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Population Game Approach -- Weighted Voting Game Based Relay Node Managemnet In VANETs -- The Study and Field Trial of Coordinated Multi-Point Design and Analysis of Economic Games -- Revenue Sharing of ISP and CP in a Competitive Environment -- An Incentive Mechanism for P2P Network Using Accumulated-Payoff Based Snowdrift Game Model -- Joint Power Control and Subchannel Allocation for D2D Communications Underlaying Cellular Networks: A Coalitional Game Perspective.

Sommario/riassunto	This book constitutes the refereed proceedings of the 6th International Conference on Game Theory for Networks, GameNets 2016, held in Kelowna, Canada, in May 2016. The 13 papers were carefully selected from 26 submissions and cover topics such as algorithmic game theory, game models and theories, game theories in wireless networks, design and analysis of economic games. .