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ABSTRACT

This guide contains a selected list of urban, environmental, and social problem gaming/simulations. The games included in the list are suitable for a variety of age groups and educational purposes. Each listed game/simulation is accompanied by an identifying statement, the developers of the game, number of players, game time, and source of the game. The appendices include bibliographies, organizations, catalogs, newsletters, and books.
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U.S. DEPARTMENT OF HEALTH
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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 most which do not focus on one or another "social concern."

We often are 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 many "adult level" games 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 of some sources of brochures on games specifically 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 Price List for cost, if any. Further information about other games should be requested from the distributor and/or game developer.

Barbara Steinwachs

January 1977

THE EXTENSION GAMING SERVICE provides consultation on and assistance in using and designing serious games and simulations for professional, educational, community, and civic groups. Our immediate staff includes Barbara Steinwachs, Terry Anderson, Russell Stambaugh, Leonard Suransky and Cindy Palmer--and we frequently draw upon the expertise of other University of Michigan gamers.

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I. DEVELOPED BY GAMERS AT THE UNIVERSITY OF MICHIGAN

Acclimb

Coping with an alien culture or subculture

Developed by: Leonard Suransky,
Ansell Horn, Barbara Steinwachs,
with the University of Michigan's
International Center

Players: 14-60

Time: 2-4 hours

Instructions, not yet complete,
available (\$3) from:

Extension Gaming Service
412 Maynard Street
Ann Arbor, MI 48109
(313) 763-1010

The game could be run from these
instructions with some design additions.

*Bridges

Planning as a learning process;
decision-making under risk and
uncertainty

Developed by: A. Bechhoefer,
R. Gantz, M. Lee, C. Nuttal,
M. Rycus, and S. Sommarstrom

Players: 9-30

Time: 2-3 hours

More information can be obtained from:

Arthur S. Bechhoefer
Urban and Regional Planning
School of Natural Resources
University of Michigan
Ann Arbor, MI 48109

Brookside Manor: A Gerontological
Simulation

The needs of older persons, and
their living environments

Developed by: Dorothy H. Coons
and Justine Bykowski

Players: 15-60

Time: 2 hours

Available from:

Institute of Gerontology
Univ. of Mich.-Wayne State Univ.
520 E. Liberty
Ann Arbor, MI 48109

*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 (variations), and
readings; and Instructor'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.
P.O. Box 2198
Ann Arbor, MI 48106
(313) 973-2233

COMPACTS (Community Planning and
Action Simulation)

Urban social service system

Developed by: Armand Lauffer

Players: 20-60

Time: 3 hours - 3 days

Complete kit (\$85) available from:

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

*The End of the Line

The difficulties of growing old,
and of servicing the elderly

Developed by: Frederick Goodman

Players: 20-60

Time: 2-3 hours

Complete manual (with "make-your-own
materials" section) available (\$5.50)
from:

Publications
The Institute of Gerontology
University of Michigan
520 E. Liberty
Ann Arbor, MI 48109
(313) 763-1325

Complete kit available (\$75 plus
postage) from:

Urbex Affiliates, Inc.
P.O. Box 2198
Ann Arbor, MI 48106
(313) 973-2233

*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 Goodman

Players: 25-50

Time: 3 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 48109
(313) 763-1010

The Hex Game

Human settlement planning in
developing countries: three
concurrent, interdependent
games at national, regional,
and local levels

Developed by: Richard D. Duke et al.

Players: 12-20

Time: 2 hours or less

Available from:

Multilog
321 Parklake Avenue
Ann Arbor, MI 48103

IMPASSE? (the IMPact ASSEssment game)

Game-like exercise facilitating
planning, evaluation, dialogue,
consensus-reaching

Developed by: Richard D. Duke and
Cathy S. Greenblat

Players: any number

Time: variable

Complete instructions (with necessary
forms) available in:

"Game-Generating Games for
Community and Classroom" (also
contains "At Issue!" and "Con-
ceptual Mapping Game"), a pub-
lication of:

Little, Brown and Co.
Boston, MA

*M.E.T.R.O. - APEX: See Section VIII.

*Metropolis: See Section VIII.

Hand-computed version available from:
Gamed Simulations Inc.
P.O. Box 1747/ FDR Station
New York, NY 10022

Starter kits: \$25/ Leader's Guide: \$5
Participant's Manual: \$3
Wall charts and Computation Forms: \$10

Nutrition System Simulation

Nutritional consequences of
economic development alternatives
in developing countries

Developed by: Richard D. Duke,
Rob Carey, et al.

Players: 10-60

Time: 5 hours

Available from:

Multilog
321 Parklake Avenue
Ann Arbor, MI 48103

Piece of Mind

The delivery of Mental Health
Services to a community: problems
arising between those in possible
need of help and those trying to
help them

Developed by: Ansell Horn and
Barbara Steinwachs

Players: 25-80 (30-60 optimum)

Time: 3-4 hours

Not yet available in a "package,"
but runs can be arranged through:

Extension Gaming Service
412 Maynard Street
Ann Arbor, MI 48109
(313) 763-1010

*Policy Negotiations

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

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

Developed by: Frederick Goodman

Players: 6 or more (20-35 optimum)

Time: Priming Game: 2-3 hours

Re-design Time: 1-many hours

Re-play Time: 2-3 hours

Complete kit (\$75) available from:

Urbex Affiliates, Inc.
P.O. Box 2198
Ann Arbor, MI 48106
(313) 973-2233

See Appendix, Item IV, Entry 4, for
information on Urban Games, four
adaptations by Margaret Warne Monroe.

