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Autore	Weil, Simone
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Note generali	First published in 1985 by E. & F. Spon Ltd.
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	chapter 1 Introduction -- chapter 2 New build in a new town (design of a retail and service centre): the Cofferidge Close Game -- chapter 3 Inner city regeneration: the Docklands Enterprise Zone Game -- chapter 4 Housing rehabilitation or housing renewal? the Buildings

Game -- chapter 5 Re-equipping the urban periphery: the Can Serra Game -- chapter 6 Public-private sector co-operation: the Hackney Partnership Game -- chapter 7 Transportion decisions in a simulated framework: Chicago's Crosstown Expressway -- chapter 8 Coastal tourism development: the Tourism Activity Game (TAG) -- chapter 9 Conclusion: researching, designing and running case study simulations.

Sommario/riassunto

"First published in 1985, this book presents seven games for use in the teaching and study of planning, urban studies or land administration. These simulations are all built on researched case studies and deal with a number of critical planning and developmental issues; for each one the book provides full operational instructions and all gaming materials required. The games in this volume cover a number of scenarios, including the design of a mixed retail, social and service centre in a new city, new development in a run-down inner city area, rehabilitation or renewal of housing, tourist development in the Mediterranean and a new cross-town motorway in a major north American city. In addition, sets of guidelines for those wishing to design and operate their own case study simulations are also included. This book will be a valuable resource for students of town planning or urban development who are keen to gain hands-on experience of using the professional skills they have acquired on their courses."--Provided by publisher.