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Nota di bibliografia	Includes bibliographical references at the end of each chapters.
Nota di contenuto	Non-Memoryless Pedestrian Flow in a Crowded Environment with Target Sets -- Limit Game Models for Climate Change Negotiations -- A Segregation Problem in Multi-Population Mean-Field Games -- Evolutionary Game of Coalition Building under External Pressure -- The Execution Problem in Finance with Major and Minor Traders -- Mean-Field Limits through Local Interactions -- Differential Games in Healthcare Markets -- Open-Loop Nash Equilibria for Dynamic Games Involving Volterra Integral Equations -- A Discrete Model of Conformance Quality and Advertising in Supply Chains -- Sexual Reproduction as Bet-Hedging -- On Exact Construction of Solvability Set for Differential Games with Simple Motion and Non-Convex Terminal Set -- Effects of Players' Random Participation to the Stability in LQ Games -- Interval Computing of the Viability Kernel with Application to Robotic Collision Avoidance -- On Linear-Quadratic Gaussian Dynamic Games -- Visibility Approach to Aircraft Control in Windshear Conditions -- Modeling Autoregulation of Cerebral Blood Flow using Viability Approach.
Sommario/riassunto	This contributed volume considers recent advances in dynamic games and their applications, based on presentations given at the 17th Symposium of the International Society of Dynamic Games, held July

12-15, 2016, in Urbino, Italy. Written by experts in their respective disciplines, these papers cover various aspects of dynamic game theory including mean-field games, stochastic and pursuit-evasion games, and computational methods for dynamic games. Topics covered include Pedestrian flow in crowded environments Models for climate change negotiations Nash Equilibria for dynamic games involving Volterra integral equations Differential games in healthcare markets Linear-quadratic Gaussian dynamic games Aircraft control in wind shear conditions Advances in Dynamic and Mean-Field Games presents state-of-the-art research in a wide spectrum of areas. As such, it serves as a testament to the continued vitality and growth of the field of dynamic games and their applications. It will be of interest to an interdisciplinary audience of researchers, practitioners, and graduate students.