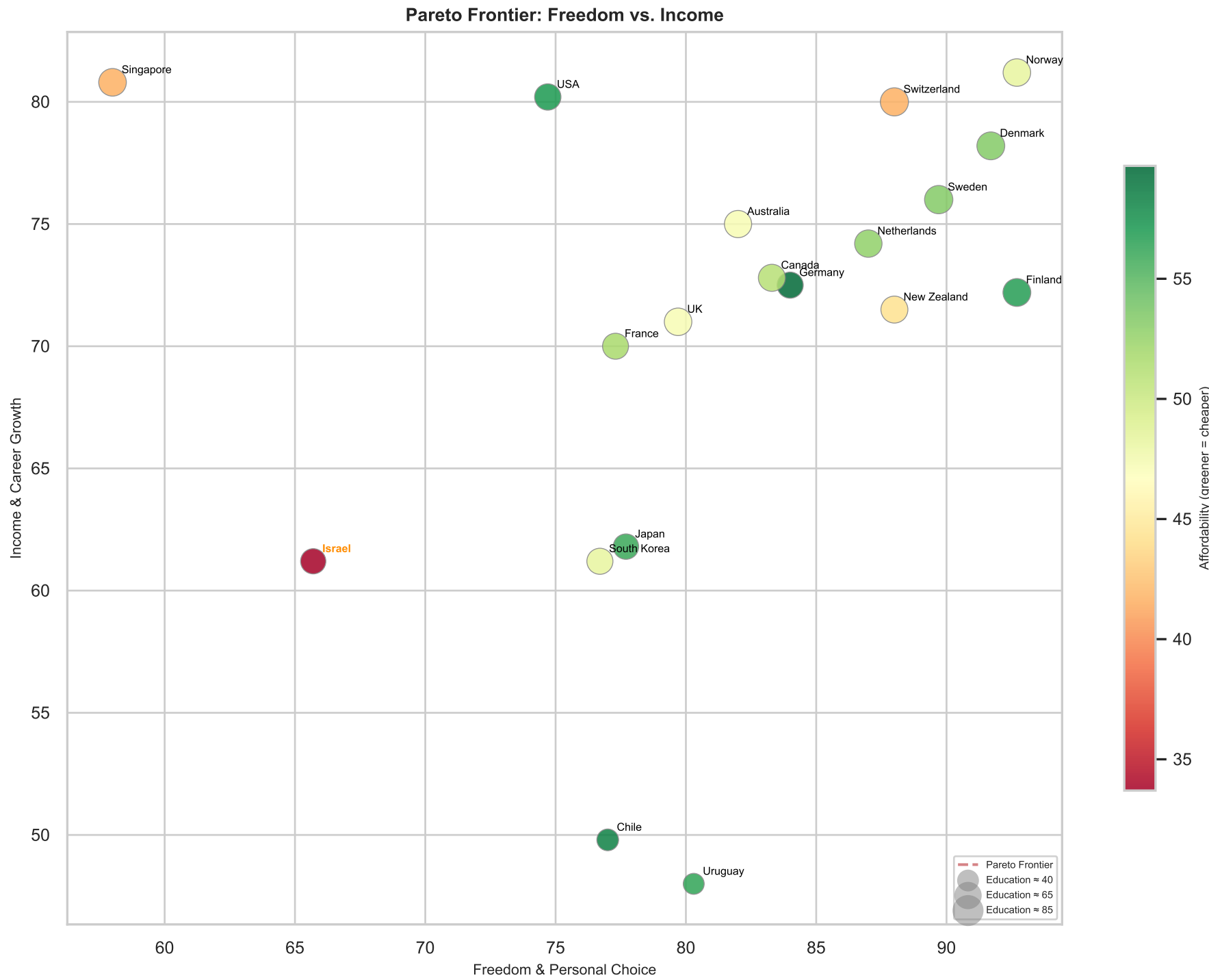
