



GAMES

2016

5th World Congress of the Game Theory Society



24-28 JULY 2016
MAASTRICHT

CONGRESS
PROGRAMME



CONGRESS PROGRAMME // SUNDAY 24 JULY 2016

09:00-10:30	PARALLEL SESSIONS SUN9	A: AUCTIONS - DESIGN	B: AUCTIONS - APPLICATION	C: IO	D: IO SEARCH	E: BARGAINING - EXPERIMENTS	F: MATCHING	G: STRATEGY PROOFNESS	H: DYNAMIC GAMES	J: EQUILIBRIUM - LARGE GAMES	
	LOCATION >	C-1.03 A	C-1.05 A	C-1.09 A	C-1.07 A	G0.03 A	D0.03 A	G1.15 A	Lecture Hall A	HO.04 A	
09:00		<i>Tomasz Szdzik and Pavel Andreyanov</i> Robust Mechanism Design of Exchange	<i>Younghwan In</i> Jump bidding in FCC spectrum auctions	<i>Nicolas Fugger, Florian Gössl and Joachim Heinzel</i> Credence goods markets with heterogeneous experts	<i>Dhruva Bhaskar</i> Tempting and Testing Through Costly Monitoring	<i>Alex Possajennikov and Rene Saran</i> Private Value Bargaining with Naive Players: Theory and Experiment	<i>Mu Zhang</i> Multi-period Matching with Commitment	<i>Yu Zhou and Shigehiro Serizawa</i> Strategy-Proofness and Efficiency for Tiered Objects Preferences	<i>Pieter Collins and Frank Thuijsman</i> Interior-Point Methods for Dynamic Markov Games	<i>Xiang Sun, Yeneng Sun and Haomiao Yu</i> Type-Symmetric Randomized Equilibrium	
09:30		<i>Sergei Izmalkov, Dilyara Khakimova and Gleb Romanyuk</i> Position auctions with endogenous supply	<i>Simon Loertscher and Cedric Wasser</i> Optimal Structure and Dissolution of Partnerships	<i>Nejat Anbarci and Nick Feltovich</i> Market Institutions, Efficiency and Prices	<i>Karl Schlag and Andriy Zapechelnyuk</i> Robust Sequential Search	<i>Matthew Embrey, Kyle Hyndman and Arno Riedl</i> Bargaining with a Residual Claimant: An Experimental Study	<i>Britta Hoyer and Nadja Maraun</i> Matching Strategies of Heterogeneous Agents in a University Clearinghouse	<i>Timo Mennle and Sven Seuken</i> Partial Strategyproofness: An Axiomatic Approach to Relaxing Strategyproofness for Assignment Mechanisms	<i>Wei He and Yeneng Sun</i> Dynamic Games with Almost Perfect Information	<i>Peter Hammond</i> A Notion of Statistical Equilibrium for Games with Many Players	
10:00		<i>Shuchi Chawla, Nikhil R. Devanur, Anna Karlin and Balasubramanian Sivan</i> Simple Pricing Schemes for Consumers with Evolving Values	<i>Yair Tauman and Chang Zhao</i> Patent Licensing, Entry and the Incentive to Innovate		<i>Cristian Bartolucci and Ignacio Monzon</i> Frictions Lead to Sorting: a Partnership Model with On-the-Match Search	<i>Suntak Kim and Enseen Tang</i> An Experimental Study of Proposal Power in Legislative Bargaining	<i>Paula Jaramillo, Cagatay Kayi and Santiago Velez</i> Matching Problems with Priorities and Preferences: Compulsory Social Service Allocation in Colombia	<i>Lars Ehlers</i> Strategy-Proofness and Essentially Single-Valued Cores Revisited		<i>Guilherme Carmona</i> Nearly-Pure Equilibria of Large Games	
11:00-12:30	PARALLEL SESSIONS SUN11	A: AUCTIONS - PRICE DISCRIMINATION	B: AUCTIONS - PROCUREMENT	C: IO R&D	D: CONTRACTS	E: BARGAINING - DELAY	F: MATCHING	G: STRATEGY PROOFNESS	H: DYNAMIC GAMES	J: EQUILIBRIUM	
	LOCATION >	C-1.03 A	C-1.05 A	C-1.09 A	C-1.07 A	G0.03 A	D0.03 A	G1.15 A	Lecture Hall A	HO.04 A	
11:00		<i>Georgios Petropoulos</i> Optimal Selling Mechanisms for On-line Services I: Price Discrimination and the Risk of Interruption	<i>Jeannette Brosig-Koch and Timo Heinrich</i> Promises and Social Distance in Buyer-Determined Procurement Auctions	<i>Shin Kishimoto</i> Stable Licensing Schemes in Technology Transfer	<i>Akifumi Ishihara</i> On Multitasking and Job Design in Relational Contracts	<i>Jean-Jacques Herings and Harold Houba</i> Costless Delay in Negotiation	<i>Stefano Duca, Dirk Helbing and Heinrich H. Nax</i> Assortative matching with inequality in voluntary contribution games	<i>Patrick Harless</i> From behind the veil: Evaluating allocation rules by ex-ante properties	<i>Leon Petrosyan</i> Strongly Time-Consistent Solutions in N-person Differential and Dynamic Games.	<i>Ibrahim Inal</i> Purification without Common Knowledge of Priors	
11:30		<i>Nima Haghpahan and Jason Hartline</i> Multi-dimensional Virtual Values and Second-degree Price Discrimination	<i>Daniel Z. Li and Minbo Xu</i> Competition in Procurement Auctions with Corruption	<i>Herbert Dawid and Tim Hellmann</i> R&D Investments under Endogenous Cluster Formation	<i>Daniel Danau and Annalisa Vinella</i> On the optimal use of correlated information in contractual design under limited liability	<i>Deepal Basak</i> Transparency and Delay in Bargaining	<i>Chia-Ling Hsu</i> Promoting Diversity of Talents: A Market Design Approach	<i>Haris Aziz, Florian Brandl, Felix Brandt and Markus Brill</i> On the Tradeoff between Efficiency and Strategyproofness	<i>Dmitry Khlopin</i> On Tauberian Theorems for Dynamic Games	<i>Rongyu Wang</i> Information Correlation in a Strategic-Complements Game and the Extension of Purification Theorem	
12:00					<i>Matthew Elluman and Sjaak Hurkens</i> Optimal Crowdfunding Design	<i>Dongkyu Chang</i> Delay in Bargaining with Outside Options	<i>P. Jean-Jacques Herings</i> Equilibrium and Matching under Price Controls	<i>William Thomson and Jo Cho</i> Strategy-proofness in private good economies with linear economies	<i>Janos Flesch and Arkadi Predtetchinski</i> A characterization of subgame-perfect equilibrium plays in Borel games of perfect information	<i>Rohan Dutta, David Levine and Salvatore Modica</i> Collusion Constrained Equilibrium	
14:00-15:30	SEMI-PLENARY SESSIONS I	SP1: MATCHING AND MARKETS / VOTING VERSUS LOBBYING			SP2: CONTINUOUS-TIME AND STOCHASTIC GAMES			SP3: ADAPTIVE BEHAVIOR			
	LOCATION >	Lecture Hall A			Concert Hall D			Greek Aula C			
14:00		<i>Chris Shannon</i> Matching and Markets			<i>Pierre Cardaliaguet</i> Learning in nonatomic continuous time games			<i>Jeff Shamma</i> Higher order evolutionary dynamics in population games			
14:45		<i>David Levine</i> Voting versus Lobbying			<i>Eilon Solan</i> Multiplayer Stochastic Games: Techniques, Results, and Open Problems			<i>Arthur Robson</i> Rapidly Adaptive Hedonic Utility			
16:00-17:30	PARALLEL SESSIONS SUN16	A: AUCTIONS - OPTIMAL	B: AUCTIONS - EXPERIMENTS	C: IO PRICE COMPETITION	D: CONTRACTS	E: BARGAINING	F: MATCHING	G: STRATEGY PROOFNESS	H: REPEATED GAMES	J: EQUILIBRIUM - EXISTENCE	
	LOCATION >	C-1.03 A	C-1.05 A	C-1.09 A	C-1.07 A	G0.03 A	D0.03 A	G1.15 A	Lecture Hall A	HO.04 A	
16:00		<i>Saeed Alaei, Jason Hartline, Rad Niazadeh, Emmanouil Pountourakis and Yang Yuan</i> Optimal Auctions vs. Anonymous Pricing	<i>Joyce Delnoij</i> Compare and despair: social comparison concerns in auctions	<i>R. Emre Aytimur</i> Salience and Horizontal Differentiation	<i>Daniel Danau and Annalisa Vinella</i> Sequential screening and the relationship between principal's preferences and agent's incentives	<i>S. Nageeb Ali, David Miller and David Yilin Yang</i> Is multilateral enforcement vulnerable to bilateral renegotiation?	<i>Philip Marx and James Schummer</i> Revenue from Matching Platforms	<i>James Schummer and Rodrigo Velez</i> Sequential preference revelation in incomplete information settings	<i>Lawrence Blume and Klaus Ritzberger</i> The Curse of Poverty and the Blessings of Wealth	<i>Maria Carmela Ceparano and Federico Quartieri</i> Nash equilibrium uniqueness in nice games with isotone best replies	
16:30		<i>Takehiro Oyakawa, Amy Greenwald and Vasilis Syrgkanis</i> Optimal Auctions with Convex Perceived Payments	<i>Gali Noti, Noam Nisan and Ilan Yaniv</i> An Experimental Evaluation of Bidders' Behavior in Ad Auctions	<i>Abhimanyu Khan and Ronald Peeters</i> Imitation and price competition in a differentiated market	<i>Andrei Barbos</i> Optimal Contracts with Random Auditing	<i>Armando Gomes</i> Coalitional Bargaining: A New Concept of Value and Coalition Formation	<i>Orhan Aygun and Bertan Turhan</i> Dynamic Reserves in Matching Markets With Contracts: Theory and Applications	<i>Peter Biro, Flip Klijn and Szilvia Papai</i> Circulation under Responsive Preferences	<i>Kutay Cingiz, János Flesch, Jean-Jacques Herings and Arkadi Predtetchinski</i> Perfect information games with infinitely many players each acting only once	<i>Rabah Amir and Luciano De Castro</i> Nash Equilibrium in Games with Quasi-Monotonic Best-Responses	
17:00		<i>Shuchi Chawla, Hu Fu and Anna Karlin</i> Simple, Approximately Optimal Auctions for Interdependent Value Settings	<i>Dirk Engelmann, Jeff Frank, Alexander Koch and Marieta Valente</i> Does a Buyer Benefit from Bad Reputation? Theory and Experiments on Auctions with Default		<i>Sarah Auster and Piero Gottardi</i> Competing Mechanisms in Markets for Lemons	<i>Mantas Radzvilas</i> Hypothetical Bargaining and Envy-Free Gameplay	<i>Antonio Romero-Medina and Matteo Triossi</i> Take-it-or-leave-it contracts in many-to-many matching markets		<i>Oscar Volij and Casilda Lasso de La Vega</i> The value of a draw in quasi-binary matches	<i>Takahiro Watanabe</i> Existence of Pure Strategy Equilibria in Finite Quasiconcave Games	
18:00-19:30	WELCOME AND PRESIDENTIAL ADDRESS <i>David Schmeidler</i>										
	LOCATION >	Vrijthof theatre E									

