

1. Record Nr.	UNINA9910773614003321
Titolo	Coercion and Wage Labour: Exploring Work Relations Through History and Art
Pubbl/distr/stampa	UCL Press
Descrizione fisica	1 online resource (406 p.)
Collana	Work Around the World
Altri autori (Persone)	BatistaAnamarija MullerViola PeresCorinna
Disciplina	331.1
Soggetti	Forced labor Forced labor in art
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	<p>Coercion and Wage Labour presents novel histories of people who experienced physical, social, political or cultural compulsion in the course of paid work. Broad in scope, the chapters examine diverse areas of work including textile production, war industries, civil service and domestic labour, in contexts from the Middle Ages to the present day. They demonstrate that wages have consistently shaped working people's experiences, and failed to protect workers from coercion. Instead, wages emerge as versatile tools to bind, control, and exploit workers. Remuneration mirrors the distribution of power in labour relations, often separating employers physically and emotionally from their employees, and disguising coercion. The book makes historical narratives accessible for interdisciplinary audiences. Most chapters are preceded by illustrations by artists invited to visually conceptualise the book's key messages and to emphasise the presence of the body and landscape in the realm of work. In turn, the chapter texts reflect back on the artworks, creating an intense intermedial dialogue that offers mutually relational 'translations' and narrations of labour coercion. Other contributions written by art scholars discuss how coercion in remunerated labour is constructed and reflected in artistic practice. The</p>

collection serves as an innovative and creative tool for teaching, and raises awareness that narrating history is always contingent on the medium chosen and its inherent constraints and possibilities.

**Praise for Coercion and Wage Labour** 'This is a pioneering volume. It makes a well-founded break with the widespread misconception that wage labour is by definition free from coercion. The 14 historical case studies cover a vast geographical area and review a long time period. Together, they lead to the conclusion that wage labourers too were subject to many forms of coercion and that usually their "freedom" was and is only relative. But something else makes this book special: throughout the text there are artistic illustrations that enter into a dialogue with the individual chapters and create an inspiring interaction that complements the volume's interdisciplinary nature.' Marcel van der Linden, International Institute of Social History, Amsterdam

2. Record Nr.	UNINA9910147019903321
Titolo	Physica . E Low-dimensional systems and nanostructures
Pubbl/distr/stampa	New York, : Elsevier Science, [1998]-
ISSN	1873-1759
Descrizione fisica	1 online resource
Soggetti	Nanostructures Low-dimensional semiconductors Physics Physique - Periodiques Semi-conducteurs de basse dimensionnalite - Periodiques Nanostructures - Periodiques Semi-conducteurs de basse dimensionnalite Periodicals.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Periodico
Note generali	Refereed/Peer-reviewed Title from contents screen (ScienceDirect, viewed November 17, 2003).

Some issues also have distinctive titles.

3. Record Nr.	UNINA9910733708503321
Titolo	Game Theory and Networks : New Perspectives and Directions // edited by Surajit Borkotokey, Rajnish Kumar, Diganta Mukherjee, K. S. Mallikarjuna Rao, Sudipta Sarangi
Pubbl/distr/stampa	Singapore : , : Springer Nature Singapore : , : Imprint : Springer, , 2021
ISBN	981-16-4737-2
Edizione	[1st ed. 2021.]
Descrizione fisica	1 online resource (372 pages)
Collana	Indian Statistical Institute Series, , 2523-3122
Disciplina	519.3
Soggetti	Game theory Queuing theory Probabilities Graph theory Game Theory Queueing Theory Graph Theory in Probability
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Agnieszka Rusinowska: On Different Ranking Methods -- Manipushpak Mitra and Suresh Mutuswami: No-Envy Allocations for Queueing Problems with Multiple Identical Machines -- Amarjyoti Mahanta: On Imitation Learning -- Soumendu Sarkar: Assembly Problems -- Sudipta Sarangi: Social Preferences and the Provision of Public Goods -- Robert P. Gilles: Building Social Networks under Constraints -- Sinan Ertemel and Rajnish Kumar: Rationing Rules under Uncertain Claims: A Survey -- Sujata Gowala and Surajit Borkotokey: A Class of Egalitarian Shapley Values -- Parishmita Boruah: New Characterizations of the Discounted Shapley Values -- Maria Zdimalova: Analysis of Biological Data by Graph Theory Approach -- S. Gokulraj and A. Chandrashekar: Linear Games and Complementarity Problems -- Anindya Chakravarty, Anirban Chakraborty and Suryansh Upamanyu: A Complex Network View of the Economy -- Souvik Roy, Soumyarup Sadhukhany, and

Sommario/riassunto

This book is a collection of selected papers presented at the consecutively held international conferences on “Game Theory and Networks”, organized by the Department of Mathematics, Dibrugarh University, India, in collaboration with the Economics Department of Queen’s University, Belfast, UK, during September 6–9, 2019 and September, 13–15 2018. The book includes chapters on network measures and network formation, application of network theory to contagion, biological data and finance and macroeconomics as expository articles. The book also contains chapters on fair allocation in the context of queuing, rationing and cooperative games with transferable utilities for engaged researchers. A few survey chapters on non-cooperative game theory, evolutionary game theory, mechanism design and social choice theory are also incorporated to cater to the needs of the beginners in the field. This book discusses the use of game theoretic tools and network models across disciplines: mathematics, statistics, economics, computer science, political science, sociology and psychology. It aims at providing a suitable learning experience to beginners on the basics of cooperative games, networks and mechanism design, as well as recent developments to research scholars having the basic knowledge of these topics.

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