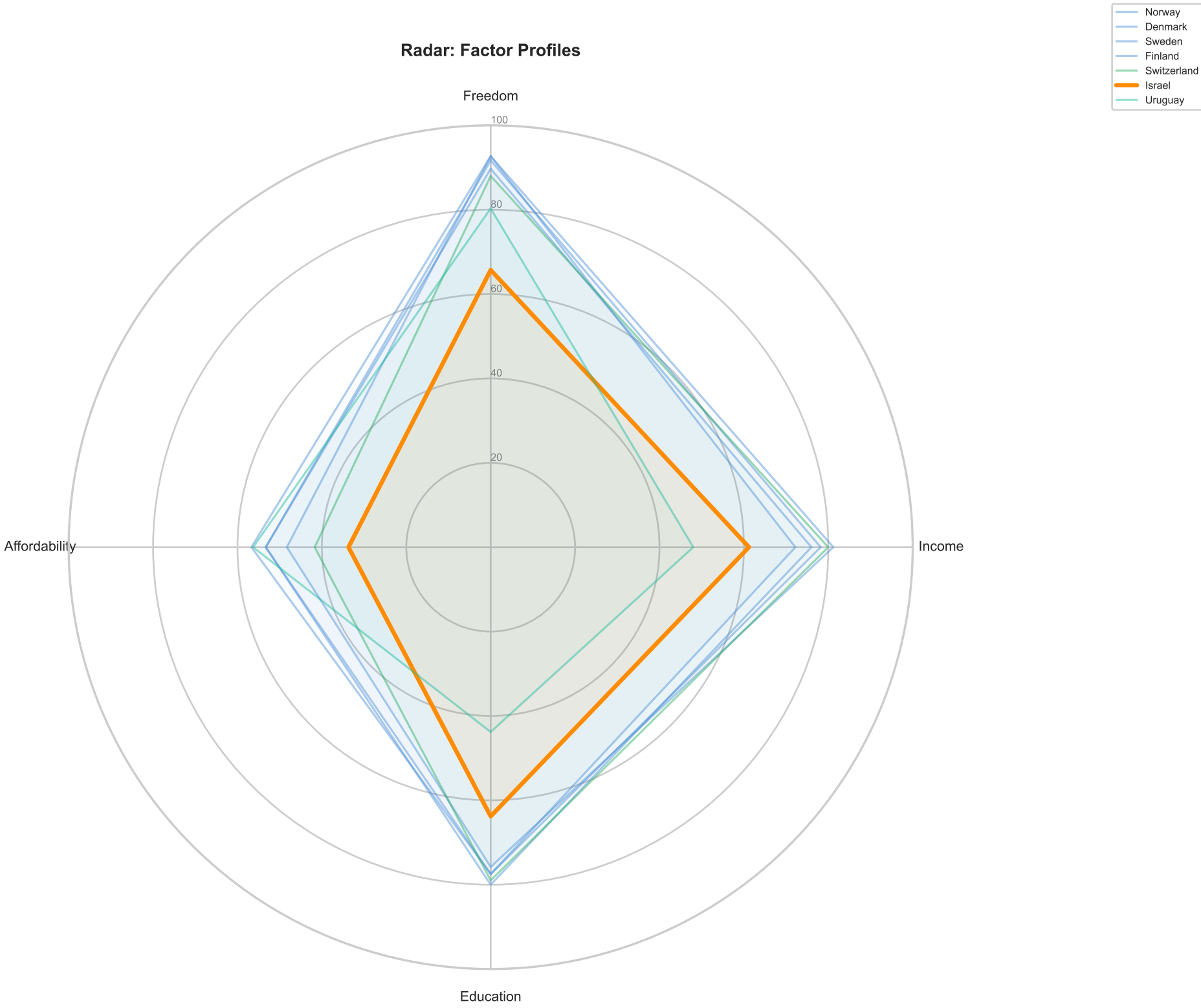


