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David H. Reiley Jr. is the author of 'Games of Strategy (Third Edition)', published 2009 under ISBN 9780393931129 and ISBN 0393931129.

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A clear, comprehensive introduction to the study of game theory. In the fourth edition, new real-world examples and compelling end-of-chapter exercises engage students with game theory.

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The objective of the third edition of Game Theory: A Nontechnical Introduction to the Analysis of Strategy is to introduce the ideas of game theory in a way that is approachable, intuitive, and interdisciplinary. Relying on the Karplus Learning Cycle, the book is intended to teach by example. Noncooperative equilibrium concepts such as Nash equilibrium play the central role. In this third edition, increased stress is placed on the concept of rationalizable strategies, which has proven in teaching practice to assist students in making the bridge from intuitive to more formal concepts of noncooperative equilibrium. The Instructor Manual and PowerPoint Slides for the book are available upon request for all instructors who adopt this book as a course text. Please send your request to sales@wspc.com.

This book on game theory introduces and develops the key concepts with a minimum of mathematics. Students are presented with empirical evidence, anecdotes and strategic situations to help them apply theory and gain a genuine insight into human behaviour. The book provides a diverse collection of examples and scenarios from history, literature, sports, crime, theology, war, biology, and everyday life. These examples come with rich context that adds real-world meat to the skeleton of theory. Each chapter begins with a specific strategic situation and is followed with a systematic treatment that gradually builds understanding of the concept.

To create a great video game, you must start with a solid game design: A well-designed game is easier to build, more entertaining, and has a better chance of succeeding in the marketplace. Here to teach you the essential skills of player-centric game design is one of the industry 's leading authorities, who offers a first-hand look into the process, from initial concept to final tuning. Now in its second edition, this updated classic reference by Ernest Adams offers a complete and practical approach to game design, and includes material on concept development, gameplay design, core mechanics, user interfaces, storytelling, and balancing. In an easy-to-follow approach, Adams analyzes the specific design challenges of all the major game genres and shows you how to apply the principles of game design to each one. You 'll learn how to: Define the challenges and actions at the heart of the gameplay. Write a high-concept document, a treatment, and a full design script. Understand the essentials of user interface design and how to define a game 's look and feel. Design for a variety of input mechanisms, including the Wii controller and multi-touch iPhone. Construct a game 's core mechanics and flow of resources (money, points, ammunition, and more). Develop appealing stories, game characters, and worlds that players will want to visit, including persistent worlds. Work on design problems with engaging end-of-chapter exercises, design worksheets, and case studies. Make your game accessible to broader audiences such as children, adult women, people with disabilities, and casual players. " Ernest Adams provides encyclopedic coverage of process and design issues for every aspect of game design, expressed as practical lessons that can be immediately applied to a design in-progress. He offers the best framework I 've seen for thinking about the relationships between core mechanics, gameplay, and player—one that I 've found useful for both teaching and research. " — Michael Mateas, University of California at Santa Cruz, co-creator of Fa ç ade

Corporate Financial Strategy is a practical guide to understanding the elements of financial strategy, and how directors and advisors can add value by tailoring financial strategy to complement corporate strategy. The book sets out appropriate financial strategies over the key milestones in a company's life. It discusses the practicalities behind transactions such as: \* Raising venture capital \* Flotation on a stock exchange \* Making acquisitions \* Management buyouts \* Financial restructuring In explaining financing structures, the book sets out the basic building blocks of any financial instrument to enable the reader to appreciate innovations in the field. It also illustrates how and why different types of security might be used. The second edition of this very popular textbook brings to bear the considerable commercial and academic experience of its co-authors. Throughout, the book offers a range of up-to-date case studies, abundant diagrams and figures, and frequent 'Working Insight' sections to provide practical illumination of the theory. This book will enable you to understand the potential value added by the best financial strategy, while fully demonstrating the working role of financial strategy within an overall corporate strategy. An excellent practical guide for senior financial managers, strategic-decision makers and qualified accountants, the text is also invaluable as a clear-sighted and thorough companion for students and senior executives on finance courses (including MBA, MSc and DMS).

Written by veterans who are currently working in the game industry, Fundamentals of Game Development is unique because it provides the practical aspects of the processes involved in developing and completing game projects. Using examples and exercises, this book provides a hands-on approach that walks the reader through the entire process of developing a game from concept to completion. Ideal for introductory game development and game production courses the book covers history, game genre, design, story-telling, character creation, pre-production, code release, career descriptions, and more.

Strategic Management delivers an insightful, clear, concise introduction to strategy management concepts and links these concepts to the skills and knowledge students need to be successful in the professional world. Written in a conversational Harvard Business Review style, this product sparks ideas, fuels creative thinking and discussion, while engaging students via contemporary examples, innovative whiteboard animations for each chapter, outstanding author-produced cases, unique Strategy Tool Applications with accompanying animations and Career Readiness applications through author videos.

Thinking strategically is what separates managers and leaders. Learn the fundamentals about how to create winning strategy and lead your team to deliver it. From understanding what strategy can do for you, through to creating a strategy and engaging others with strategy, this book offers practical guidance and expert tips. It is peppered with punchy, memorable examples from real leaders winning (and losing) with real world strategies. It can be read as a whole or you can dip into the easy-to-read, bite-size sections as and when you need to deal with a particular issue. The structure has been specially designed to make sections quick and easy to use — you 'll find yourself referring back to them again and again.

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