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"Operations Research Games".

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In this paper we present a wide class of games, the so-called Operations Research Games, that are the natural extension of classical Operations Research problems when many decision-makers interact. We consider cooperative games with transferable utility. After recalling the main features of this class of games and of the most usual solution concepts, three examples of Operations Research Games - production games, spanning tree games and sequencing games - are presented. (orig.)

Classification: M40

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