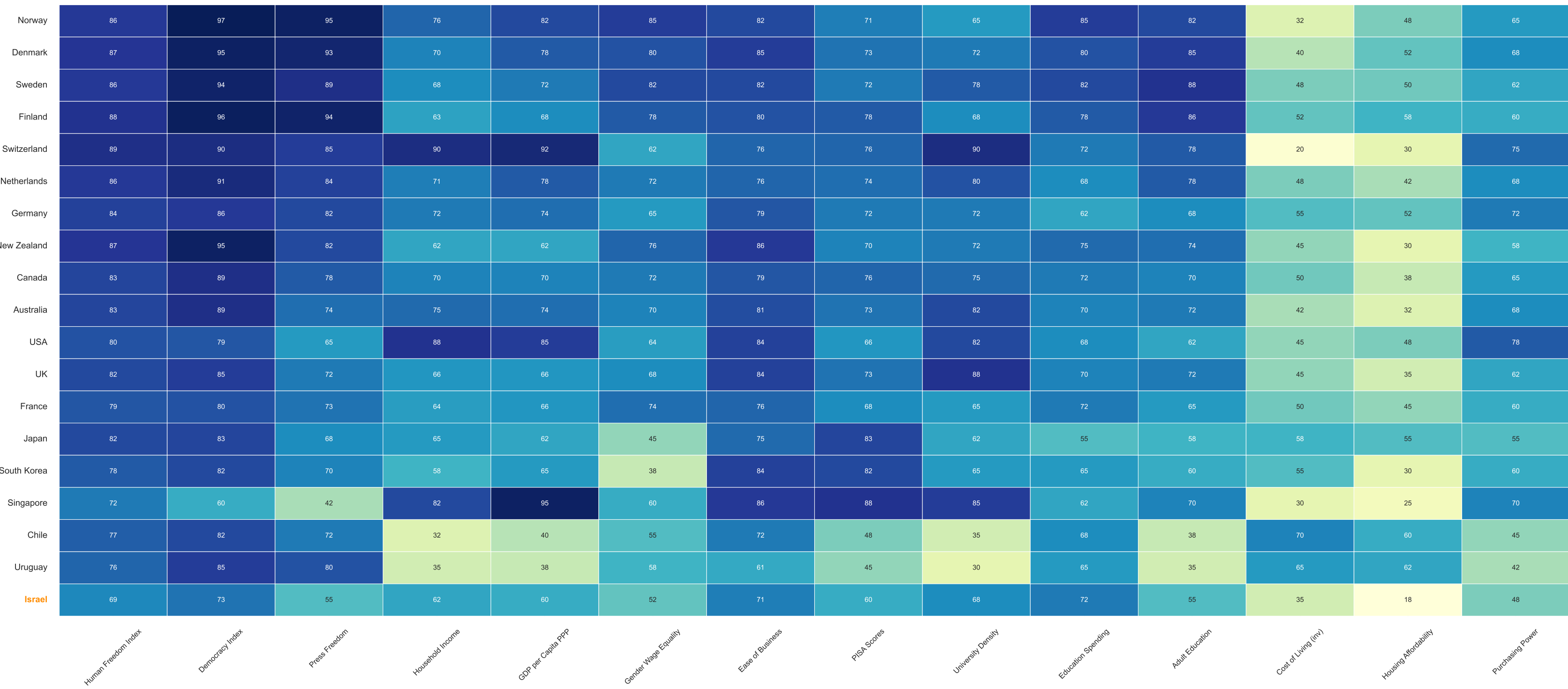
# Game Theory Analysis: Best Countries to Raise a Family (Trade-off Framework)