Instructions for a simplified version
from which groups may build their own
game from scratch available for \$3 from:

Extension Gaming Service
412 Maynard Street
Ann Arbor, MI 48109

Sample content ("Family Negotiations")
available for \$2, also from Extension
Gaming Service.

*Policyplan

A general-purpose planning model.
A number of versions currently exist: "Housingplan," "Drugplan," "Actionplan" (Community development).

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

Larry C. Coppard
School of Education
University of Michigan
Ann Arbor, MI 48109

A computer program for use on the IBM 360 and Univac 1108 is available.

Not yet available

PPOM (Population Policies Orientation Model)

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 hours

*Rummage-ing

A priming game structure for adaptation to virtually any content area

Developed by: Ansell Horn and

Fred Goodman

Players: 2 or more (no limit)

Time: 2 hours or more

Complete instructions (\$4) available from:

Extension Gaming Service
412 Maynard Street
Ann Arbor, MI 48109

*SIMSOC (Simulated Society)

The establishment and maintenance of social order

Developed by: William A. Gamson

Players: 20-50

Time: 6-8 1-hour sessions

Player's Manual (\$4.95) and Instructor's Manual (gratis) available from:

The Free Press
Department FNY
Riverside, NJ 08075
(forms included)

*Staff Training Poker (STP) Game

The dilemma of staff development trainers, and of some middle managers and educators

Developed by: Mitch Rycus and staff of Extension Gaming Service

Players: 10-48

Time: 2-3 hours

Instructions not yet available, but information can be obtained from:

Extension Gaming Service
412 Maynard
Ann Arbor, MI 48109
(313) 763-1010

***They Shoot Marbles, Don't They?**

Rules and their enforcement.

Developed by: Frederick Goodman
and Robert Parnes

Players: 8-50 (20-35 optimum)

Time: 2 1/2 hours or more

Turn-On (Tapping Untapped Resources

Now-Or Never)

Area planning for the aging

Developed by: Armand Lauffer,
Roger Mills, Tom Morton

Players: 25-50

Time: 2 1/2 hours

***U-Build**

A frame game structure for groups to build their own game(s) in any area related to planning and implementation. Includes a number of ideas for adaptation.

Developed by: Ansell Horn

Players: 12-60 (30 optimum)

Time: 3-many hours

***W.A.L.R.U.S. (Water and Land Resource
Utilization Simulation)**

Impact of public and private decisions on water pollution.

Developed by: Allan G. Feldt & David
Moses

Players: 20-30 optimum

Time: 5 hours

WARD (Community Development Model)

A simulated case-study on community development and housing improvement

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

Players: 20-50

Time: several 3-hour sessions

Directions (\$4) available from:

Extension Gaming Service
412 Maynard Street
Ann Arbor, MI 48109
(313) 763-1010

Complete kit (\$40) available from:

Urbex Affiliates, Inc.
P.O. Box 2198
Ann Arbor, MI 48106
(313) 973-2233

For information, write:

Tom Morton
Project T.A.P.
The University of Michigan
1015 E. Huron
Ann Arbor, MI 48109

Instructions available (\$.50) from:

Extension Gaming Service
412 Maynard Street
Ann Arbor, MI 48109
(313) 763-1010

Directions available from:

Sea Grant Advisory Services
University of Michigan
1101 N. University
Ann Arbor, MI 48109

Complete kit (\$75) available from:

Urbex Affiliates, Inc.
P.O. Box 2198
Ann Arbor, MI 48106
(313) 973-2233

For further information about the game contact:

Larry C. Coppard
School of Education, U-M
Ann Arbor, MI 48109

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

*WHIPP (Why Housing Is a Problem and a Priority)

A look at some causes underlying housing problems (Modified from Sitte--see Section V)

Developed by: Barbara Steinwachs

Players: 15-30

Time: 2 hours

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 eight different games

Players: 6-11

Time: 1/2-4 hours

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 hours

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 hour or more

Complete kit (\$28) 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: 2-30

Time: 2-10 hours

Complete kit (\$47) available from:

Bobbs Merrill Company

Education Division

4300 West 62nd Street

Indianapolis, IN 46268

(317) 291-3100

III. DISTRIBUTED 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 hours

Complete kit (\$25) available from:

Berkeley Gaming Project

Institute of Urban and Regional Develop.

