



AGT@IJCAI-2017

The 3rd IJCAI Workshop on Algorithmic Game Theory
August 19-21, 2017, Melbourne, Australia

IJCAI-17
MELBOURNE

The main aim of this one-day long workshop is to bring together the rich variety of researchers from theoretical computer science, artificial intelligence, and microeconomics in order to have a multidisciplinary forum within which discuss and analyze current and novel challenges that the research in Algorithmic Game Theory faces. Previous installations of the workshop at IJCAI-2015 and IJCAI-2016 were a great success with many interesting talks and discussions.

All paper submissions will be peer-reviewed and evaluated on the basis of the quality of their contribution, originality, significance, and the potential to generate fruitful discussions. Industrial applications and position papers presenting novel ideas, issues, challenges and directions are also welcome. Submissions in all related areas are encouraged (see full call for papers online). There will be no published proceedings.

Looking forward to see you at IJCAI-2017!

Workshop organizers:

Nicola Gatti (Politecnico di Milano)

Reshef Meir (Technion-Israel Institute of Technology)

Carmine Ventre (Teesside University)



<http://agt2017.net.technion.ac.il/>

Important dates:

May 4th, 2017 – Submission

June 4th, 2017 - Notifications

June 10th, 2017 – Camera ready

August 19-21 – Workshop (one day)

