

Preface

The 6th International Conference on Game Theory for Networks (Gamenets) was held during May 11–12, 2016, on the UBC-Okanagan campus in spectacular Kelowna, Canada. Kelowna is widely recognized as one of the world's most liveable cities. The mission of the conference is to share novel basic research ideas as well as experimental applications in the Gamenets area in addition to identifying new directions for future research and development.

Gamenets 2016 had 13 peer-reviewed papers and a plenary talk on “Social Learning and Social Sensing” by Dr. Vikram Krishnamurthy of the University of British Columbia.

We would like to thank the authors for providing the content of the program. We would also like to express our gratitude to the Technical Program Committee (TPC) and reviewers, who worked very hard on reviewing the papers. This year, we received 26 paper submissions from authors all over the world. After a rigorous peer review by the TPC, 13 papers were accepted.

We would like to thank our financial sponsor EAI (European Alliance for Innovation) for their support in making Gamenets 2016 a successful event.

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Julian Cheng

Game Theory for Networks

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Selected Papers

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