Weights: Freedom & Personal Choice: 35% | Income & Career Growth: 30% | Education Quality & Access: 20% | Cost of Living & Affordability: 15%

Dominant Strategy: None (no country dominates all factors) | Pareto-Optimal: Sweden, Denmark, Norway, Finland, Germany, Switzerland, USA, Singapore  
Nash Equilibrium (most balanced): Japan | Israel Ranking: #19 out of 19

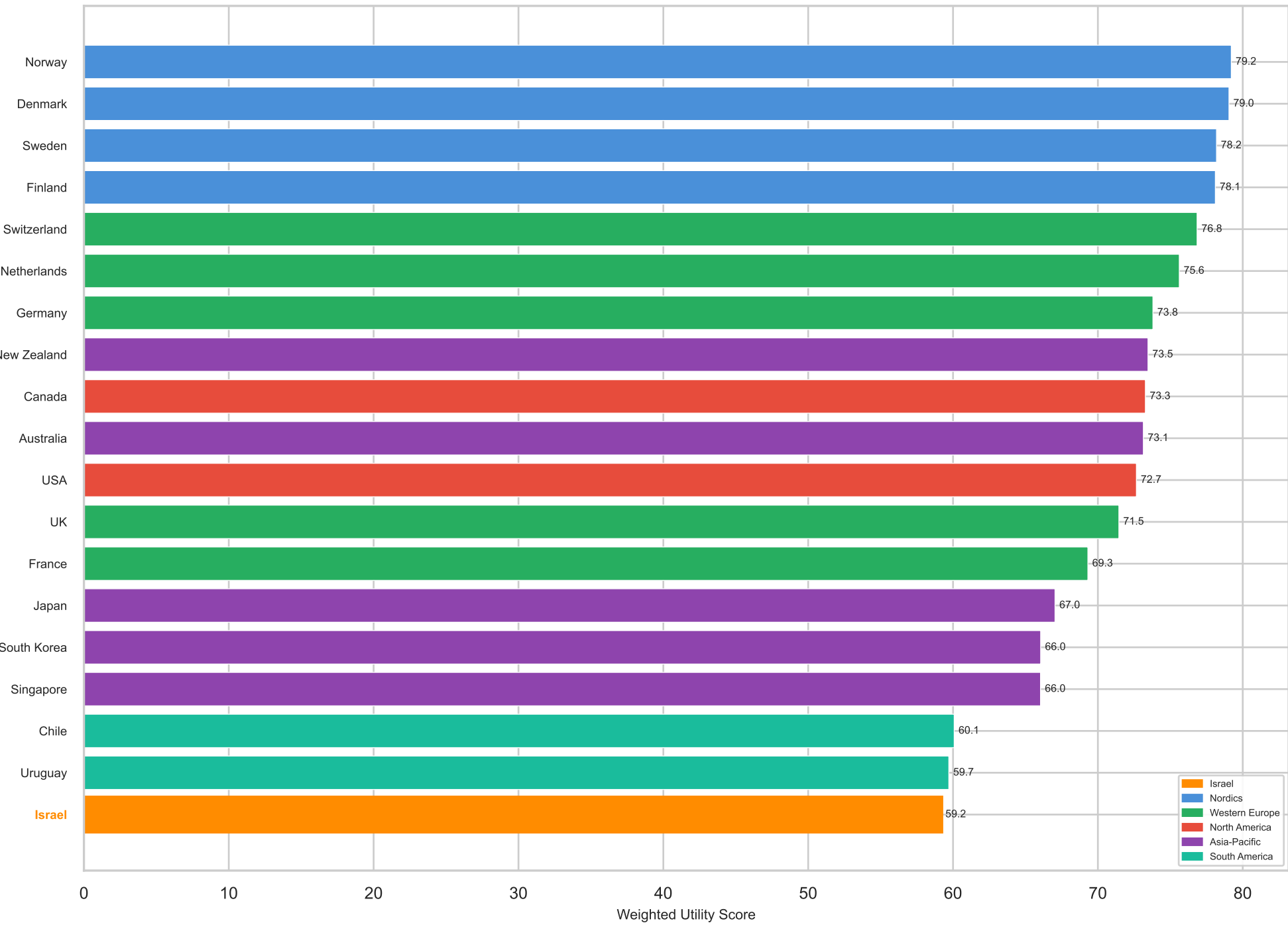


Heatmap: Sub-factor Scores (sorted by overall rank)



Score (0-100)

Overall Ranking (Weighted Utility)



Trade-off Matrix:  $\Delta$  vs. Best-in-Class (Top 10)

Country	Freedom $\Delta$	Income $\Delta$	Education $\Delta$	Cost of Living $\Delta$
Norway	0.0	0.0	-4.2	-11.4
Denmark	-1.0	-3.0	-2.5	-6.4
Sweden	-3.0	-5.2	0.0	-6.4
Finland	0.0	-9.0	-2.5	-3.0
Switzerland	-4.7	-1.2	-1.0	-18.0
Netherlands	-5.7	-7.0	-5.0	-7.0
Germany	-8.7	-8.7	-11.5	0.0
New Zealand	-4.7	-9.7	-7.2	-15.4
Canada	-9.4	-8.4	-6.8	-8.7
Australia	-10.7	-6.2	-5.8	-12.4

Game Theory Concepts:

- Payoff Matrix – each country scored across multiple competing factors
- Pareto Efficiency – countries where improving one factor requires sacrificing another
- Dominant Strategy – a country outperforming all others in every factor (rare)
- Nash Equilibrium – the most balanced choice; switching focus wouldn't improve utility
- Weighted Utility – overall score =  $\sum(\text{factor} \times \text{weight})$