/
370 version is available.

One loaded disk and operator's
instructions available for \$200
from:

Urbex Affiliates, Inc.
474 Thurston Road
Rochester, NY 14619
(313) 971-0919

Program also available in card
form at slightly reduced price.

Instructions for manual version
to be published by Sage Publica-
tions.

River Basin Model

An extension of City IV (see City I
above), this version is based on a
large city and its surrounding water-
shed.

Developed by: Peter House and staff

Players: 20-120

Time: 1 day or, preferably, longer

Computer Needed: Standard program
distributed requires IBM 360/370
with 190K partition under OS and
a dedicated disk pack. Contact
regional centers or EPA for infor-
mation about other possible con-
figurations.

For further information regarding
the gaming/simulation or a run
of it, contact:

Environmental Protection Agency
Environmental Studies Division
Room 1021
Crystal Mall - Building 2
Washington, D.C. 20460

or preferably, one of the universities
listed below.

One University in each of ten federal regional districts in the United States is disseminating information about the River Basin Model. They are:

REGION I (Maine, N.H., Vt., Mass.,
Conn., R.I.):
John W. Sommer
Department of Geog.
Dartmouth College
Hanover, NH
(603) 646-3117

REGION II (N.Y., Virgin Islands, N.J.,
Puerto Rico):
Professor Myron Uretsky
New York University
Graduate School of Business Admin.
100 Trinity Place
New York, NY 10006
(212) 732-5820

REGION III (Pa., Md., Del., W. Va., Va.):
W. L. Garrison
Environmental Systems Engineering
School of Engineering
University of Pittsburgh
Pittsburgh, PA 15213
(412) 621-3500 X6338

REGION IV (Ky., Tenn., N. C., S. C.,
Ga., Ala., Miss., Fla.):
Michael D. Kennedy
College of Architecture
Pence Hall
University of Kentucky
Lexington, KY 40506
(606) 257-1881

REGION V (Ohio, Ind., Ill., Mich.,
Wisc., Minn.):
Allan G. Feldt
Environmental Simulation Lab.
University of Michigan
109 E. Madison
Ann Arbor, MI 49104
(313) 763-0258

REGION VI (Ark., La., Tex., Okl.,
N. Mex.):
Luis H. Summers
University of Oklahoma
180 W. Brooks Street
Room 252
Norman, OK 73069
(405) 325-5761

REGION VII (Iowa, Mo., Kans., Neb.):

Gerald L. Esterson
Department of Chemical Engineering
School of Engineering and Applied Science
Washington University
St. Louis, MO 63130
(314) 863-0100 X4017

REGION VIII (N. Dak., S. Dak., Mont., Wy.,
Col., Utah):

Dr. Leon Osterweil
Department of Computer Science
University of Colorado
Boulder, CO 80302
(303) 443-2211 X6902

REGION IX (Ariz., Nev., Ca., Hawaii, Guam):

Dr. Stephen F. McCormick
Institute for Educational Computing
Claremont Colleges
McConnell Center
Pitzer College
Claremont, CA 91711
(714) 626-8511 X3312

REGION X (Idaho, Wash., Oreg., Alaska):

Dr. Edgar M. Horwood
Dept. of Urban Planning and Civil Engineering
Urban Transportation Program, FV-10
University of Washington
Seattle, WA 98195
(206) 543-7331

APPENDIX

- I. The second (revised) edition of the annotated (and rather complete) Guide to Simulation Games for Education and Training (Zuckerman and Horn, ed.) may be obtained for \$15 from Information Resources, Inc./P.O. Box 417/Lexington, MA 02173.

Werner and Werner's Bibliography of Simulations: Social Systems and Education (Western Behavioral Sciences Institute/1150 Silverado/La Jolla, CA) is a very complete book and periodical listing, but through January 1969 only. 178 pp. \$4.00.