CONGRESS PROGRAMME // SUNDAY 24 JULY 2016

K: LEARNING	L: CONTESTS		N: NETWORKS	P: PSYCHOLOGY	Q: EPISTEMICS	R: COOPERATIVE - NUCLEOLUS	S: STOCHASTIC GAMES	T: TEAMS	U: PREDICTION
H0.06 A	G1.01 A		AO.24 A	EO.04 A	0.012 B	0.011 B	0.010 B	0.009 B	0.008 B
<i>Burkhard Schipper</i> Strategic teaching and learning in games	<i>Caleb Koch and Heinrich Nax</i> Contests Evolving		<i>Catherine Moon and Vincent Conitzer</i> Maximal Cooperation in Repeated Games on Social Networks	<i>Nick Janetos</i> Fads and changing tastes	<i>Yasuo Sasaki</i> Unawareness of Decision Criteria in Multicriteria Games	<i>Tamas Solymosi and Balázs Sziklai</i> Characterization sets for the nucleolus in balanced games	<i>Mickael Randour</i> Reconciling Rationality and Stochasticity: Rich Behavioral Models in Two-Player Games	<i>Aodi Tang</i> Optimal Contracts for team experimentation	<i>Xi Alice Gao, Andrew Mao, Yiling Chen and Ryan Adams</i> Trick or Treat: Putting Peer Prediction to the Test
<i>Ai Takeuchi, Yukihiko Funaki, Mamoru Kaneko and Jeffrey Kline</i> An Experiment on Behavior, Learning, and Forgetfulness in Inductive Game Theory	<i>Christian Seel</i> The Reverse War of Attrition		<i>Pramod Mane, Kapil Ahuja and Nagarajan Krishnamurthy</i> Unique Stability Point in Social Storage	<i>Stefanie Schmitt</i> Rational Allocation of Attention in Decision-Making	<i>Kemal Yildiz</i> Choice Regularities Relative identification of choice theories	<i>Javier Martinez-De-Albeniz, Carlos Rafels and Neus Ybern</i> Insights into the nucleolus of the assignment game	<i>Dipti Dubey and S. K. Neogy</i> Completely Mixed Strategies for Generalized Bimatrix and Switching Controller Stochastic Game using Vertical Linear Complementarity Problem	<i>Alex Gershkov, Jianpei Li and Paul Schweinzer</i> How to share it out: The value of information in teams	<i>Yiling Chen and Bo Waggoner</i> Informational Substitutes for Prediction and Play
<i>Chiara Margaria</i> Queueing to learn	<i>Greg Kubitz</i> Repeated Contests with Private Information		<i>Mikhail Raskin and Nikita Nikitenkov</i> Paradoxical examples of games on social networks	<i>Aileen Lotz, Pierre Gosselin and Marc Wambst</i> From Rationality to Irrationality: Dynamic Interacting Structures	<i>Michael Greinecker</i> Typology of beliefs and rationalizability with many players	<i>Yin-Fang Ye, Deng-Feng Li and Xun-Feng Hu</i> A monotony-based simplified method for computing interval least square prenucleolus of interval cooperative games	<i>S. K. Neogy and Dipti Dubey</i> Linear Complementarity and the class of Structured Stochastic Games		
K: LEARNING	L: CONTESTS	M: COMMUNICATION	N: NETWORKS	P: BIASES	Q: EPISTEMICS	R: COOPERATIVE - STABLE SETS	S: POLITICAL ECONOMY	T: SHARING	U: FUZZY, QUANTUM
H0.06 A	G1.01 A	AO.23 A	AO.24 A	EO.04 A	0.012 B	0.011 B	0.010 B	0.009 B	0.008 B
<i>Ye Du and Ehud Lehrer</i> Constrained No Regret Learning	<i>Alexandros Rigos</i> A Beauty Contest with Flexible Information Acquisition	<i>Thomas Rivera</i> Incentives and the Structure of Communication	<i>Vincent Boucher and Marion Goussé</i> Wage Dynamics and Peer Referrals	<i>Jakub Steiner and Olivier Gossner</i> Illusion of Control and Related Perception Biases	<i>Pierfrancesco Guarino</i> The Universal Type Space with Unawareness for Conditional Probability Systems	<i>Weibin Han and Adrain van Deemen</i> On Generalized Stable Sets	<i>Frederik Toscani and Daniel Quigley</i> The roles of transparency in regime change: Striking when the iron's gone cold	<i>Ruben Juarez, Chiu Yu Ko and Jingyi Xue</i> Sharing sequential profits in a network	<i>Ulrich Faigle and Michel Grabisch</i> Quantum Analysis of Decision and Interaction Systems
<i>Annie Liang</i> Games of Incomplete Information Played by Statisticians	<i>Aidas Masiliunas, Friederike Mengel and J. Philipp Reiss</i> Behavioural Variation in Tullock Contests	<i>Vessela Daskalova and Nicolaas J. Vriend</i> Categorization and Coordination	<i>Mehrdad Nojournian and Douglas Stinson</i> From Rational Secret Sharing to Social and Socio-Rational Secret Sharing	<i>Roe Teper and Ehud Lehrer</i> Who is a Bayesian?	<i>Jayant Ganguli, Aviad Heifetz and Byung Soo Lee</i> Universal Interactive Preferences	<i>Parkash Chander</i> An Infinitely Farsighted Stable Set	<i>Daron Acemoglu, Georgy Egorov and Konstantin Sonin</i> Social Mobility and Stability of Democracy: Re-evaluating De Tocqueville	<i>Eric Bahel and Christian Trudeau</i> From spanning trees to arborescences: new and extended cost sharing solutions	<i>Dian Qing Yang and Deng Feng Li</i> Multilinear extension of tau-values for cooperative games with fuzzy coalitions
<i>In-Koo Cho and Anna Rubinchik</i> Contemplation vs. intuition. A reinforcement learning perspective.	<i>Damian Damianov, Shane Sanders and Anil Yildizparlak</i> Asymmetric endogenous prize contests			<i>János Flesch, Dries Vermeulen and Anna Zseleva</i> Zero-sum games with charges		<i>Toshiyuki Hirai</i> Single-payoff farsighted stable sets in strategic games with dominant punishment strategies	<i>Jiabin Wu</i> Homo-Politicus: Evolution of Behavior Under Political Institutions	<i>Ruben Juarez and Lining Han</i> Money-Sharing and Intermediation in Networks	<i>Jie Yang and Deng-Feng Li</i> Parameterized Bilinear Programming Methodology for Solving Triangular Intuitionistic Fuzzy Number Bimatrix Games
K: LEARNING	L: CONTESTS	M: COMMUNICATION	N: NETWORKS	P: RISK AND AMBIGUITY	Q: EPISTEMICS	R: COOPERATIVE	S: POLITICAL ECONOMY	T: SHARING	U: ENVIRONMENT
H0.06 A	G1.01 A	AO.23 A	AO.24 A	EO.04 A	0.012 B	0.011 B	0.010 B	0.009 B	0.008 B
<i>Jesper Rudiger and Adrien Vigier</i> Pundits and Quacks: Learning about Analysts when Fundamental Asset Values are Unobserved	<i>Ayse Gul Mermer</i> Effort Provision and Optimal Prize Structure in Contests with Loss-Averse Players	<i>Tom Potoms and Tom Truys</i> On Symbols and Cooperation	<i>Penelope Hernandez, Guillem Martinez, Manuel Monos-Herrera and Angel Sanchez</i> Individual preferences and networks	<i>Takashi Ui</i> Ambiguity and Risk in Global Games	<i>Elias Tsakas and Andres Perea</i> Local reasoning in dynamic games	<i>Yukihiko Funaki, Koji Yokote and Takumi Kongo</i> The balanced contribution property for equal contributors	<i>Kaj Thomsson and Richard Bluhm</i> Ethnic divisions, political institutions and the duration of declines	<i>Tatsuya Iwase and Takahiro Shiga</i> Pure Nash Equilibrium and Coordination of Players in Ride Sharing Games	<i>Eugen Kovac and Robert Schmidt</i> A simple dynamic climate cooperation model with large coalitions and deep emissions cuts
<i>Rahul Deb and Colin Stewart</i> Optimal Adaptive Testing: Informativeness and Incentives	<i>Alex Smolin</i> Optimal Feedback Design	<i>Juan Carlos Carbajal</i> Inconspicuous Consumption	<i>Michel Grabisch, Antoine Mandel, Agnieszka Rusinowska and Emily Tanimura</i> Strategic influence in social networks	<i>Satoshi Nakada and Kohei Sashida</i> Risk and Ambiguity in the Twin Crises	<i>Nadine Chlass and Andrés Perea</i> How Do People Reason In Dynamic Games?	<i>Colin Rowat, Manfred Kerber and Naoki Yoshihara</i> Asymmetric three agent majority pillage games	<i>Shyh-Fang Ueng</i> Perception and Inclusiveness	<i>Jason Marden, Raghavendra Gopalakrishnan and Adam Wierman</i> Potential Games are Necessary to Ensure Pure Nash Equilibria in Cost Sharing Games	<i>Adam Lampert, Alan Hastings and James Sanchirico</i> Ecosystem restoration by multiple agents
<i>Alan Beggs</i> Reference Points and Learning	<i>Gleb Polevoy, Stojan Trajanovski and Mathijs de Weerd</i> Equilibria and Efficiency in Shared Effort Games	<i>Michael Mandler</i> Piracy versus monopoly in the market for conspicuous consumption	<i>Hannu Salonen</i> Bonach Measures as Equilibria in Network Models	<i>Toomas Hinnosaar</i> On the impossibility of protecting risk-takers	<i>Miklos Pinter</i> A new epistemic model	<i>Jose-Manuel Giménez-Gómez and Cori Vilella</i> Recursive methods for discrete claims problems with social constraints	<i>Jidong Chen and Yiqing Xu</i> How Does an Authoritarian Regime Allow Citizens to Voice Opinion Publicly?	<i>Arnold Polanski and Fernando Vega-Redondo</i> Coalition formation and surplus sharing in repeated multi-coalitional games	