316 Wurster Hall

University of California, 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-? hours

A pure simulation

Complete kit (\$25) available from:
Berkeley Gaming Project
Institute of Urban and Regional
Development
316 Wurster Hall
University of California-Berkeley
Berkeley, CA 94720

IV. DISTRIBUTED THROUGH INSTRUCTIONAL SIMULATIONS, INC.

Blight

Urban ecology

Players: 20-40

Time: 3-8 hours

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

Campaign

State legislative races

Players: 23-40

Time: 10-12 hours

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

F.L.I.P. (Family Life Income Patterns)

Family budgeting, investment, credit
and interest in terms of changing
family goals

Players: up to 30

Time: 2-8 hours

Complete kit (\$34) available from:
Instructional Simulations, Inc.
2147 University Avenue
St. Paul, MN 55114

Impact

Community action in problem-solving
situations

Players: 20-50

Time: 8-20 hours

Complete kit (\$160) available from:
Instructional Simulations, Inc.
2147 University Avenue
St. Paul, MN 55114

InForce

Criminal justice

Players: 25-35

Time: 8-20 hours

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

Tracts

Core city land use

Players: 20-40

Time: 2-8 hours

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

Transit

Urban transportation

Players: 20-40

Time: 4-10 hours

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

V. DISTRIBUTED BY SIMILE II

BaFá BaFá: A Cross-Culture Simulation

Interacting with another culture or subculture

Developed by: R. Garry Shirts

Players: 16-40

Time: 1 1/2 hours

Directions (\$3.50)

Complete kit (\$20) available from:

Simile II / 218 Twelfth St.

P.O. Box 910

Del Mar, CA 92014

(714) 755-0272

Children's version (RaFá RaFá) also available

Conflict

Disarmament and world peace

Developed by: Gerald Thorpe

Players: 27-42

Time: 5-8 periods of 50 minutes each

Directions (\$7.50)

Complete kit (\$50) available from:

Simile II / 218 Twelfth St.

P.O. Box 910

Del Mar, CA 92014

(714) 755-0272

Crisis

International conflict

Players: 18-36

Time: 2-4 hours

Sample set (\$3)

Complete kit (\$25 or \$30) available from:

Simile II / 218 Twelfth St.

P.O. Box 910

Del Mar, CA 92014

(714) 755-0272

Humanus

Value decisions in a world-wide catastrophe "survival" situation

Developed by: Paul A. Twelker
and Kent Layden

Players: 5 or more

Time: 1 1/2 - 3 hours

Complete kit (includes cassette tape) available (\$10) from:

Simile II / 218 Twelfth St.

P.O. Box 910

Del Mar, CA 92014

(714) 755-0272

Metropolitics

Varying types of metropolitan government

Players: 18-35

Time: 1-2 hours

Sample set (\$3)

Complete kit (\$25) available from:

Simile II / 218 Twelfth St.

P.O. Box 910

Del Mar, CA 92014

(714) 755-0272

Napoli (National POLitics)

Legislative process and representative nature of democracy.

Players: 8-36

Time: 2-4 hours

New City Telephone Co.

The privately-owned government-regulated corporation; labor-management relations; work values; leadership; career choice.

Developed by: R. Garry Shirts

Players: 5-30

Time: 2-3 hours

Plans

Conflicting interest groups attempt to change American society

Players: 12-36

Time: 3-8 hours

Plea Bargaining

Nonadjudicative convictions and acquittals--and criminal justice

Developed by: Ethan Katsh, Ronald M. Pipkin, Beverly Schwartz Katsh

Players: 4-35

Time: 4 hours

Police Patrol

Police problems and responsibilities.

Developed by: Todd Clark

Players: 20-35

Time: 1 hour or more

Sitte

Conflicting interest groups work to change a city.

Players: 10-30

Time: 2-4 hours

Sample set (\$3)

Complete kit (\$35 or \$50) available from:
Simile II/218 Twelfth St.

P.O. Box 910

Del Mar, CA 92014

(714) 755-0272

Complete kit (\$15) available from:

Simile II/218 Twelfth St.

P.O. Box 910

Del Mar, CA 92014

(714) 755-0272

Sample set (\$3)

Complete kit (\$35 or \$50) available from:
Simile II/218 Twelfth St.

P.O. Box 910

Del Mar, CA 92014

(714) 755-0272

Complete kit (\$17.50 or \$25) available from:

Simile II/218 Twelfth St.

P.O. Box 910

Del Mar, CA 92014

(714) 755-0272

Complete kit (\$12.50) available from:

Simile II/218 Twelfth St.

P.O. Box 910

Del Mar, CA 92014

(714) 755-0272

Sample set (\$3)

Complete kit (\$35 or \$50) available from:
Simile II/218 Twelfth St.

P.O. Box 910

Del Mar, CA 92014

(714) 755-0272

Starpower

The nature of power; the "haves"
and the "have-nots "

Developed by: R. Garry Shirts

Players: 15 or more

Time: 2 1/2 hours

Directions (\$3)

Complete kit (\$25) available from:

Simile II/218 Twelfth St.

P.O. Box 910

Del Mar, CA 92014

(714) 755-0272

Children's version, "Powderhorn", also
available (\$15).

