



Workshop on Game Practice and Preference aggregation

9.50-10.00 *Opening*

10.00-11.00 ***Preference aggregation and game theory***, by Fioravante Patrone (DIPTM, University of Genova, Italy)

11.00-11.15 *Break*

11.15-11.50 ***The G-Game: A Cooperative Game Approach for Resource Consolidation in Network Dimensioning***, by Aruna Prem Bianzino (Institut TELECOM, TELECOM ParisTech, CNRS LTCI UMR 5141, Paris, France)

11.50-12.25 ***Coalitional games arising from interactive situations on networks***, by Stefano Moretti (CNRS Université Paris-Dauphine, Paris, France)

12.25-13.00 ***Equilibria and efficiency in the max cut game***, by Laurent Gourvès (CNRS Université Paris-Dauphine, Paris, France)

13.00-14.30 *Break*

14.30-15.05 ***About coordination mechanisms for selfish scheduling with multiple tasks***, by Fanny Pascual (LIP6-UPMC, France)

15.05-15.40 ***Randomized truthful algorithms for scheduling selfish tasks on parallel machines***, by Evripidis Bampis (IBISC-Université d'Evry, France)

15.40-16.00 *Break*

16.10-16.45 ***Game Theory for Advanced Wireless Communications***, by Mérouane Debbah, (Alcatel-Lucent Chair on Flexible Radio, Supélec, France)

16.45-17.20 ***Incentivizing Peer-Assisted Services: A Fluid***

“[...] Most research done tells us about solutions that can be applied. But are they really applied? Very few indeed. One can write enthusiastically how important is one's particular application to mankind, but where are the "customers" who actually make use of one's application?

One explanation for this sad situation was told by Fioravante Patrone. Really applying game theory has costs, both in money and in time. One has to gather data, one has to analyze it, construct and examine several models, devise a theory (which is never exactly the one that is already available), study and make recommendations.

Fioravante's explanation is certainly valid, but, in my opinion, the main problem is still lack of recognition. People who should know that game theory can be useful to them are not aware of this fact and we are not good at publicizing our work. If people in industry and management knew more, I think that the resources could be found.”

(Michael Maschler in: comments to the paper *Operations Research Games: A Survey* by P. Borm, H. Hamers and R. Hendrickx (2001), *TOP*, 9, 139-199)