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K: EXPERIMENTATION	L: CONTESTS	M: COMMUNICATION - DISCLOSURE	N: NETWORKS	P: RISK - BIDDING	Q: EXTENSIVE GAMES	R: COOPERATIVE	S: VOTING	T: GROUPS	
HO.06 A	G1.01 A	AO.23 A	AO.24 A	EO.04 A	O.012 B	O.011 B	O.010 B	O.009 B	
<i>Yi Chen</i> Strategic Experimentation on a Common Threshold	<i>Jean-Francois Mercier</i> Selecting Contestants for a Rent-Seeking Contest: a Mechanism Design Approach	<i>Elchanan Ben-Porath, Eddie Dekel and Barton Lipman</i> Disclosure and Choice	<i>Niccolo Lomys</i> Sequential Collective Search in Networks	<i>Philippos Louis and Dimitrios Xeferis</i> Others' risk attitudes: lessons from a game of poker.	<i>Larry Blume and Martin Meier</i> Perfect quasi-perfect equilibrium	<i>Seckin Ozbilen</i> Coalitional Nash stability in hedonic coalition formation games	<i>Hans Gersbach, Philippe Muller and Oriol Tejada</i> A Dynamic Model of Electoral Competition with Costly Policy Changes	<i>Christopher Kops and Abhinash Borah</i> Self-Categorization, Depersonalization and Rational Choice	
<i>Kaustav Das</i> The Role of Heterogeneity in a model of Strategic Experimentation	<i>Ryuji Sano</i> Iterative Revelation Mechanisms	<i>Stefan Penczynski and Sihong Zhang</i> Disclosure of Verifiable Information under Competition	<i>László Kóczy</i> Core-stable Networks with Widespread Externalities	<i>Zhuoqiong Chen, David Ong and Ella Segev</i> Heterogeneous risk/loss aversion in complete information all-pay auction	<i>Sune K. Jakobsen, Troels B. Lund and Vincent Conitzer</i> Timeability of Extensive-Form Games	<i>Dinko Dimitrov and Emiliya Lazarova</i> Inducing stability in hedonic games	<i>R. Pablo Arribillaga and Jordi Massó</i> Comparing Voting by Committees According to their Manipulability	<i>Aidas Masiliunas</i> Overcoming Coordination Failure in a Critical Mass Game	
<i>Daria Khromenkova</i> Restless Strategic Experimentation	<i>Anna Moskalenko</i> A mechanism to pick the deserving winner	<i>Keiichi Kawai and Pak Hung Au</i> Competition in Information Disclosure	<i>Mihai Suci, Rodica Ioana Lung and Noémi Gaskó</i> About Nash Equilibrium, Modularity Optimization, and Network Community Structure Detection	<i>Philippe Gillen, Christopher Zeppenfeld, Alexander Rasch and Nicolas Fugger</i> Preferences and Decision Support in Competitive Bidding	<i>Roger Myerson and Philip Reny</i> Open Sequential Equilibria of Multi-Stage Games with Infinite Sets of Types and Actions	<i>Marieke Musegaas, Peter Borm and Marieke Quant</i> Step out - Step in Sequencing Games		<i>Willemien Kets and Alvaro Sandroni</i> Challenging Conformity: A Case for Diversity	

K: PUBLIC GOOD	L: CONTESTS	M: COMMUNICATION	N: NETWORKS	P: AMBIGUITY	Q: EXTENSIVE GAMES	R: COOPERATIVE GAMES	S: VOTING	T: FORECASTING	
HO.06 A	G1.01 A	AO.23 A	AO.24 A	EO.04 A	O.012 B	O.011 B	O.010 B	O.009 B	
<i>Renee Bowen, George Georgiadis and Nicolas Lambert</i> Collective Choice in Dynamic Public Good Provision: Real versus Formal Authority	<i>Qian Jiao, Jaimie Lien and Jie Zheng</i> Managing Competitions Using Information: Disclosure Policy in Contests with Heterogeneous Players	<i>Michele Dell'Era</i> Talking to Influence	<i>Gabrielle Demange</i> Optimal targeting strategy in a network under complementarities	<i>Adam Dominiak and Juergen Eichberger</i> Equilibrium under Ambiguity (EUA) for Belief Functions	<i>Andrés Perea</i> Forward induction reasoning versus equilibrium reasoning	<i>Gustavo Bergantiños, Youngsub Chun and Leticia Lorenzo</i> Minimum cost spanning tree problems with multiple sources: the folk rule	<i>Volker Britz and Hans Gersbach</i> Information Aggregation in Democratic Mechanisms	<i>Dean Foster and Sergiu Hart</i> Smooth Calibration, Leaky Forecasts, Finite Recall, and Nash Dynamics	
<i>Andreas Reischmann</i> Conditional Contribution Mechanisms for the Provision of Public Goods in Dynamic Settings - Theory and Experimental Evidence	<i>Chu-Han Cheng, Po-An Chen and Wing-Kai Hon</i> Budget-Constrained Multi-Battle Contests: A New Perspective and Analysis	<i>Andres Salamanca</i> The Value of Mediated Communication	<i>Moshe Babaioff, Liad Blumrosen and Noam Nisan</i> Networks of Complements	<i>Philippe Bich</i> Ambiguity in Discontinuous Games	<i>Christina Pawlowitsch and Rida Laraki</i> Invariant extensive-form rationalizability	<i>Loe Schlicher, Marco Slikker and Geert-Jan van Houtum</i> Spare parts pooling games under a critical level policy	<i>Dimitrios Xeferis and Nicholas Ziros</i> Strategic vote trading in power-sharing systems	<i>Luciano Pomatto</i> Testable Forecasts	
<i>Edward Cartwright and Federica Alberti</i> Full agreement and the provision of threshold public goods	<i>Lambert Schoonbeek</i> Information and endogenous delegation in a rent-seeking contest	<i>Martin Gregor</i> Bilateral transactions with evidence	<i>Gaëtan Fournier and Marco Scarsini</i> Hotelling Games on Networks: Existence and Efficiency of Equilibria	<i>Ilan Nehama</i> Analyzing games with ambiguous types using the MINthenMAX decision model		<i>Peter Sudhölter and José Zarzuelo</i> Characterizations of solutions to highway cost allocation problems	<i>Steve Alpern and Bo Chen</i> Who Should Cast the Casting Vote? Using Sequential Voting to Amalgamate Information		