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 hours

Complete kit (\$5) available from:

Urbandyne

P.O. Box 1004

Park Forest South, IL 60466

(312) 534-9028

Or from:

Simulation Sharing Service (\$10)

221 Willey Street

Morgantown, WV 26505

Edge City College

Strategies and processes of a
college or university

Players: 15-30

Time: 3-4 hours

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 develop-
ment of a northern U.S. metropolitan
area, with emphasis on the varied
socio-economic groups who were/are
the major actors, 1920 and forward

Players: 12-30

Time: 4-6 hours

Complete kit (\$95) available from:

Urbex Affiliates, Inc.

P.O. Box 2198

Ann Arbor, MI 48106

(313) 973-2233

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

Youth Culture Game

"A total environment improvisational
theater game "

Players: 20-80

Time: 2 hours

Complete instructions (\$15) available
from:

Educational Manpower, Inc.

P.O. Box 4272-B

Madison, WI 53711

VII. MISCELLANEOUS

*Alternative Approaches to Land Development Traditional vs. comprehensive planning

Developed by: John Stainton
Players: 3 or more (12-24 optimum)
Time: 1½-3 hours

Baldicer

World food situation; resource economics

Developed by: Georgeann Wilcoxson
Players: 10-20
Time: 6-8 rounds of 15-20 minutes each, minimum (3 hours optimum)

Blood Money

Health care delivery system

Developed by: Cathy S. Greenblat and John H. Gagnon
Players: 20-35 (24-28 optimum)
Time: 2 1/4 - 3 hours

Cities Game

Urban tension and negotiation

Players: 4-16
Time: 1-2 hours

COG (Coalesce, Oppose, or Grapple)

Federal revenue sharing

Developed by: Phillip H. Gillispie, Steven E. Greenfield, Phillip R. Bratnober
Players: 15-50
Time: 2 1/2 hours

Complete instructions (with directions for making materials) available for \$5.00 from:

Extension Gaming Service
412 Maynard Street
Ann Arbor, MI 48109
(313) 763-1010

Complete kit (\$25) available from:

John Knox Press

1177

Amherst, VA 23209

OR FROM:

Games Central
c/o Abt Associates, Inc.
55 Wheeler Street
Cambridge, MA 02138

Complete instructions available free of charge from:

Harrison Owen
Office of Education, Prevention & Control
Building 31, Room 5A10
N.H.L.I. & N.I.H.
Bethesda, MD 20014

Complete kit available in your local bookstore and/or department store, or at \$7 from:

Ziff/Davis Consumer Services Division
595 Broadway
New York, NY 10012

Complete kit (\$25) available from:

j j mar-tam & associates
c/o Phillip Gillispie
SCAP
75 Lafayette St.
Schenectady, NY 12305

Consensus

Presidential electoral strategy

Developed by: John Reed Koza

Players: 2-4

Time: 2 hours or more

Culture Contact

Cultural relativism

Players: 20-30

Time: 2-5 hours

Dirty Water

Water pollution and ecological balance

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

Players: 2-4

Time: 1-2 hours

Ecology

Bringing population, technology,
and natural environment into
workable balance

Players: 2-4

Time: about 2 hours

Food for Thought: A Population Simula-
tion Kit

A variety of exercises on population
growth and distribution, food resources,
land use, immigration, etc.

Developed by: Population Inst. & Popula-
tion Reference Bureau

Players: 25-100

Time: Varies with each exercise

Futures

Cross-impact of possible future
developments

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

Players: 4-12

Time: 1 hour

Indian Reservation

Life Today on the Northern Plains

Developed by: Ron Stadskev

Players: 12+

Time: 3-6 hours

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

Complete kit (\$36.50) available from:
Games Central
c/o Abt Associates Inc.
55 Wheeler Street
Cambridge, MA 02138

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

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

Available (\$3) from:
Population Institute
110 Maryland Ave. NE
Washington, DC 20002

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

Complete kit (\$12) available from:
Institute of Higher Education
Research and Services
The University of Alabama
P.O. Box 6293
University, AL 35486

Innocent Until

Criminal justice and legal aspects
of alcohol abuse

Players: 13-32

Time: 4-10 hours

Complete kit (\$35.50) available from:

Games Central
c/o Abt Associates Inc.
55 Wheeler Street
Cambridge, MA 02138

The Inter-Nation Simulation

National politics and international
relations

Developed by: Harold Guetzkow

Adapted by: 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

The Jail Puzzle

Pre-trial criminal justice system

Developed by: Bernie DeKoven

Players: 14-25

Time: 2 1/4 - 3 hours

Complete kit (\$1) available from:

Rev. Dave Wasserman
c/o P.T.S.
616 N. Highland Ave.
Pittsburgh, PA 15206

Lobbying Game

Lobbying process in state legislature

Developed by: David Williams and
Stanley Blostein

Players: 20-60

Time: 2 1/2 - 5 hours

Complete kit available from:

Games Group II
P.O. Box 2088
Brandeis University
Waltham, MA 02154
OR FROM (\$85):
Gamed Simulations, Inc. (GSI)
FDR Station
Box 1747
New York, NY 10022

