

# **WORK GAMES**

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# Manualità



**PERSONE**

**1**

**MACCHINE**

**0**

# Logica Deduttiva



**PERSONE**

|

**MACCHINE**

|



# Personalizzazione



**PERSONE**  
**2**

**MACCHINE**  
**1**



# Logica Induttiva



**PERSONE**  
**2**

**MACCHINE**  
**2**

# Empatia



**PERSONE**  
**3**

**MACCHINE**  
**2**



# Logica Abduttiva



**PERSONE**

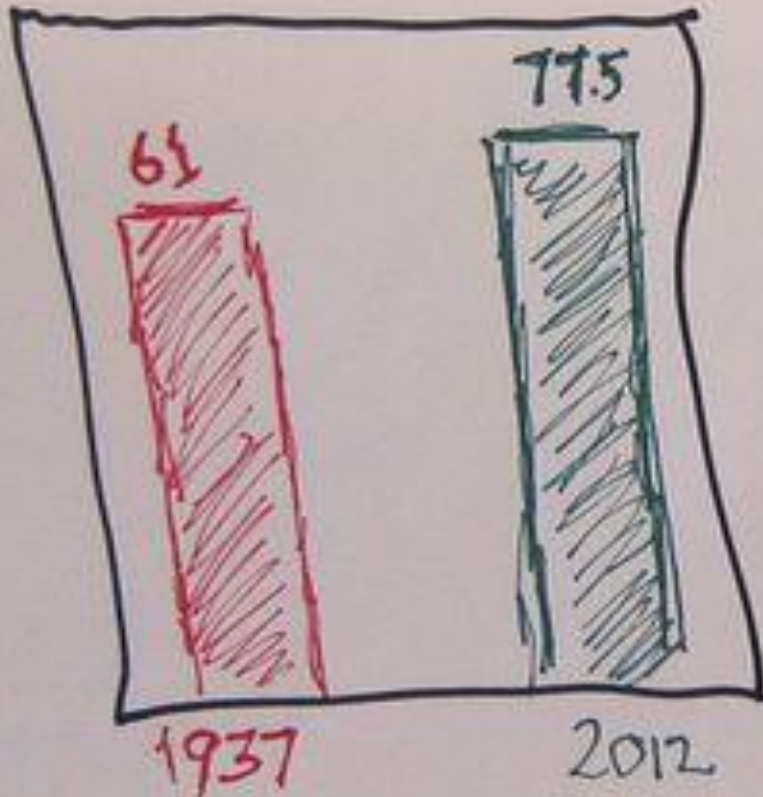
**≡**

**MACCHINE**

**≡**

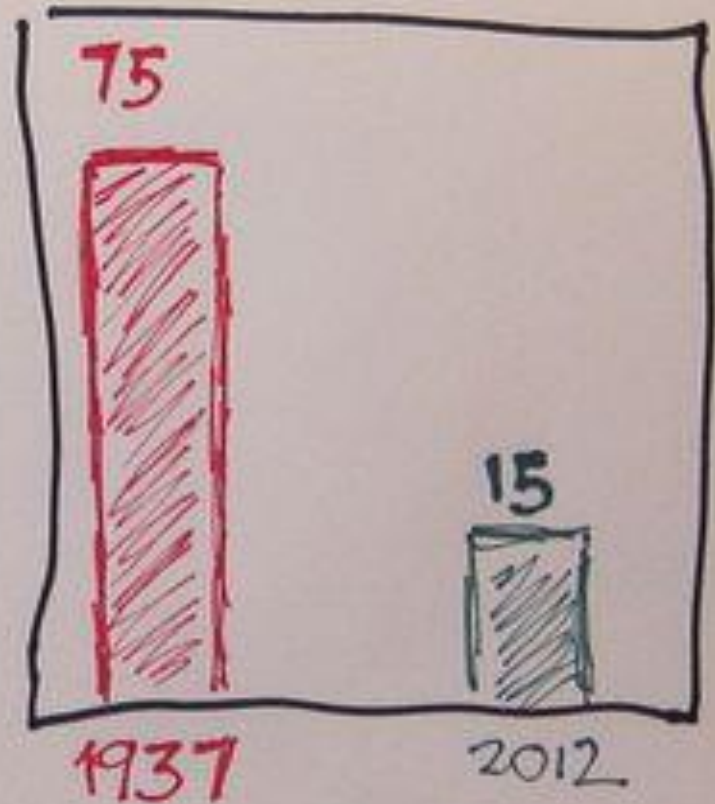
# LIFESPANS

## HUMANS



AVERAGE OF U.S. MEN  
& WOMEN

