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Sommario/riassunto	This book constitutes the refereed proceedings of the 10th International Symposium on Algorithmic Game Theory, SAGT 2017, held in L'Aquila, Italy, in September 2017. The 30 full papers presented were carefully reviewed and selected from 66 submissions. The papers cover various important aspects of algorithmic game theory such as auctions, computational aspects of games, congestion games, network and opinion formation games, mechanism design,

incentives and regret minimization, and resource allocation.
