



## Editorial Introduction

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Enough rhetorics, release those plethoric toils.

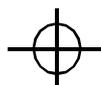
That notion came to my mind as we all witness that the main title covering this special issue is at a glance rather wide, unscrupulous, definitely tedious for the adventurous. People can and do talk about management, from every aspect and viewpoint human can ever think of. As a term that represents the art or science or habituation of how to preserve (economic) resources if not to swell them, management is the sugar daddy the advancement achieved by modern society finally ends up as we walk back in time to at least a century away. Then we say, why should this be not another cliché, the toils not another snake oil?

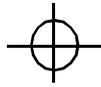
And at least two things must be said. First, the research scope of each paper is relatively small and specialized it is nearly impossible to expand and collide all of them into a big book of single guide containing tips and tricks and howtos suitable for daily practice. Second, from the first place each paper is trying to give an answer of 'how it works', sometimes in context of an imaginary world filled with the ideals instead of the real such that it would take several more steps to show 'how to make it work this or that way'.

See the first paper by Marco Novarese that is in the path of investigating the learning mechanism of each member of a teamwork, with a significant emphasis on human-computer interaction, in well-defined games. As his experiments suggest, repetition does not necessarily entail persistence of strategies. There are underlying effects of individual decision making that force us to revisit old ideas of learning, especially in the era of simulated economic setting.

The second paper by Deni Khanafiah and Hokky Situngkir departs from completely different ground. Not only it is focused on artifacts rather than human agent, as the factor that determines the passage of innovation is possibly infinitely many, why not consider it as another kind of evolutionary process? Hence the name of the method: memetics, to investigating the evolution of cellular phone and visualize it in a tree analogous to what its biological counterpart has: the phylomemetic tree.

Still in the wings of innovation, my paper moves to smaller scope as it goes to sneak behind the mental process of creative works. It begins from how to coarse-grainedly classify kinds of creativeness, how creative work that becomes a novelty is likely to be presented from the existing building blocks in spirit of the idea that innovation is cumulative. Finally it shows how laypersons who seem to be influenced by such novelty can appreciate the work as a novelty, triviality, or just a madness.





Innovation stops, competition starts. The remaining two papers are all about competition.

Yun Hariadi creates a duopoly world; duopoly gamewith market share as his aim. In a setting of heterogenous and homogenous agent, that is, both agents are using both boundedly-rational strategy and adaptive-expectation-driven strategy or only one of both strategies, in a bifurcation map, it is shown that some straightforward result will emerge. For instance, duopoly with homogeneity will finally end up in a monopoly.

Still about competition, Serge Galam, in a probabilistic model using majority rule, describes the dynamics of power distribution merely as a result of internal factors. Analytically and simulatedly it is proven and shown that given an amount of initial support, an oppositional force is deemed to eventually succeed or fail to defeat the leading party. Not only it easily leads us to understanding the rise and fall of a dominating parties in a hierarchical organization, but also to drag down the environmental setting to relevant economic cases.

In short, the main three keywords, namely, 'learning', 'innovation', and 'competition' are only a small portion of what the huge term, 'management' itself, may indicate. Hence the entire body of this issue is far from being comprehensive as much as suggestive.

Management is, again vulgarly speaking, indeed the sugar daddy. And without further explication, such grand title, 'Management in the Age of Complexity', will never get far away from being a meaningless jargon, if not just another snake oil, a quotidian explanation anyone can recite without a significant addition to the body of knowledge we all are trying to accumulate.

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