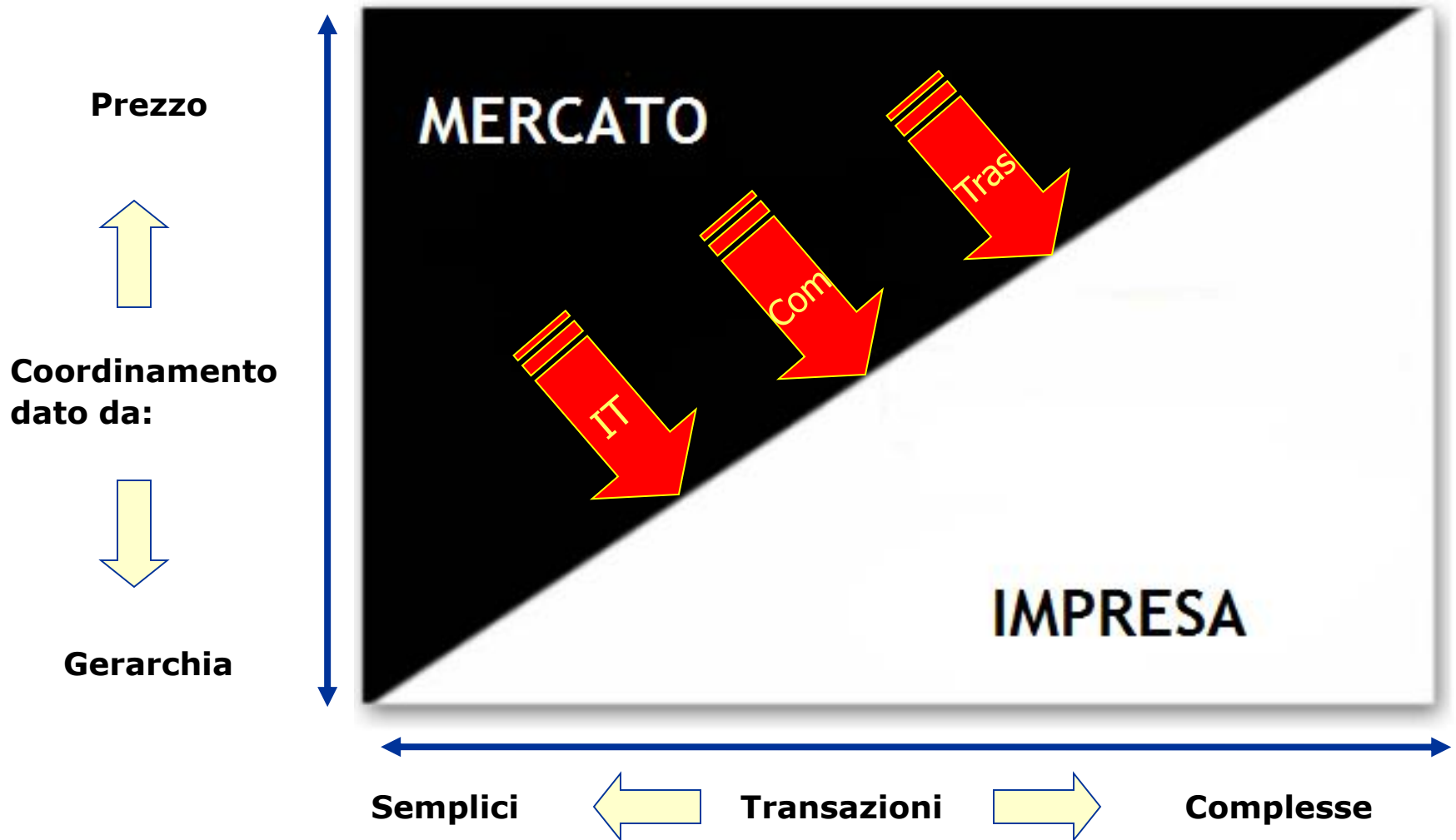
## COMPANIES



S&P 500 COMPANIES

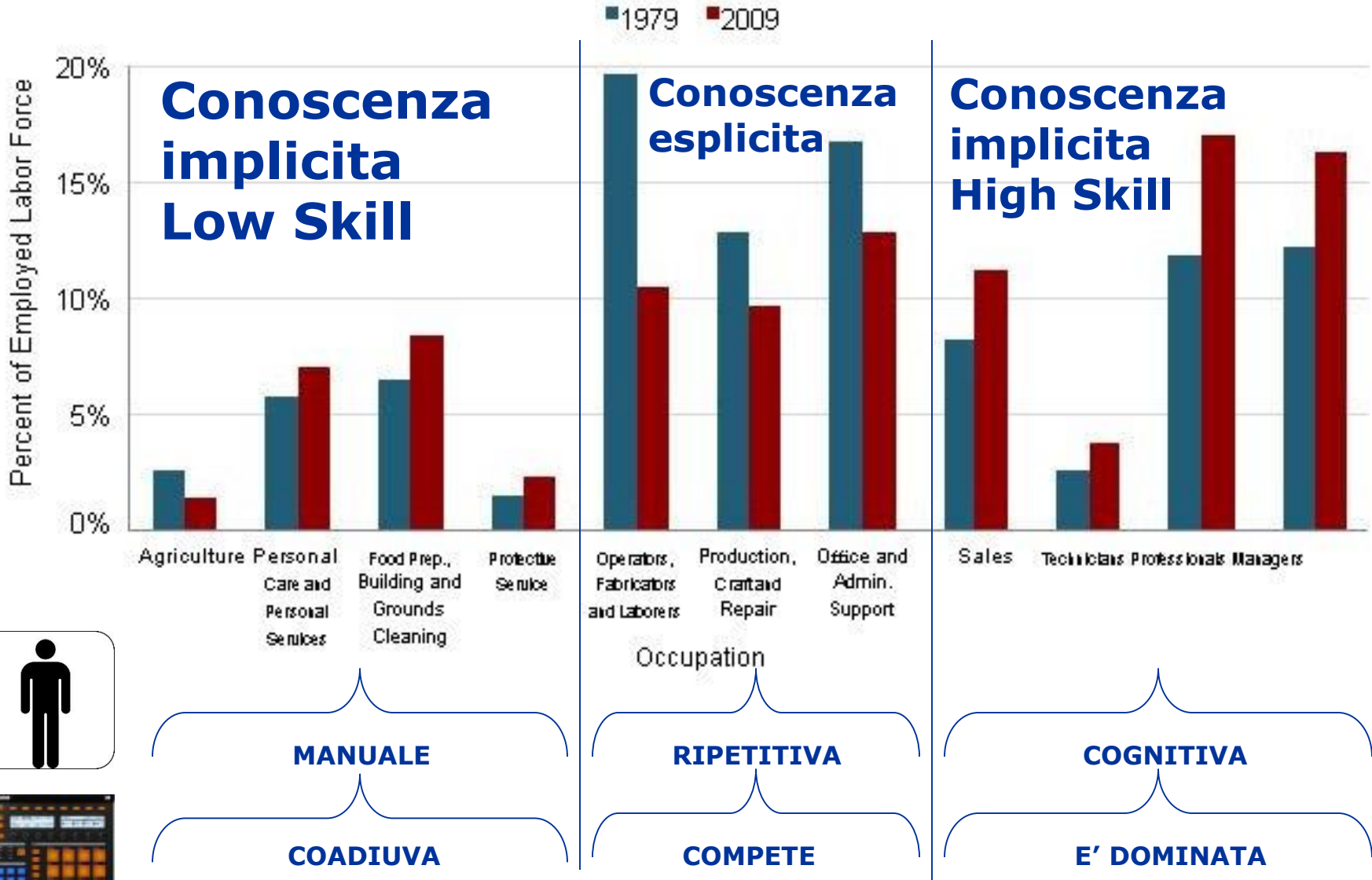


# Risorse dell'impresa o del mercato?



**Figure 2: Occupational Distribution – 1979; 2009<sup>14</sup>**

(Persons aged 18-64 employed at some time during the year)