Mahopa

The history and culture of
the North American Indian

Developed by: Interact

Players: about 15-40

Time: 4 hours or more
(in periods of 1 hour each)

Available (\$12) from:

Interact
P.O. Box 262
Lakeside, CA 92040

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 (\$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: 1 1/2 hours or more, depending
on version played

The Poverty Game

The dynamics of poverty in affluence

Developed by: Jim Egbert

Players: 10 or more

Time: less than 1 hour

Powerplay

Appreciating, learning to use, and
increasing power

Developed by: George Peabody and
Paul Dietterich

Players: 10

Time: Several hours or more

The Road Game

Competition, cooperation,
communication and conflict
resolution

Developed by: Barbara Ellis Long
and Thomas E. Linehan

Players: 16-24 (more ok)

Time: 1 1/2 hours

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 Kramer
Ginny Stewart, and Fr. James Trent

Players: 21 or more (27 optimum)

Time: 1 1/2 hours

Settle or Strike

Labor issues and negotiation skills

Players: 6-32

Time: 3-6 hours

Kits at varying levels of complexity
available from:

Harwell Associates, Inc.

P.O. Box 95

Convent Station, NJ 07961

For directions contact:

Colloquy Magazine

1505 Race Street

Philadelphia, PA 19102

(March 1969 issue-50¢)

OR

United Church Press

391 Steel Way

Lancaster, PA 17600

Available (\$33.50) from:

NTL/Learning Resources Corp.

2817-N Darr Avenue

Fairfax, VA 22030

(703) 573-3371

Game (Teacher and Student Manual)
published by:

Herder and Herder

232 Madison Ave.

New York, NY 10016

Also see Appendix, Item XI, 3rd entry

Available (75¢) from:

Simulation Games Center

221 Willey Street

Morgantown, WV 26503

PLEASE SEND LARGE SELF-ADDRESSED DOUBLE-
STAMPED ENVELOPE.

OR FROM: (\$1)

People Acting for Change Together

Wayne County Community College

4612 Woodward

Detroit, MI 48201

Complete kit (\$46.50) available from:

Games Central, c/o Abt Associates Inc.

55 Wheeler Street

Cambridge, MA 02138

Square Mile

Land development

Players: 2-4

Complete kit available from:
Milton Bradley Company
Springfield, MA

U-DIG (Urban Development Investment Game)

Residential development in an urban neighborhood

Developed by: Ervin J. Bell

Players: 4-16 optimum

Time: 3-5 hours for basic time.

Variations may then be played.

Information may be obtained from:
Ervin J. Bell
Associate Professor of Design
College of Environmental Design
University of Colorado
Boulder, CO 80302

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

Instructions and forms (\$50) available from:
Gamed Simulations, Inc. (GSI)
FDR Station
Box 1747
New York, NY 10022

World Population/Land Area/Resources/
Food Simulation Experience

Developed by: John T. Conner

Players: 20-200

Time: 1 hour or more

Available (35¢) from:
John T. Conner
101 N.S. 23rd St.
Corvallis, OR 97330

Yes, But Not Here

The poverty and isolation of the elderly in affluent suburban communities

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

VIII. 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:

Howard University (Washington, DC)
University of Michigan (Ann Arbor)

*M.E.T.R.O. - APEX 1974

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

Developed by: Richard D. Duke, in
collaboration with staff of Environ-
mental Action Laboratory (University
of Michigan), and the COMEX Research
Project and the Air Pollution Control
Institute of the University of Southern
California

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

Time: several cycles of 4-5 hours each

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

For computer program costs and
training fees contact:

Richard McGinty
Director, COMEX Project
The University of Southern California
Davidson Conference Center
University Park
Los Angeles, CA 90007
(213) 746-6569

Manuals available from:

ERIC Document Reproduction Service (EDRS)
P.O. Box 190/Arlington, VA 22210
(703) 841-1212

Send basic cost plus postage:
18¢ for first 60 pp.
plus 8¢ for each additional 60 pp.

Orders must be placed under the
following ED numbers:

| ED # | VOL | MANUAL TITLE | MICROFICHE | PAPER COPY | PAGES |
|------------|------|--|------------|------------|-------|
| ED 104 697 | 1.1 | Game Overall Director's Manual-Revised | \$.76 | \$ 9.51 | 187 |
| ED 104 698 | 2.1 | Computer Operator's Man. (360 Computer-Revised) | .76 | 13.32 | 267 |
| ED 104 699 | 3.1 | City Politician's Manual-Revised | .76 | 6.97 | 141 |
| ED 104 700 | 4.1 | County Politician's Manual-Revised | .76 | 6.97 | 141 |
| ED 104 701 | 5.1 | Planner's Manual-Revised | .76 | 5.70 | 115 |
| ED 104 702 | 6.1 | Environmental Qual. Agency's Manual-Revised | .76 | 4.43 | 83 |
| ED 104 703 | 7.1 | Air Pollution Control Officer's Man.-Revised | .76 | 5.70 | 118 |
| ED 104 704 | 8.1 | Water Quality Manager's Manual-Revised | .76 | 4.43 | 100 |
| ED 104 705 | 9.1 | Solid Waste Manager's Manual-Revised | .76 | 5.70 | 104 |
| ED 104 706 | 10.1 | Developer's Manual-Revised | .76 | 5.70 | 111 |
| ED 104 707 | 11.1 | Industrialist's Manual #1-Revised | .76 | 6.97 | 149 |
| ED 104 708 | 12.1 | Industrialist's Manual #2-Revised | .76 | 6.97 | 149 |
| ED 104 709 | 13.1 | Industrialist's Manual #3-Revised | .76 | 6.97 | 149 |
| ED 104 710 | 14.1 | Industrialist's Manual #4-Revised | .76 | 6.97 | 149 |
| ED 104 711 | 15.1 | Industrialist's Manual #5-Revised | .76 | 6.97 | 149 |
| ED 104 712 | 16.1 | Industrialist's Manual #6-Revised | .76 | 6.97 | 149 |
| ED 104 713 | 17.1 | Industrialist's Manual #7-Revised | .76 | 6.97 | 150 |
| ED 104 714 | 18.1 | Legal Reference Manual-Revised | .76 | 6.97 | 131 |
| ED 104 715 | 19.1 | City Manager & County Admin, Officer's Man.-Rev. | .76 | 6.97 | 132 |
| ED 104 716 | 20.1 | News Media Manual-Revised | .76 | 3.32 | 74 |
| ED 104 717 | 21.1 | Pressure Groups Manual-Revised | .76 | 5.70 | 120 |

Coding instructions, worksheets, and keypunch sheet are included in Volumes 1.1 and 2.1.

***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 one
hour each

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

Computer Manual version available
in book form from:

Games Simulations, Inc.

P.O. Box 1747

FDR Station

New York, NY 10022

See Section I of this list for details.

For information on computer program,
contact:

Don Kiel

School of Natural Resources

The University of Michigan

Ann Arbor, MI 48109

(313) 764-4293

***Policyplan:** See Section I

River Basin Model

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

Developed by: Peter House and staff

Players: 20-120

Time: 1 day or, preferably, longer

Computer Needed: Standard program dis-
tributed requires IBM 360/370 with 190K
partition under OS and a dedicated disk
pack.

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, DC 20460

OR:

Philip Patterson

6118 30th St., N.W.

Washington, DC 20015

APPENDIX

I. LISTINGS AND BIBLIOGRAPHIES

Handbook of Simulation Gaming in Social Education, ed. Ron Stadsklev, (Institute of Higher Education Research Services/Box 6293/University, AL 35486). Textbook Section-Part One (\$5.50) on the theory, use and design of games. Directory-Part Two (\$16) is an amazingly fine collection of basic information on the following: (1) Simulation games relevant to all aspects of "social education"--succinctly described; critiqued with an emphasis on use; and cross-referenced for interest areas (American, Business, Consumer, Drugs, Family, Human Relations, International, Law, Urban, Women), subject areas (Anthropology, Ecology, Economics, Futurism, Geography, Health, History, Political Science, Psychology, Religion, Sociology, Teacher Training), grade level, and costs; (2) Sources, publishers and distributors of simulation games; (3) Simulation gaming action-and-training centers; (4) Dissertations and reports (annotated listing); (5) Bibliographies (also annotated).

The third edition of The Guide to Simulations/Games for education and training has just come out, edited by Robert E. Horn. A fine compendium. Vol. One--Academic simulations/games--contains chapters on Special Interest Games, Addictions, Communications, Community Issues, Computer, Games for the Disadvantaged, Domestic Politics, Ecology, Economics, Education, Frame Games, Future, Geography, Health Care, History, International Relations, Language Skills, Legal System, Mathematics, Military, Policy, Practical Economics, Religion, Science, Self-Development, Skill Development, Social Studies, Special Education, Unclassified, Urban, and Last Minute Entries. Vol. Two--Business simulations/games--features Total Enterprise: Computerized, Total Enterprise: Manual, Production, Personnel Development, Sales and Marketing, Finance, and Specific Industry. Available from Didactic Systems, Inc./P.O. Box 457/Cranford, NJ 07016/(201)272-5004 at these prices: \$23 (plus **82** shipping/handling) for Vol. One; \$12(+\$2) for Vol. Two; \$27(+\$2) for both volumes bound under one cover.

Contemporary Games ed. Jean Belch. Gale Research Co./Book Tower/Detroit, MI 48226. Directory: \$35. Bibliography: \$45.

You Game It is "An Annotated Topical Index of Simulation/Games for Christian Educators," edited by Jim Geaslen. Thorough; annotated; indexed by topic. Available for \$3.00 plus postage from Jim Geaslen/Ashland Theological Seminary/Ashland, OH.

The Business Games Handbook (by Robert G. Graham and Clifford B. Gray, American Management Association, Inc., 1969) contains related readings and descriptions of a large number of games useful within business and industry.

