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Sommario/riassunto	This book constitutes the refereed proceedings of the 8th EAI International Conference on Game Theory for Networks, GameNets 2019, held in Paris, France, in April 2019. The 8 full and 3 short papers presented were carefully reviewed and selected from 17 submissions. They are organized in the following topical sections: Game Theory for Wireless Networks; Games for Economy and Resource Allocation; and Game Theory for Social Networks.