CONGRESS PROGRAMME // TUESDAY 26 JULY 2016

09:00-10:30	PARALLEL SESSIONS TUE9	A: AUCTIONS - BAYESIAN	B: IO ESPIONAGE	C: IO TIMING	D: FINANCIAL; INVESTMENT	E: BARGAINING	F: MATCHING	G: STRATEGY PROOFNESS	H: REPEATED GAMES	J: EVOLUTIONARY DYNAMICS	
	LOCATION >	C-1.03 A	C-1.05 A	C-1.09 A	C-1.07 A	G0.03 A	G1.01 A	A1.23 A	DO.03 A	HO.04 A	
09:00		<i>Elnaz Bajoori</i> Distributional Perfect Equilibrium in Bayesian Games with Applications to Auctions	<i>Alex Barrachina, Yair Tauman and Amparo Urbano</i> Entry with Two Correlated Signals	<i>Thomas Weber</i> Optimal Commitment	<i>Yong Chao, Chen Yao and Mao Ye</i> What drives price dispersion and market fragmentation across U.S. stock exchanges?	<i>Haruo Imai and Hannu Salonen</i> Bargaining and Rentseeking	<i>Aaron Bodoh-Creed and Brent Hickman</i> College assignment as a large contest	<i>Frank Karsten, Marco Slikker and Peter Borm</i> Cost allocation rules for elastic single-attribute situations	<i>Takuo Sugaya</i> The Characterization of the Limit Communication Equilibrium Payoff Set with General Monitoring	<i>Panayotis Mertikopoulos and William Sandholm</i> Riemannian game dynamics and reinforcement learning	
09:30		<i>Christian Koch and Stefania Penczynski</i> The Winner's Curse: Conditional Reasoning & Belief Formation	<i>Maria Kozlovskaya</i> Industrial Espionage in Duopoly Games	<i>Steven Slutsky and Jon Hamilton</i> Optimal income taxation with no government commitment	<i>Yunus Topbas and Unal Zenginobuz</i> Horizontal Coordination and Transparency of Information	<i>Cesarino Bertini, Cristina Bonzi, Gianfranco Gambarelli, Nicola Gnocchi and Ignazio Panades</i> Transforming Games with Affinities from Characteristic into Normal Form	<i>Koji Yokote</i> Cumulative offer process with continuous transfers	<i>William Phan and Patrick Harless</i> For the Object Allocation Problem, Efficiency, the Partial Endowment Lower Bound, and Decomposability Characterize TTC	<i>Mitri Kitti</i> Equilibrium Payoffs for Pure Strategies in Repeated Games	<i>Man Wah Cheung</i> Imitative Dynamics for Games with Continuous Strategy Space	
10:00		<i>Matthew Gentry, Tatiana Komarova, Pasquale Schiraldi and Wiroy Shin</i> On Monotone Strategy Equilibria in Simultaneous Auctions for Complementary Goods		<i>Suvi Vasama</i> Dynamics of Innovation: Cooperation and Retardation	<i>Lin Lin, Wei Zheng and Yan Pan</i> Game Analysis of the Corporate Internet Information Disclosure	<i>Joosung Lee</i> Bargaining and Buyout	<i>Mustafa Oguz Afacan</i> School Choice with Voucher	<i>Ethem Akyol</i> Welfare Comparison of Allocation Mechanisms under Incomplete Information	<i>Asaf Plan</i> Stability of the Equilibrium Payoff Set in Repeated Games	<i>Erik Mohlin and Axel Bernergård</i> Evolutionary Selection against Iteratively Weakly Dominated Strategies	
11:00-12:30	SEMI-PLENARY SESSIONS III	SP1: COMPUTATION			SP2: DYNAMIC MATCHING			SP3: MONOPOLY PRICING / PRISONER'S DILEMMA			
	LOCATION >	Lecture Hall A			Concert Hall D			Aula Gothic A			
11:00		<i>Christos Papadimitriou</i> The Unreasonably Productive Interaction of the Theories of Games and Computation			<i>Leeat Yariv</i> Optimal Dynamic Matching			<i>Balázs Szentes</i> Buyer-Optimal Demand and Monopoly Pricing			
11:45		<i>Rakesh Vohra</i> Scarf's Lemma and Stable Matchings			<i>Alessandro Pavan</i> Dynamic Matching Auctions: Experimentation and Cross-Subsidization			<i>Guillaume Fréchette</i> Cooperation in the Finitely Repeated Prisoner's Dilemma			
14:00-15:30	POSTER SESSION										
	LOCATION >	Lounge SBE A									
16:00-17:30	PARALLEL SESSIONS TUE16	A: AUCTIONS - COMMUNICATION	B: IO COASE CONJECTURE	C: IO	D: AGENCY MODELS	E: BARGAINING	F: MATCHING	G: SOLUTION CONCEPTS	H: REPEATED GAMES	J: EVOLUTIONARY DYNAMICS	
	LOCATION >	C-1.03 A	C-1.05 A	C-1.09 A	C-1.07 A	G0.03 A	G1.01 A	A1.23 A	DO.03 A	HO.04 A	
16:00		<i>Peter Troyan</i> Collusion and Signaling in Auctions with Interdependent Values	<i>Vitali Gretschko and Achim Wambach</i> Common Values and the Coase Conjecture: Inefficiencies in Frictionless Contract (Re-) Negotiation	<i>Jan Bouckaert and Geert Van Moer</i> Mergers with Horizontal Subcontracting	<i>Matthias Lang</i> Communicating Subjective Evaluations	<i>David Lagziel and Ehud Lehrer</i> Reward Schemes	<i>Azar Abizada</i> Random paths to exchange-stability	<i>Xiao Luo</i> A Unified Approach to Iterated Elimination Procedures in Strategic Games	<i>Yonatan Aumann and Erel Segal-Halevi</i> Repeated Games Revisited: An Ordinal Perspective	<i>Cars Hommes, Marius Ochea and Jan Tuinstra</i> Evolutionary Competition between Adjustment Processes in Cournot Oligopoly: Instability and Complex Dynamics	
16:30		<i>Philippe Jehiel, Peter Katuscak and Fabio Michelucci</i> How to Boost Revenues in First-Price Auctions? The Magic of Disclosing Only Winning Bids from Past Auctions	<i>Basak Altan</i> Damaged Durable Goods, Upgrades and the Coase Conjecture	<i>Panos Toulis and David Parkes</i> Long-term Causal Effects in Multiagent Economies	<i>Andreas Asseyer</i> Optimal Information Disclosure and Collusion	<i>Andrzej Baranski</i> Pre-Distribution: Bargaining over Incentives with Endogenous Production	<i>John P. Dickerson and Tuomas Sandholm</i> FutureMatch: Combining Human Value Judgments and Machine Learning to Match in Dynamic Environments	<i>Mehmet Ismail Maximin</i> Equilibrium: A Minimal Extension of Maximin Strategies	<i>Artem Baklanov</i> Nash Equilibria in Reactive Strategies	<i>Hsiao-Chi Chen and Yunshyong Chow</i> Evolution of Cournot and Bertrand Firms Under A Replicator Dynamic	
17:00		<i>Gyula Seres</i> Auction cartels and the absence of efficient communication		<i>Amparo Urbano and Ivan Arribas</i> Multiproduct trading with a common agent under complete information: Existence and characterization of Nash equilibrium	<i>Xiaogang Che</i> Collusion and Optimal Contract in a Hierarchy with Multiple Agents	<i>Gustavo Bergantiños and Leticia Lorenzo</i> How to apply penalties for avoiding delays in projects	<i>Jan Christoph Schlegel</i> Ex-Ante Stable Lotteries Have Small Support	<i>Toshimasa Maruta, Takuya Iimura and Takahiro Watanabe</i> Two-person Pairwise Solvable Games	<i>Fedor Sandmirskiy</i> On repeated zero-sum games with incomplete information and asymptotically bounded values	<i>Hamed Markazi Moghadam</i> The Nonparametric Approach to Evolutionary Oligopoly	
18:00-19:00	VON NEUMANN LECTURE	<i>Sylvain Sorin</i> Asymptotic Value of Dynamic Games									
	LOCATION >	Lecture Hall A									

