Paffe 1744 II

What is the problem?

model: a white normal distribution

\[ Y = a + bX, \quad X \sim \mathcal{N}(0, 1) \]

Spire 1744

\[ 0 \leq y \leq 1 \]

0.5
2.2 Political organisation

Hunting, Brunswick, Legge (1744)

Theory

MODEL

Abschluss
$H_1: M \rightarrow S$

$F(S)$

Pac-Man = puzzle

S

Pac-Man

$F(S)$

optimal $S'$

TAM

optimal $S'$
2.1 modulus variable
   = TOM setting

2.2 dependent variable
   = payoff

2.3 independent variable
   = genre & strategies
2.1.1 Game theory

2.1.1.1 Game theory, see also in 1961

2.1.1 Action, rescue and scientific theory

Science is a game, 760 is a game.

2.1.3 Game theory

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<td>200</td>
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<td>1600</td>
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2002  4930

2003 = 12000 + 200 + 70 + 30 + 40
     = 12340

2004 = 21350 + 10 + 120 + 20
     = 21500

38770

12:35
5. Discussion

5.1 The Pre-Post form of TQM (modular approach)

Any intervention...

5.2 Strategies

5.3 Optimized? quality plans?

- customer satisfaction (hour, trend)