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	Nota di contenuto	1.A Survey on Multi-criteria Analysis in Logistics: Focus on Vehicle Routing Problems -- 2.Multi-objective Approaches for Design of Assembly Lines -- 3.Multi-objective Assessment of Warehouse Storage Policies in Logistics and a Fuzzy Information Axiom Approach -- 4. Multi-objective Optimization Approach to Product-Planning in Quality Function Deployment Incorporated with Fuzzy-ANP -- 5.Multi-objective Ant Colony Optimization (MOACO) Method to Solve Container Terminal Problem -- 6.Exploratory Study in Determining the Importance of Key Criteria in Mobile Supply Chain Management Adoption for Manufacturing Firms: A Multi-criteria Approach -- 7.A Fuzzy Handling of the Multi-criteria Characteristic of Manufacturing Processes -- 8.Prioritization of Supply Chain Performance Measurement Factors by a Fuzzy Multi-criteria Approach -- 9.Route Selection and Consolidation in International Intermodal Freight Transportation -- 10. An Evolutionary Algorithm with Path Relinking for a Bi-objective Multiple Traveling Salesman Problem with Profits -- 11.A Hybrid Simulation-based Duopoly Game Framework for Analysis of Supply Chain and Marketing Activities -- 12.Integrating Vendor Managed Inventory and Cooperative Game Theory to Effectively Manage Supply Networks -- 13.Winner Determination in Multi-unit Procurement

Auctions with Volume Discount Bids and Lead Time Constraints -- 14.A Piecewise Linear Supply Chain Game for Manufacturing Network Formation -- 15.Stability of Hedonic Coalition Structures: Application to a Supply Chain Game -- 16.Procurement Network Formation: A Cooperative Game Theoretic Approach.

Sommario/riassunto	Aligning the latest practices, innovations and case studies with academic frameworks and theories, the broad area of multi-criteria and game theory applications in manufacturing and logistics is covered in comprehensive details. Part 1 presents 'multi-criteria applications' and includes chapters on logistics with a focus on vehicle routing problems, a multi-objective decision making approach to select the best storage policy and an exploratory study to predict the most important factors that can lead to successful mobile supply chain management adoption for manufacturing firms. Part 2 covers 'game theory applications' and encompasses the process of forming a coalition within a corporate network to the problem of integrating inventory and distribution optimization together with game theory to effectively manage supply networks. Providing a forum to investigate, exchange novel ideas and disseminate knowledge covering the broad area of multi-criteria and game theory applications in manufacturing and logistics, Applications of Multi-Criteria and Game Theory Approaches is an excellent reference for students, researchers, and managers and industry professionals working with manufacturing and logistics issues.