CONGRESS PROGRAMME // TUESDAY 26 JULY 2016

K: PUBLIC GOOD	L: CONTESTS	M: COMMUNICATION	N: NETWORKS - IO	P: DECISION THEORY	Q: SEQUENTIAL RATIONALITY	R: COOPERATIVE	S: VOTING	T: FAIRNESS	U: EXPERIMENTS
HO.06 ^A	A1.22 ^A	AO.23 ^A	AO.24 ^A	EO.04 ^A	O.012 ^B	O.011 ^B	O.010 ^B	O.009 ^B	O.008 ^B
Abhinaba Lahiri, Hans Peters and Ton Storcken Locating public bads in an interval	Antoni Rubí-Barceló and Daniel Cardona Group-contests with endogenous claims	Valeria Burdea, Maria Montero and Martin Sefton Communication situations with partially verifiable information: an experimental approach	Vladimir Matveenko, Alexei Korolev and Anastasia Alfimova On dynamic stability of equilibrium in network game with production and externalities	Massimo Scotti and Filippo Pavesi Good Lies	Marciano Siniscalchi Sequential preferences and sequential rationality	Giorgos Stamatopoulos and Paraskevas Lekeas Cooperative games with externalities and probabilistic coalitional beliefs	Steven Brams and Marc Kilgour Paths to Victory in Presidential Elections: The Setup Power of Noncompetitive States	Carlos Alós-Ferrer, Sabine Hügelschäfer and Maria Theobald Unexpected, hence unfair? The neural response to expectancy violations in the Ultimatum Game	Tibor Neugebauer, Abdolkarim Sadrieh and Reinhard Selten Taming Selten's Horse with Impulse Response
Swarnendu Chatterjee, Hans Peters and Ton Storcken Locating a public good on a sphere	Uriel Feige, Ron Lavi and Moshe Tennenholtz Contests for Revenue Share	Caroline Thomas Career Concerns and Policy Intransigence - A Dynamic Signalling Model	Nikolas Tsakas and Emmanuel Petrakis The Effect of Entry on R&D Networks	Hande Erkut Individual preferences across contexts	Sophie Bade Weak Dynamic Consistency	Zhigang Cao, Chengzhong Qin and Xiaoguang Yang Shapley's Conjecture on the Cores of Abstract Market Games	Carlos Alós-Ferrer and Georg Granic The effects of polling systems on electoral competition	Takeshi Nishimura, Akira Okada and Yasuhiro Shirata Evolution of Fairness and Group Formation in Multi-Player Ultimatum Games	Carlos Alos-Ferrer and Alexander Ritschel Multiple Decision Processes in Cournot Oligopolies: Evidence from Response Times
Alexey Savvateev, Constantine Sorokin and Shlomo Weber Multidimensional free-mobility equilibrium: Tiebout revisited	Ezra Einy, Diego Moreno and Benyamin Shitovitz The Value of Public Information in Common-Value Tullock Contests	Bartosz Redlicki Rumours and Cheap Talk	Sonja Brangewitz, Claus-Jochen Haake and Philipp Möhlmeier Strategic Formation of Customer Relationship Networks		Eran Hanany, Peter Klibanoff and Sujoy Mukerji Incomplete Information Games with Ambiguity Averse Players	María Gómez-Rúa and Juan Vidal-Puga A monotonic and merge-proof rule in minimum cost spanning tree situations	Javier Rivas and Friederike Mengel Common value elections with private information and informative priors		Andrea Isoni, Anders Poulsen, Robert Sugden and Kei Tsutsui Focal points and payoff information in tacit bargaining

K: PUBLIC GOOD	L: CONTESTS	M: COMMUNICATION	N: NETWORKS	P: PSYCHOLOGY	Q: DEPTH OF REASONING	R: COOPERATIVE	S: VOTING	T: FAIRNESS	U: EXPERIMENTS - MONEY
HO.06 ^A	A1.22 ^A	AO.23 ^A	AO.24 ^A	EO.04 ^A	O.012 ^B	O.011 ^B	O.010 ^B	O.009 ^B	O.008 ^B
Péter Bayer Sophisticatedly Stable Equilibria in the Local Public Goods Game	Marco Serena Harnessing Beliefs to Stimulate Efforts	Tymofiy Mylovanov The sender-payoff approach to signaling and the informed-principal problem	Norma Olaizola and Federico Valenciano A 'marginalist' model of network formation	Claudia Cerrone Doing it when others do: a strategic model of procrastination	Adam Brandenburger, Amanda Friedenberg, Terri Kneeland and Willemien Kets Cognition and Rationality	Parkash Chander and Myrna Wooders The Subgame Perfect Core	Stephan Lauerermann and Mehmet Ekmekci Manipulated Electorates and Information Aggregation	M. Josune Albizuri and J. Carlos Santos Claims-separable consistency and potential for claims problems	Miguel Fonseca, Francesco Giovannoni and Miltiadis Makris Auctions with External Incentives: Experimental Evidence
Anna Stepanova and Edward Cartwright Efficiency in a forced contribution threshold public good game	Irem Bozbay and Alberto Vesperoni A contest success function for networks	Yi Chen, Maria Goltsman, Johannes Horner and Gregory Pavlov Multi-stage unmediated communication in a sender-receiver model	Renaud Foucard and Jana Friedrichsen Bidding for network size	Aviad Heifetz and Enrico Minelli Gratification and flourishing: well-being in interaction	Bernardo Garcia-Pola, Nagore Iriberrí and Jaromir Kovarik Non-Equilibrium Play in Centipede Games	Fanni Bobák and Zsolt Udvari Games in partition function form with restricted cooperation	Irem Bozbay and Hans Peters Information aggregation with multiple issues and continuum of types	Florian Navarro Weak necessary players, Myerson fairness and the concept of equality	Markus Kinateder, Hubert Kiss and Ágnes Pintér Would Depositors pay to show that they do not withdraw? Theory and Experiment
Anne Van Den Nouweland and Myrna Wooders Existence of Share Equilibrium in Symmetric Local Public Good Economies	Subhasish Modak-Chowdhury, Anwesha Mukherjee and Theodore Turocy Equivalence in multi-winner contest mechanisms: An experiment	Francesc Dilme Slightly Biased Communication	Rui Gong, Jieshuang He and Frank Page Incentive Compatible Networks and the Delegated Networking Principle		Romain Gauriot, Lionel Gauthier and John Wooders Wimbledon Revisited	Hakan Inal Existence of a Unique Core Partition in Coalition Formation Games	Addison Pan A Generalisation of Feddersen and Pesendorfer (1998): Voting Under Ambiguity	Jingyi Xue Efficiency and fairness in claims problems under uncertainty	Olga Gorelkina and Alia Gizatulina Selling Money on EBay: A Field Test for Social Preferences