Learning with Games, ed. Cheryl L. Charles and Ronald Stadskev, describes and analyzes seventy social studies educational games and simulations. Also contains an extensive list of sources and resources. \$4.95/book. All orders must be prepaid unless accompanied by an institutional purchase order. Available from: SSEC Publications/855 Broadway/ Boulder, CO 80302.

- II. Simulation/Gaming/News is an informative and entertaining five-times-a-year newspaper covering the latest developments in simulations and games. Available for \$4 per year from S/G/N, Box 3039, University Station, Moscow, ID 83843.

III. Some Sources of Games for Elementary and High School Use

A. From those already listed:

Bobbs Merrill Company (Section II)
Damon/Educational Division (Section VIII)
Educational Games Company (Section VIII)
Harwell Associates, Inc. (Section VIII)
Instructional Simulations, Inc. (Section IV)
Simile II (Section VII)
United Church Press (Section VIII)
Urbandyne (Section VI)

B. A few others:

ABT Associates, or Games Central/55 Wheeler St./Cambridge, MA 02138
Coca-Cola Bottling Company/Call your local distributor for "Man in His Environment" kit.
Creative Publications/P.O. Box 328/Palo Alto, CA 94302
Edu-Game (Creative Classroom Activities)/P.O. Box 114/Sun Valley, CA 91352
Environmental Design/P.O. Box 683/Chatsworth, CA 91311
Interact/P.O. Box 262/Lakeside, CA 92040
The Macmillan Company/School Division/Dept. SNY/Riverside, NJ 08075
Science Research Associates, Inc./259 E. Erie St./Chicago, IL 60611
Scott Foresman and Company/1900 East Lake Ave./Glenview, IL 60025
SSEC Publications/855 Broadway/Boulder, CO 80302

- IV. WFF 'N PROOF Publishers offer a number of games which make the learning of logic, mathematics, language, science, and critical analysis genuinely fun. Their emphasis is not on what to think, but how to think. Included are WFF 'N PROOF (\$8), Equations (\$5), On-Sets (\$5), Queries 'n Theories (\$8), On-Words (\$5), The Propaganda Game (\$6), and others. Available from: WFF 'N PROOF/111-GU Maple Ave./Turtle Creek, PA 15145.
- V. A wide variety of games for specific (and sometimes limited) purposes has been designed by ABT Associates, Inc. Some are available for public use, some not. Information may be obtained from: Games Central/55 Wheeler St./Cambridge, MA 02138
- VI. The Business Games Handbook (by Robert G. Graham and Clifford F. Gray, American Management Association, Inc., 1969) contains related readings and descriptions of a large number of games useful within business and industry.
- VII. Two sources of information on Peace Simulations:
Ways and Means of Teaching about World Order: No. 8 (Winter 1972); "Simulating for Peace" lists five simulation games focusing on conflict in the international system. (Prepared by the School Program of the World Law Fund/11 West 42nd St./New York, NY 10036).
Teaching about War and Its Control: A Selective Annotated Bibliography for the Social Studies Teacher, (William A. Nesbit, ed., 1972) contains games among its many listed resources. (Available from The University of The State of New York/The State Education Dept./Center for International Programs and Comparative Studies/Albany, NY 12224).
- VIII. Pfeiffer and Jones are the editors of A Handbook of Structured Experiences for Human Relations Training, a collection of group-process and/or sensitivity-type exercises. Most of them can be utilized within a short time span. (University Associates/P.O. Box 80637/San Diego, CA 92138) Four volumes @ \$3.50 each.
- IX. Margaret Warne Monroe has adapted "Policy Negotiations" (See Section I) to four urban problem areas. Urban Games: Four Case Studies in Urban Development illustrates with clarity how "Policy Negotiations" can be utilized as an analytic tool, and then as a planning tool, for any specific social problem. Operator's Manual and Player's Manual available from: Urbex Affiliates, Inc./474 Thurston Rd./Rochester, NY 14619. (Game Operator's manual: \$4, Player's manual: \$3; Set of one Operator's and ten Player's manuals: \$29).