8.28 + 0.38

\[
\begin{array}{c}
3.84 + 0.14 \\
\hline
4.62
\end{array}
\]

4.49

3.83

24.14 + 0.66

3.04

8.43 + 953

Auto Poiesis

1. Introduction

Self-Improvement

Problem = lack of focus on self-improvement.

RQ =
2. Literature review

2.1 Self-implant & TQM

* Toyota → Smilde

Taylor →

Clark →

SuperBetter

2.2 Self-reflection in ISO 9000

- measure variance
- improve the QMS

2.3 Self-potence
3. Methodology

Cans study

4. Results,

My work at SKB, including the Auditing function.

Interaction with the QMIS people.

My own research project

5. Discussion

Does it work?

SKB was a failure... or was it?

Do I superimpose my own research by improving myself?

Cross-words with FAME research.

Generates flow

Makes it impossible to research when all else breaks down.
PhD project.

1. Introduction

GA

Game Theory
Autopredict

It is a game theory - play - analysis.
Introduction

Discussion and discussion

Serious game

Philosophy hidden mechanics

Game theory

Axelrod

Monopoly

Neo-machi

Poole

Endless unresolved conflict.
2.1 Theory of the Heur (descriptive) 

What is a game? 

Game theory (Neumann) 

Salen & Zimmerman

2.2 Pac Man as a serious game

- training for what?
- educational and successful.

- but, in healthcare people play
  it in a serious way to playing
  solitaire. (mental recovery)

- TQM Serious Game (sheepdog book)

2.3 Interpreting Pac

The philosophy of Pac Man