CONGRESS PROGRAMME // WEDNESDAY 27 JULY 2016

09:00-10:30	PARALLEL SESSIONS WED9	A: AUCTIONS - DESIGN	B: IO MONOPOLY	C: IO	D: AGENCY MODELS	E: BANKRUPTCY	F: SCHOOL CHOICE	G: SOLUTION CONCEPTS	H: IMPLEMENTATION	J: EVOLUTIONARY DYNAMICS
	LOCATION >	C-1.03 A	C-1.05 A	C-1.09 A	C-1.07 A	G0.03 A	G1.01 A	A1.23 A	DO.03 A	H0.04 A
	09:00	<i>Moshe Babaioff, Yannai A. Gonczarowski and Noam Nisan</i> The Menu-Size Complexity of Revenue Approximation	<i>Daniele Condorelli and Balazs Szentes</i> Buyer-Optimal Demand and Monopoly Pricing	<i>Tatsuya Kitagawa, Yasushi Masuda and Masashi Umezawa</i> Optimal Two-part Tariff Licensing for Incumbent Innovator in Differentiated Product Markets	<i>Martin Pollrich</i> Mediated Audits	<i>Arantza Estevez Fernandez, Peter Borm and M. Gloria Fiestras-Janeiro</i> Nontransferable utility bankruptcy games	<i>Joana Pais, Flip Klijn and Marc Vorsatz</i> Static versus Dynamic Deferred Acceptance in School Choice: A Laboratory Experiment	<i>Bram Driesen</i> Truncated Leximin Solutions	<i>Naoki Yoshihara and Michele Lombardi</i> Partially-honest Nash implementation with non-connected honesty standards	<i>Noémi Gaskó, Rodica Ioana Lung and Mihai Suciu</i> Approximation of Generalized Nash Equilibria by Means of Evolutionary Computation
	09:30	<i>Debasis Mishra and Tridib Sharma</i> Balanced Ranking Mechanisms	<i>Robert Somogyi</i> Monopoly Pricing with Dual Capacity Constraints	<i>Filippo Balestrieri, Sergei Izmalkov and Joao Leao</i> The Market for Surprises: Selling Substitute Goods through Lotteries	<i>Albin Erlanson and Andreas Kleiner</i> Costly Verification in Collective Decisions	<i>Jiawen Li and Yuan Ju</i> Divide and Choose: A strategic approach to bankruptcy problems	<i>Thayer Morrill and Umut Dur</i> What you don't know can help you in school assignment	<i>Florian Brandl</i> The Distribution of Optimal Strategies in Symmetric Zero-sum Games	<i>Michele Lombardi</i> Implementation in partial equilibrium	<i>Linh Chi Nguyen</i> Evolution of Behavior in the Repeated Nash Demand Game. A Computer Simulation.
	10:00	<i>Cemil Selcuk</i> Auctions vs. Fixed Pricing: Competing for Budget Constrained Buyers	<i>V Bhaskar and Nikita Roketskiy</i> Dynamic Demand and Sequential Monopoly: A Model of Endogenous Screening	<i>Michael Kramm and Maximilian Conze</i> The Recommendation Effect of Niche Products - How Consumer Learning in a Hotelling Framework Leads to Differentiation	<i>Erik Madsen</i> Optimal project termination with an informed agent	<i>Genjia Xu, Cuiying Zhu, Jun Su and Hao Sun</i> A bankrupt approach to solutions of TU Games	<i>Felix Brandt, Markus Brill and Warut Suksompong</i> An Ordinal Minimax Theorem	<i>Makoto Hagiwara, Hirofumi Yamamura and Takehiko Yamato</i> An Outcome Mechanism for Partially Honest Nash Implementation	<i>Mareen Hallier and Carsten Hartmann</i> A Markov state modeling approach to characterizing the punctuated equilibrium dynamics of stochastic evolutionary games	
11:00-12:30	SEMI-PLENARY SESSIONS IV	SPO: EC PLENARY / KALAI PRIZE		SP1: GAME THEORY AND BIOLOGY		SP2: ORGAN EXCHANGE / INFORMATION ACQUISITION		SP3: LAW		
	LOCATION >	Lecture Hall A		Concert Hall D		Greek Aula C		Aula Gothic A		
	11:00	<i>Keith Chen</i> Dynamic Pricing in a Labor Market: Surge Pricing and Flexible Work on the Uber Platform		<i>Colin Camerer</i> Neural circuitry of strategic thinking		<i>Utku Ünver</i> Multi-Donor Organ Exchange		<i>Wojciech Zaluski</i> Law as a Convention: Remarks on a Game-Theoretical Insight into Legal Ontology		
	11:45	<i>Tim Roughgarden</i> Intrinsic Robustness of the Price of Anarchy		<i>Avi Shmida</i> Game theory and evolution		<i>Hülya Eraslan</i> Information Acquisition under Persuasive Precedent versus Binding Precedent				
14:00-15:30	PARALLEL SESSIONS WED14	A: AUCTIONS - COMBINATORIAL	B: IO TRADE	C: IO LEARNING	D: REPUTATION	E: PRIVACY	F: SCHOOL CHOICE	G: EQUILIBRIUM	H: IMPLEMENTATION	J: EVOLUTIONARY DYNAMICS
	LOCATION >	C-1.03 A	C-1.05 A	C-1.07 A	C-1.09 A	G0.03 A	G1.01 A	A1.23 A	DO.03 A	H0.04 A
	14:00	<i>Gian-Marco Kokott, Martin Bichler and Per Paulsen</i> Equilibrium Bidding Strategies in Combinatorial Procurement Auctions with Diseconomies of Scale	<i>Saara Hamalainen</i> Competition in store complexity takes us halfway between Diamond and Bertrand	<i>Alexei Parakhonyak and Nick Vikander</i> Inducing Herding with Capacity Constraints	<i>Nuh Aygun Dalkiran and Serdar Yuksel</i> Perfect Bayesian Equilibria in Reputation Games with Nested Information Structure	<i>Ronen Gradwohl and Rann Smorodinsky</i> Perception Games and Privacy	<i>Li Chen and Juan Pereyra</i> Self-selection in School Choice	<i>Shiran Rachmilevitch</i> Monotonic epsilon-equilibria in strongly symmetric games	<i>Rene Saran</i> Bounded Depths of Rationality and Implementation with Complete Information	<i>Sung-Ha Hwang and Luc Rey-Bellet</i> Positive feedback in coordination games: stochastic evolutionary dynamics and the logit choice rule
	14:30	<i>Marissa Beck and Marion Ott</i> Nash Equilibria of Sealed-Bid Combinatorial Auctions	<i>Evangelia Chalioti and Konstantinos Serfes</i> Strategic Incentives for Innovations and Market Competition	<i>Chris Wallace and David Myatt</i> Information Use and Acquisition in Price-Setting Oligopolies	<i>Benjamin Sperisen</i> Bounded Memory, Reputation, and Impatience	<i>Mariann Ollar, Marzena Rostek and Ji Hee Yoon</i> Privacy Preserving Market Design	<i>Umut Dur, Ozgur Yilmaz and Arda Gitmez</i> School Choice under Partial Fairness	<i>János Flesch and Arkadi Predtetchinski</i> Subgame-perfect epsilon-equilibria in perfect information games with sigma-discrete discontinuities	<i>Ville Korpela</i> Pure Strategy Nash Implementation with Finite Mechanisms	<i>Yuval Heller and Erik Mohlin</i> Observations on Cooperation
	15:00	<i>Thomas Kittsteiner, Marion Ott and Richard Steinberg</i> Competing Combinatorial Auctions		<i>Jan-Henrik Steg and Jacco Thijssen</i> Quick or Persistent? On the Feedback Effects between First and Second Mover Advantages in a Stochastic Investment Game	<i>Joyee Deb and Yuhta Ishii</i> Reputation Building under Uncertain Monitoring			<i>János Flesch, Dries Vermeulen and Anna Zseleva</i> A game highlighting the difference between countably and finitely additive strategies	<i>Papatya Duman and Walter Trockel</i> On Non-Cooperative Foundation and Implementation of the Nash Solution in Subgame Perfect Equilibrium via Rubinstein's Game	<i>Takako Fujiwara-Greve and Masahiro Okuno-Fujiwara</i> Diverse Behavior Patterns in a Symmetric Society with Voluntary Partnerships
16:00-17:00	MORGENSTERN LECTURE	<i>Thomas Palfrey</i> Trading Votes for Votes - A Decentralized Matching Algorithm								
	LOCATION >	Lecture Hall A								
17:15-18:15	ELSEVIER PUBLISHING CONNECT AUTHOR WORKSHOP									
	LOCATION >	A1.23. A								

CONGRESS PROGRAMME // WEDNESDAY 27 JULY 2016

K: LEARNING	L: TOURNAMENTS	M: COMMUNICATION	N: NETWORKS - ATTACK	P: LEGAL	Q: DEPTH OF REASONING	R: SHAPLEY VALUE	S: VOTING	T: FAIR DIVISION	U: EXPERIMENTS - COORDINATION
H0.06 A	A1.22 A	AO.23 A	AO.24 A	EO.04 A	0.012 B	0.011 B	0.010 B	0.009 B	0.008 B
<i>Itai Arieli, Moran Koren and Rann Smorodinsky</i> Bayesian learning in markets with common value	<i>Allen Io Kuan Vong</i> Strategic Manipulation in Tournament Games	<i>Maria Goltsman, Maxim Ivanov and Gregory Pavlov</i> When does simple mediation improve upon cheap talk?	<i>Victor Luna, Ivan Arribas and Amparo Urbano</i> Network performance under attacks	<i>Vatsalya Srivastava</i> The Sorry Clause	<i>Luke Lindsay</i> Adaptive Loss Aversion and Market Experience	<i>Silvia Lorenzo-Freire</i> New characterizations of the Owen and Banzhaf-Owen values using the intracoalitional balanced contributions property	<i>Stefano Vannucci</i> Weakly unimodal domains, antiexchange properties, and coalitional strategy proofness of voting rules	<i>Christian Trudeau</i> From the bankruptcy problem and its Concede-and-Divide solution to the assignment problem and its Fair Division solution	<i>Michael Maes and Heinrich Nax</i> A behavioral study of 'noise' in coordination games
<i>Volodymyr Kuleshov and Okke Schrijvers</i> Inverse Game Theory: Learning Utilities in Succinct Games	<i>Julia Wirtz</i> Feedback and Learning in Tournaments	<i>Shih En Lu</i> Monotonic Cheap Talk	<i>Robert Gilles and Owen Sims</i> The Formation of Extractive Structures in Networks	<i>Hagen Schwerin</i> Swap Bonds or Stocks! A Game of Implicit Environmental Policy	<i>Christian Nauerz, Frauke Meyer and Marion Collewet</i> Sophistication in Strategic One-Shot Interactions: A nonparametric approach for identifying reasoning concepts	<i>Hans Peters and José Zarzuelo</i> An axiomatic characterization of the Owen-Shapley spatial power index	<i>Kirill Pogorelskiy</i> Correlated Equilibria in Voter Turnout Games	<i>Anna Bogomolnaia and Herve Moulin</i> Competitive Fair Division under linear preferences	
<i>Min Zhang</i> Non-Monotone Observational Learning	<i>Timo Hoffmann</i> Performance Pay, Sorting and Employers' Choice: Are Tournaments an Attractive Payment Method?	<i>Andreas Blume</i> Failure of Common Knowledge of Language in Common-Interest Communication Games		<i>Uri Weiss and Joseph Agassi</i> How Game Theory Encourages Cooperation	<i>Irenaeus Wolff</i> On the salience-based level-k model		<i>Nicola Maaser</i> Simple vs. sophisticated rules for weight allocation in a two-tier voting model	<i>Erel Segal-Halevi and Balázs Sziklai</i> Resource-monotonicity and Population-monotonicity in Cake-cutting	