Gaming: An Annotated Catalogue of Law-Related Games and Simulations is a helpful listing of games under the following topics: Basic Concepts of Law; The Constitution (The Executive, Legislative, and Judicial Branches); The Bill of Rights (Liberty Under Law: First Amendment Freedoms; Justice Under Law: Due Process; Equality Under Law: Women, Youth, and Ethnic Minorities); Current Issues (The City and Its Problems; The Consumer and the Law; Police and Corrections; Public Revenues and Public Services); the Political Process (The Campaign Trail; State and Local Government; The National Scene; The International Arena); Teacher Resources. AVAILABLE FROM: American Bar Association Special Committee on Youth Education for Citizenship/1155 E. 60th St./Chicago, IL 60637. This publication is "Working Notes, No. 9"; Susan E. Davison, ed.

II. SOME SIMULATION/GAMING ORGANIZATIONS

NASAGA is the North American Simulation and Gaming Association (an outgrowth of the former National Gaming Council), a professional organization of educators, trainers, and others involved in the design and/or use of simulations and games. Contact person: Richard McGinty/COMEX Project/University of Southern California/Davidson Conference Center/University Park/Los Angeles, CA 90007.

ISAGA is the International Simulation and Gaming Association.

ABSEL is the Association for Business Simulation and Experiential Learning, an international association of business professors, persons, and government employees dedicated to innovative teaching and research utilizing simulations and other experiential techniques. Contact person: J. Ronald Frazer/School of Management/Clarkson College/Potsdam, NY 13676.

For a comprehensive, annotated listing of other simulation/gaming organizations, action-and-training centers, and distributors, see Ron Stadskev's Handbook of Simulation Gaming in Social Education, Part Two: Directory (described in Item I of this appendix.).

III. SOME OF THE BEST CATALOGS AVAILABLE FROM DISTRIBUTORS:

Educational Manpower, Inc. (EMI)/P.O. Box 4272/Madison, WI 53711/(608) 274-4180 is selling under its umbrella a large number of games also offered by a variety of distributors (e.g. Simile II, Urbex, Abt, etc.). Write for their two catalogs: (1) K-6th grade Simulations and Games: Art, Math, Music, Science, Social Studies, Language Arts, Physical Education; (2) Junior High--College Catalog for Social Studies Featuring Simulations/Games/Multi-Media Kits: Political Science, Civics, History, Geography, Economics, Anthropology, Urban & Community Problems, Alcohol & Drug Education, Race Relations, Personal Problems, Values, Self, World Problems!

Simile II/218 Twelfth St./P.O. Box 910/Del Mar, CA 92014/(714) 755-0272.

Interact/P.O. Box 262/Lakeside, CA 92040.

IV. A FEW HELPFUL BOOKS

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/7596 Eads Ave./La Jolla, CA 92037). Five volumes at \$5.00 each.

Cathy Greenblat and Richard Duke are the editors of Gaming-Simulation: Rationale, Design, and Applications, a fine collection of "readings" on "The Nature and Rationale of Gaming-Simulation," (Part I), "Elements of Design and Construction" (Part II), "Gaming-Simulation for Teaching and Training" (Part III), and "Other Arenas and Applications," (Part IV). Intended for social scientists, educators and community workers, the book

is published by SAGE Publications/Halsted Press Division/John Wiley & Sons/New York/1975.

In Learning Through Simulation Games (Paulist Press/400 Sette Dr./Paramus, NJ 07652/ \$7.95), Phil Gillispie describes in detail over twenty-five well-known simulation games (even "Monopoly"!) and suggests utilizing them to explore the themes of freedom, life, peace, love, happiness, and communication. There are some factual inaccuracies, but these are more than made up for by including the complete instructions for several original games: Max's Diner (Intergov)--the inter-relationship of city, state, and federal governments; Mission VII--the effect of imposing one culture on another; Disarmament--trust, negotiation, conflict; Mapping--the importance of planning in local churches; Values/Youth Culture--explicit values as the basis for designing and implementing change; COG (Coalesce, Oppose, or Grapple)--the reorganization of the federal process and revenue sharing.

Taking Action: Writing, Reading, Speaking and Listening through Simulation-Games by Lynn Quitman Troyka and Jerrold Nudelman, Prentice Hall, Inc., Englewood Cliffs, NJ, 1975, \$4.70, paper, (Teacher's Manual available from publisher by persistent request.) contains six easy-to-administer simulation games, together with suggested learning exercises in both the communication arts and the subject areas of the games. Each game is built around the same simple frame, or structure. Once you've seen one, you--or the learners you facilitate--can build dozens more on the topics of your choice.

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./P.O. Box 2198/Ann Arbor, MI 48106. (Game Operator's manual: \$4; Player's manual: \$3; Set of one Operator's and ten Player's manuals: \$29).

V. NEWSLETTERS/JOURNALS

Simulation/Gaming is an informative and entertaining six-times-a year magazine covering the latest developments in simulations and games. Available for \$6 per year from S/G, Box 3039/University Station/Moscow, ID 83843.

Simulation & Games is an interdisciplinary journal of theory, design, and research edited by Sarane S. Boocock and Gail M. Fennessey. \$12 (personal order) or \$20 (institutional order) per year from: Sage Publications, Inc./P.O. Box 776/Beverly Hills, CA 90213.

