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| 1. Record Nr.           | UNISALENTO991001142119707536  |
| Autore                  | Toschi, Paolo   |
| Titolo                  | Tradizioni popolari italiane / Paolo Toschi   |
| Pubbl/distr/stampa      | Torino : ERI, 1967  |
| Edizione                | [2. ed. riveduta ed.aggiornata]   |
| Descrizione fisica      | 209 p. ; 18 cm  |
| Collana                 | ERI classe unica  |
| Disciplina              | 398   |
| Soggetti                | Folklore - Italia   |
| Lingua di pubblicazione | Italiano  |
| Formato                 | Materiale a stampa  |
| Livello bibliografico   | Monografia  |
|                         |   |
| 2. Record Nr.           | UNINA9910779582203321   |
| Autore                  | Burkey Mark L   |
| Titolo                  | Game theory [[electronic resource] ] : anticipating reactions for winning actions // Mark L. Burkey   |
| Pubbl/distr/stampa      | [New York, N.Y.] (222 East 46th Street, New York, NY 10017), : Business Expert Press, 2013  |
| ISBN                    | 1-60649-363-9<br>1-299-19670-5  |
| Edizione                | [1st ed.]   |
| Descrizione fisica      | 1 online resource (138 p.)  |
| Collana                 | Economics collection, , 2163-7628   |
| Disciplina              | 330.015193  |
| Soggetti                | Game theory<br>Management games   |
| Lingua di pubblicazione | Inglese   |
| Formato                 | Materiale a stampa  |
| Livello bibliografico   | Monografia  |
| Note generali           | Part of: 2013 digital library.  |
| Nota di bibliografia    | Includes bibliographical references and index.  |
| Nota di contenuto       | Preface -- 1. Introduction to game theory -- Part I. Simultaneous and sequential games with perfect information -- 2. How to "solve" a game |

I: simultaneous, one-shot games -- 3. Standard game types -- 4. Larger games and refinements to Nash equilibrium -- 5. How to solve a game II: sequential games -- 6. Repeated games and cooperation -- Part II. Information and other games -- 7. The theory of contracts: introduction to moral hazard and adverse selection -- 8. Corporate games I: games against your customers -- 9. Corporate games II: games against your employees -- 10. Corporate games III: games against the competition -- 11. Building cooperation in teams -- 12. Games against yourself -- Index.

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### Sommario/riassunto

From its beginnings in the early 1900s, game theory has been a very mathematical, technical subject. However, it also provides valuable, everyday lessons that are important for managers and executives to understand. Current books and textbooks are mostly highly mathematical, and almost all are very long. This primer will deliver a focused and precise, largely nonmathematical overview of topics in game theory that are directly relevant managers and professionals in many fields.

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