K: LEARNING	L: TOURNAMENTS	M: PERSUASION	N: ATTACK AND DEFENCE	P: LEGAL	Q: DEPTH OF REASONING	R: SHAPLEY VALUE	S: VOTING, SOCIAL CHOICE		U: EXPERIMENTS
H0.06 A	A1.22 A	AO.23 A	AO.24 A	EO.04 A	0.012 B	0.011 B	0.010 B		0.008 B
<i>Christoph March and Anthony Ziegelmeyer</i> Altruistic Observational Learning	<i>Alex Krumer, Reut Megidish and Aner Sela</i> First-Mover Advantage in Round-Robin Tournaments	<i>Jonas Hedlund</i> Bayesian persuasion by a privately informed sender	<i>Dan Kovenock and Brian Roberson</i> Generalizations of the General Lotto and Colonel Blotto Games	<i>Bharat Goel and Arijit Sen</i> Value Creation vs. Appropriation, and the Evolution of Property Rights	<i>Fabrizio Germano, Jonathan Weinstein and Peio Zuazo-Garin</i> Uncertain Rationality, Depth of Reasoning and Robustness in Games with Incomplete Information	<i>Ayse M. Derya</i> A characterization of the Myerson value	<i>Alexander K. Wagner and Dura-Georg Granic</i> Where Power Resides: Evidence from the Chairman's Paradox		<i>Carlos Alós-Ferrer, Jaume Garcia-Segarra and Alexander Ritschel</i> Performance, Curiosity, and Gender: She Just Wants To Know
<i>Ennio Bilancini, Leonardo Boncinelli and Jiabin Wu</i> The Interplay of Cultural Aversion and Assortativity for the Emergence of Cooperation	<i>Elham Nikram and Dieter Balkenborg</i> Tournament Game with Incumbent	<i>Wolfgang Gick and Thilo Pausch</i> Bayesian Persuasion by Stress Test Disclosure	<i>Yini Gao, Chung-Piaw Teo and Huan Zheng</i> Sequential Attacker-Defender Game with Redeployment: A Conic Approach	<i>Martin Van der Linden</i> Levelling the playing field in jury selection	<i>Adam Brandenburger, Alex Danieli and Amanda Friedenberg</i> How Many Levels Do Players Reason? An Observational Challenge and Solution	<i>Anna Kholmitskaya, Ozer Selcuk and Dolf Talman</i> The Shapley value for directed graph games	<i>Z. Emel Ozturk</i> Alternative characterizations of the plurality rule		<i>Xiaochuan Huang, Takehito Masuda, Yoshitaka Okano and Tatsuyoshi Saijo</i> Cooperation among behaviorally heterogeneous players in social dilemma with stay or leave decisions
		<i>Daehong Min</i> Bayesian Persuasion under Partial Commitment	<i>Christoph Schottmueller and Ole Jann</i> How Jeremy Bentham would defend against coordinated attacks	<i>Luis Miller, Maria Montero and Christoph Vanberg</i> Legislative Bargaining with Heterogeneous Disagreement Values: Theory and Experiments		<i>Federica Briata, Andrea Dall'Aglio, Marco Dall'Aglio and Vito Fragnelli</i> The Shapley Value in the Knaster Gain Game	<i>Xu Lang</i> Characterization of the Minimal Norm Solution with Incomplete Information		<i>Sander Renes and Timo Hoffmann</i> That's impossible: An Experiment on Participation Constraints

CONGRESS PROGRAMME // THURSDAY 28 JULY 2016

09:00-10:30	PARALLEL SESSIONS THU9	A: AUCTIONS - DESIGN	B: IO DYNAMIC	C: IO SCREENING	D: REPUTATION	E: ASSIGNMENT	F: UNIVERSITIES	G: EQUILIBRIUM	H: IMPLEMENTATION	J: EVOLUTIONARY DYNAMICS
	LOCATION >	C-1.03 A	C-1.05 A	C-1.07 A	C-1.09 A	GO.03 A	G1.01 A	A1.23 A	DO.03 A	HO.04 A
	09:00	<i>Liad Blumrosen and Shahar Dobzinski</i> (Almost) Efficient Mechanisms for Bilateral Trading	<i>Jan-Henrik Steg</i> Preemptive Investment under Uncertainty	<i>Thomas Daske</i> Pooling hawks and doves: Interim-efficient labor contracts for other-regarding agents.	<i>Daniel Hauser</i> Promoting a Reputation for Quality	<i>Tomoya Kazumura and Shigehiro Serizawa</i> Efficiency and strategy-proofness in object assignment problems with multi-demand preferences	<i>Anna Panova</i> Governance in university	<i>Guillaume Vigeral and Yannick Viossat</i> A characterization of the sets of equilibrium payoffs of finite games	<i>Christian Basteck</i> Scoring Rules and Implementation in Iteratively Undominated Strategies	<i>Diodato Ferraioli and Carmine Ventre</i> Metastability of Asymptotically Well-Behaved Potential Games
	09:30	<i>Nicolas Fugger, Vitali Gretschko, Helene Mass and Achim Wambach</i> The imitation game: A simple rule to prevent discrimination in procurement	<i>Shinji Kobayashi and Koji Takenaka</i> Conjectures and Equilibrium in Dynamic Differentiated Duopoly Games	<i>Nemanja Antic and Kai Steverson</i> Screening Through Coordination	<i>Emilia Oljemark</i> Reputation and the value of information in a trust game	<i>Alexei Parakhonyak and Sergey Popov</i> Same Sex Marriage, The Great Equalizer	<i>Mike Peacey and Gervas Huxley</i> How do universities differentiate themselves?	<i>Claudia Meroni and Carlos Pimienta</i> The structure of Nash equilibria in Poisson games	<i>Mikhail Safronov</i> Efficient Coalition-Proof Full Implementation	<i>Reinoud Joosten and Berend Roorda</i> Meta-stability of attractive evolutionary equilibria
	10:00	<i>Takeharu Sogo</i> Effects of Seller's Information Disclosure in Equity Auctions Requiring Post-Auction Investment	<i>Agnieszka Wiszniewska-Matyskiel, Marek Bodnar and Fryderyk Mirola</i> Dynamic oligopoly with sticky prices - off-steady-state analysis	<i>Aleksey Tetenov</i> An Economic Theory of Statistical Testing	<i>Emiliano Catonini and Sergey Stepanov</i> Reputation Concerns and Information Aggregation	<i>Francisco Robles Jimenez and Marina Nunez</i> Core and competitive equilibria in one-seller assignment markets with multi-item demands	<i>Julien Combe, Olivier Tercieux and Camille Terrier</i> The Design of Teacher Assignment: Theory and Evidence	<i>Rida Laraki</i> Necessary and Sufficient Conditions for Existence of Maximal Elements and Coalitional Equilibria under Discontinuous Preferences		<i>William Sandholm and Mathias Staudigl</i> Large Deviations and Stochastic Stability
11:00-12:30	PARALLEL SESSIONS THU11	A: AUCTIONS - APPLICATIONS	B: IO RESPONSIBILITY		D: REPUTATION	E: ASSIGNMENT	F: MEASURING	G: STRATEGY PROOFNESS	H: IMPLEMENTATION	J: EVOLUTIONARY DYNAMICS
	LOCATION >	C-1.03 A	C-1.05 A		C-1.09 A	GO.03 A	G1.01 A	A1.23 A	DO.03 A	HO.04 A
	11:00	<i>Francisco Robles</i> An implementation of the Vickrey outcome for buyers-submodular one-seller markets	<i>Tomoya Tajika</i> Concealments of Problems: An Incentive of Avoiding the Responsibility		<i>Ayca Ozdogan</i> Occurrence of deception in the presence of a regulator with reputation concerns	<i>Ata Atay and Marina Nunez</i> Multi-sided assignment games on m-partite graphs	<i>William Zwicker and Josep Freixas</i> Scale-invariant citation indices	<i>Sonal Yadav, Arunava Sen, Souvik Roy and Huaxia Zeng</i> Adjacent non-manipulability and strategy-proofness in voting domains: equivalence results	<i>Tsuyoshi Adachi</i> Strategy-proofness and double implementation with minimax and maximax strategies	<i>Akira Okada and Ryoji Sawa</i> An evolutionary approach to social choice problems with q-quota rules
	11:30	<i>Alexander Heczko</i> Partnership Dissolution, Auctions and Differences between Willingness to Pay and Willingness to Accept	<i>Lisa Planer-Friedrich and Marco Sahm</i> Strategic Corporate Social Responsibility		<i>Umberto Grandi and Paolo Turrini</i> A network-based rating system and its resistance to bribery	<i>Johannes Hofbauer</i> d-dimensional Stable Matching with Cyclic Preferences	<i>Karol Szwagrzak and Rafael Treibich</i> Co-authorship and the Measurement of Individual Productivity	<i>Matuš Mihalák, Paolo Penna and Peter Widmayer</i> Bribeproof mechanisms for two-values domains	<i>Peter Eccles and Nora Wegner</i> Robustness of Subgame Perfect Implementation	<i>Matjaz Steinbacher and Mitja Steinbacher</i> Opinion Formation with Imperfect Agents as an Evolutionary Process
	12:00	<i>Nozomu Muto, Yasuhiro Shirata and Takuro Yamashita</i> Revenue-capped efficient auctions	<i>Stefan Napel and Dominik Welter</i> Responsibility-based allocation of cartel damages			<i>David Ong, Yu Yang and Junsen Zhang</i> Hard to get: The scarcity of women and the competition for high-income men in Chinese cities	<i>Andy Zapechelnyuk</i> How to score multiple-choice tests: an axiomatic approach			<i>Ennio Bilancini and Leonardo Boncinelli</i> The Evolution of Conventions under Condition-Dependent Mistakes
13:00-14:00	SHAPLEY LECTURE	<i>Bruno Ziliotto</i> Limit Value in Stochastic Games								
	LOCATION >	Lecture Hall A								