VI. SOME PUBLICATIONS which sometimes include new developments in gaming and/or simulations among their practical offerings are:

Media and Methods/134 N. 13th Street/Philadelphia, PA 19107 (\$7 per year)

Media Mix: Ideas and Resources for Education/221 W. Madison Street/Chicago, IL 60606 (\$5 per year)

VII. SOME SOURCES OF GAMES FOR ELEMENTARY AND HIGH SCHOOL USE

- A. ABT Associates or Games Central/55 Wheeler Street/Cambridge, MA 02138.
Bobbs Merrill Company/Education Division/4300 West 62nd Street/Indianapolis, IN 46268 (317) 291-3100.
Coca-Cola Bottling Company/Call your local distributor for "Man in His Environment" kit.
Creative Publications/P.O. Box 328/Palo Alto, CA 94302.
Damon Educational Division/80 Wilson Way/Westwood, MA 02090.
Educational Games Company/Box 363/Peekskill, NY 10566.
Educational Manpower, Inc./P.O. Box 4272/Madison, WI 53711.
Edu-Game (Creative Classroom Activities)/P.O. Box 114/Sun Valley, CA 91352.
Environmental Design/P.O. Box 683/Chatsworth, CA 91311.
Harwell Associates, Inc./P.O. Box 34/Berkeley Heights, NJ 07922.
Instructional Simulations, Inc./2147 University Avenue/St. Paul, MN 55114
Interact/P.O. Box 262/Lakeside, CA 92040.
The Macmillan Company/School Division/Dept. SNY/Riverside, NJ 08075.
Pennant Educational Materials/4680 Alvarado Canyon Road/San Diego, CA 92120.
Science Research Associates, Inc./259 E. Erie Street/Chicago, IL 60611.
Scott Foresman & Company/1900 East Lake Avenue/Glenview, IL 60025.
Simile II/P.O. Box 910/Del Mar, CA 92014.
SSEC Publications/855 Broadway/Boulder, CO 80302.
United Church Press/391 Steel Way/Lancaster, PA.
- B. Zephyros is a small non-profit group of San Francisco teachers, artists and friends who collect and print practical lesson plans, activities and games developed by classroom teachers. Send \$1 for their enticing catalog to: Zephyros Education Exchange/1201 Stanyan St./San Francisco, CA 94117.
- C. Also see: Items I, III, IV, V, VI, VIII, IX, X, ~~XI~~, and XII (this appendix).

VIII. 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 (~~\$3~~), Equations (~~\$10~~), On-Sets (~~\$10~~), Queries 'n Theories (\$13), On-Words (~~\$10~~), The Propaganda Game (~~\$11~~), and others. Available from: WFF'N PROOF/1490-EK South Blvd./Ann Arbor, MI 48104.

IX. Pennant Educational Materials (4680 Alvarado Canyon Road/San Diego, CA 92120/ (714) 282-8101) offers a variety of short value games for children and adults.

- X. The Anti-Defamation League of B'nai B'rith has four large-scale simulation games on new tensions in the schools for use by administrators, teachers, and teacher trainees. Each game recreates on film and in some written work human relations conflicts within potentially destructive situations characteristic of multi-ethnic schools or of schools in transition. Complete kits (including sound films, background materials, manuals, and guides) are priced as follows: Confrontation (for a multi-ethnic elementary school), \$410; Valleybrook (for a desegregated elementary school), \$255.50; Lakemont (for a desegregated secondary school), \$318.50; Needham (for a school that has become predominantly black), \$290. Rental and preview rates also available. Contact: Ms. Sophie Plick/315 Lexington Ave./New York, NY 10016/(212) 689-7400.

XI. SOME SOURCES OF INFORMATION ON PEACE/WAR/GLOBAL ISSUES GAMING/SIMUATIONS:

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. Nesbitt, 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.)

"Teaching Global Issues through Simulation: It Can Be Easy," ed. William A. Nesbitt, is Issue #75 of Intercom, published by the Center for War/Peace Studies/218 E. 18 Street/New York, NY 10003. Subscription rates vary; single issues \$1.50. This issue offers an excellent, readable introduction to using games, particularly within the classroom. Coverage is basic yet comprehensive, including some in-depth discussion of such matters as competition vs. cooperation, etc. Complete instructions for Barbara Ellis Long's The Road Game included; also descriptions of thirteen "global issues" games. Application to global issues is present throughout as well, but on the whole is incidental to the main thrust: beginning to use games.

- XII. Newscast is an instantly-involving and fun game simulating the process of readying and presenting a 6:00 News Program; developed by Bob Wesolowski and U-M colleagues. Applicable to composition writing, public speaking, radio and TV programming and filming, etc; adaptable to exploration of one or more specific content areas. Available very soon from Interact/P.O. Box 262/Lakeside, CA 92040.

- XIII. Family Pastimes makes and distributes games of cooperation (Play together not against one another). RR4/Perth, Ontario/Canada K7H 3C6.