

Human resources game::

The HR game requires many more variables in rows-columns. How do u think u can generate required variables? If u appoint a desk jobber, u know, freshmen. U may find application from experienced.

So, first odd-inverted pay off matrix::

	EP	FM
freshmen		
experiencedPersonnel		

Then u need to analyze qualification:

U wont appoint a ph.d. at desk job usually; but if u do need to appoint ms, ph.d., mphil, postdoc

	pD	mP	phD	mS	bSc
B.Sc.					
M.S.					
Ph.D.					
MPhil					
PostDoc					

U think psychology now. Variables r:: newJob, salaryIncentives, jobSatisfaction, SWOT...

OI pay-off matrix

	SWOT	jS	sl	nJ
newJob				
salaryIncentives				
jobSatisfaction				
SWOT				

Now u optimize w/ ur org req. another OI pay-off matrix min.

!!!??!!??!!??!!??