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Soggetti	City planning - Economic aspects Regional planning - Economic aspects Urban economics Urban policy
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Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Introduction -- Planning in the "information age" -- Is there something wrong with planning theory? -- Is there an alternative way of understanding planning? -- The infusion of economics into planning thought -- Introducing the planning game -- Conflict, power and risk -- Bargaining, negotiation and tactics -- Team games, coalitions and collaboration -- Putting the planning game in context.
Sommario/riassunto	Trading information is an essential aspect of the negotiations that underpin planning practice across the globe. In this book, Alex Lord uses information economics to outline a way of thinking about these negotiations that places the strategies that actors in the planning game use at the heart of the debate. Dialogue between economics and planning theorists has been, until now, rare. Lord argues that information economics' tool kit, game theory - including well-known examples such as the Prisoners' Dilemma, the Stag Hunt game and Follow the Leader - offers an analytical framework idea