CONGRESS PROGRAMME // THURSDAY 28 JULY 2016

K: EXPERIMENTATION	L: CONTESTS	M: COMMUNICATION	N: CONGESTION GAMES	P: DETERRENCE	Q: EQUILIBRUM COMPUTATION	R: SHAPLEY VALUE	S: POLITICAL ECONOMY	T: SOCIAL CHOICE	U: EXPERIMENTS
HO.06 ^A	A1.22 ^A	AO.23 ^A	AO.24 ^A	EO.04 ^A	O.012 ^B	O.011 ^B	O.010 ^B	O.009 ^B	O.008 ^B
<i>Christoph Wolf</i> Informative Milestones in Experimentation	<i>Xiaoyu Cheng, Jie Zheng and Jaimie Lien</i> A Fairness Condition for Unfair Contests: Multi-Dimensional Favoritism with Asymmetric Players	<i>Anton Kolotilin and Hongyi Li</i> Relational Communication with Transfers	<i>Ivan Arribas and Amparo Urbano</i> Local coordination and global congestion in random networks	<i>Elham Nikram and Dieter Balkenborg</i> Inspection Game with Partial Inspections	<i>Markus Brill, Rupert Freeman and Vincent Conitzer</i> Computing Possible and Necessary Equilibrium Actions (and Bipartisan Set Winners)	<i>Xun-Feng Hu and Deng-Feng Li</i> On the relationship between Shapley and configuration values	<i>Yiming Liu</i> Income Inequality and Political Polarization	<i>Christopher Chambers and Alan Miller</i> Benchmarking	<i>Florian Engl</i> Causal Responsibility in Games
<i>Matthew Embrey, Friederike Mengel and Ronald Peeters</i> Strategy Revision Opportunities and Collusion	<i>Charlène Cosandier</i> Intermediaries versus Trolls in Contests for Patents	<i>Simon Schopohl</i> Communication Games with Optional Verification	<i>Philip Brown and Jason Marden</i> Optimal Mechanisms for Robust Coordination in Congestion Games	<i>Artyom Jelnov</i> Proportional use of force in counter-terrorism	<i>Kimmo Berg and Tuomas Sandholm</i> Exclusion Method for Finding Nash Equilibrium in Multi-Player Games	<i>Ben Mcquillin and Robert Sugden</i> Backward induction foundations of the Shapley value	<i>Joseph McMurray</i> Polarization and Pandering in a Spatial Model of Common-Value Elections	<i>Benny Moldovanu and Andreas Kleiner</i> Sophisticated sincerity with incomplete information	<i>Paul Healy, Ritesh Jain and Ryan Oprea</i> An Experimental Test of Belief Free Strategies in a Repeated Game with Stochastic Private Monitoring
		<i>Shintaro Miura</i> Equilibrium Selection in Persuasion Games with Binary Actions				<i>André Casajus and Frank Huettner</i> Decomposition of solutions and the Shapley value	<i>Charles Zheng</i> The Optimal Degree of Centralization	<i>Tilman Borgers and Yan Min Choo</i> Revealed Relative Utilitarianism	<i>Alexander Coutts</i> Good News and Bad News are Still News: Experimental Evidence on Belief Updating
K: LEARNING	L: PRISONER'S DILEMMA	M: PERSUASION	N: CONGESTION GAMES	P: PROSPECT THEORY	Q: EQUILIBRIUM, COMPUTATION	R: SPORTS	S: POLITICAL ECONOMY	T: SOCIAL CHOICE	U: EXPERIMENTS - VOTING
HO.06 ^A	A1.22 ^A	AO.23 ^A	AO.24 ^A	EO.04 ^A	O.012 ^B	O.011 ^B	O.010 ^B	O.009 ^B	O.008 ^B
<i>Katharina Schüller and Frank Thuijsman</i> The Advantage of Sex and Selfish Alleles	<i>Bin Xu, Yanran Zhou, Jaimie Lien, Jie Zheng and Zhijian Wang</i> Extortion can outperform generosity in the iterated Prisoner's Dilemma	<i>Ronen Gradwohl and Timothy Feddersen</i> Persuasion and Transparency	<i>Tobias Harks, Marc Schröder and Dries Vermeulen</i> Optimal price caps in congested networks	<i>Florian Herold and Nick Netzer</i> Second-best Probability Weighting	<i>Youcef Askoura and Antoine Billot</i> Utilitarian Nash Equilibrium for Games with Incomplete Preferences	<i>Sam Ganzfried</i> Reflections on the First Man vs. Machine No-Limit Texas Hold 'em Competition	<i>Mario Gilli and Li Yuan</i> Reciprocal Accountability with Multidimensional Policies	<i>Bezalel Peleg and Hans Peters</i> Feasible elimination procedures in social choice: an axiomatic characterization	<i>Aaron Kamm</i> Plurality Voting versus Proportional Representation in the Citizen-Candidate Model: An Experiment
<i>Omer Edhan, Ziv Hellman and Dana Sherill-Rofe</i> Sex With No Regrets: How Sexual Reproduction Uses a No Regret Learning Algorithm for Evolutionary Advantage	<i>Hitoshi Matsushima, Yutaka Kayaba and Tomohisa Toyama</i> Accuracy and Retaliation in Repeated Games with Imperfect Private Monitoring: Experiments and Theory	<i>Jacopo Bizzotto, Jesper Rüdiger and Adrien Vigier</i> The Optimal Timing of Persuasion	<i>Jasper de Jong, Bart De Keijzer, Marc Uetz and Jose Correa</i> The curse of sequentiality in routing games	<i>Marcus Pivato and Vassili Vergopoulos</i> Subjective expected utility representations for Savage preferences on topological spaces	<i>Noam Brown and Tuomas Sandholm</i> Simultaneous Abstraction and Equilibrium Finding in Games	<i>Steven Brams and Mehmet Ismail</i> Making the Rules of Sports Fairer	<i>Hans Gersbach and Oriol Tejada</i> A Reform Dilemma in Polarized Democracies	<i>Onur Dogan and Jean Lainé</i> Strategic Manipulation of Social Welfare Functions via Strict Preference Extensions	<i>Yukio Koriyama and Ali Ihsan Ozkes</i> Condorcet Jury Theorem and Cognitive Hierarchies: Theory and Experiments
<i>Jason Hartford, James Wright and Kevin Leyton-Brown</i> Deep Learning for Human Strategic Modeling				<i>Lars Metzger and Marc Rieger</i> Non-cooperative games with prospect theory players and dominated strategies	<i>Yin Chen and Chuangyin Dang</i> A Smooth Path-Following Method for Determining Perfect Equilibria		<i>Jacopo Perego and Sevgi Yuksel</i> Media Competition and the Source of Disagreement		<i>Miguel Costa-Gomes, Yuan Ju and Jiawen Li</i> Expected-Norm Consistency: An Experimental Study of Trust and Trustworthiness

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