**SIAMO NOI CHE CERCHIAMO IL LAVORO**

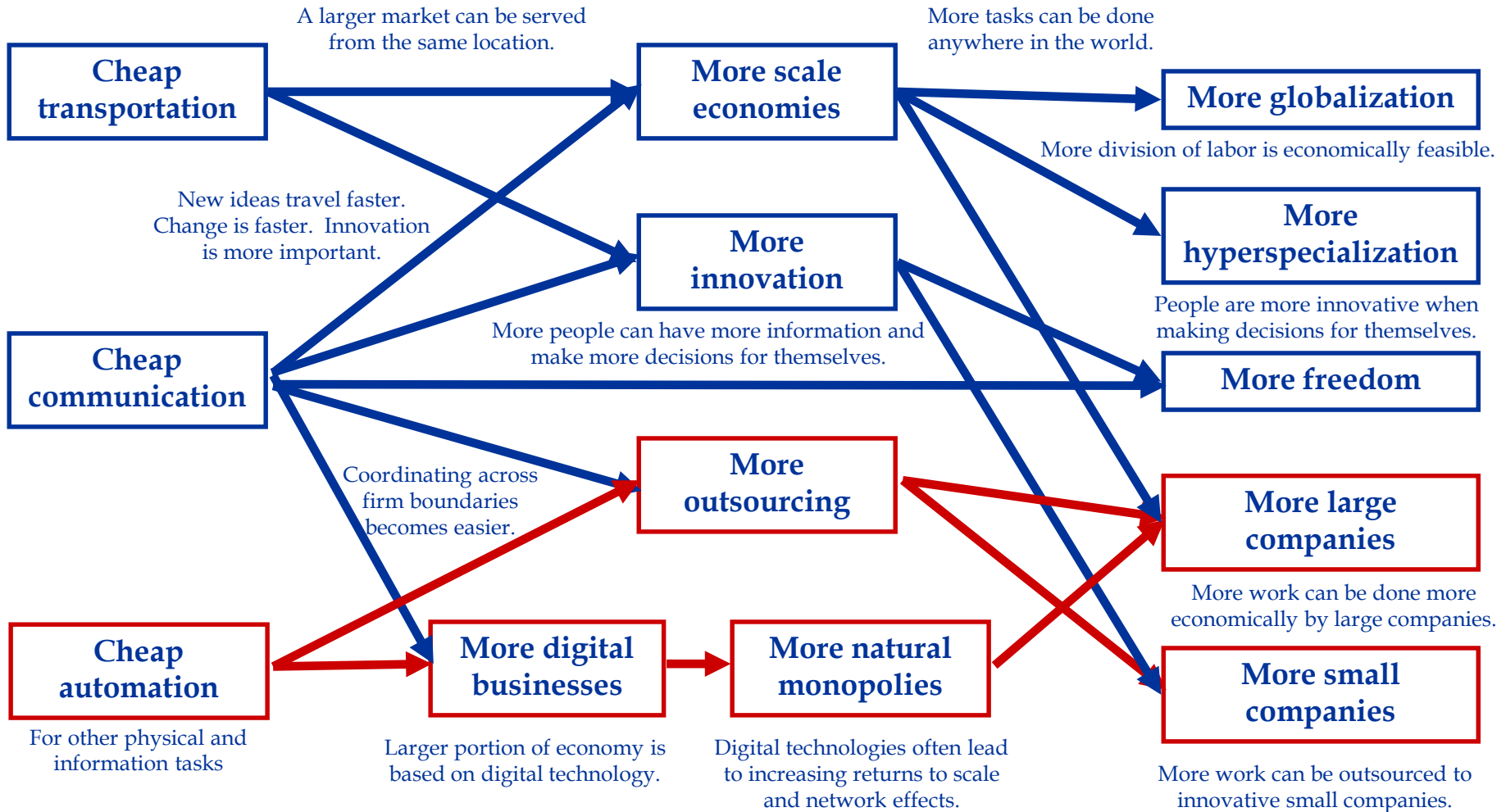
**OPPURE È**

**IL LAVORO CHE CI TROVA?**

# CAUSE

# EFFETTI

# CONSEGUENZE





GREETINGS PROFESSOR FALKEN

HELLO

A STRANGE GAME.

THE ONLY WINNING MOVE IS  
NOT TO PLAY.

**GRAZIE**

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