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Nota di contenuto	Intro -- Preface -- Organization -- Abstracts of Invited Talks -- New Fairness Concepts for Allocating Indivisible Items -- Decentralizing Information Technology: The Advent of Resource Based Systems -- Algorithmic Game Theory Meets Behavioral Economics -- Contents -- Invited Talk -- Decentralizing Information Technology: The Advent of Resource Based Systems -- 1 Introduction -- 2 Fundamental Characteristics of Resource Based Systems -- 3 Resource-Based Participation -- 4 Tokenomics -- 5 Decentralized Service Provision -- 6 Rewards Sharing -- 7 A High-Level Blueprint for a Stake-Based System -- 8 Concluding Remarks -- References -- Auctions, Markets and Mechanism Design -- How Bad is the Merger Paradox? -- 1 Introduction -- 1.1 Our Results -- 1.2 Related Work -- 2 Model -- 2.1 Known Properties of Cournot Markets -- 3 Markets with Concave Demand -- 4 Markets with Affine Demand -- 4.1 Warm Up - Affine Demand, Linear Costs -- 4.2 Main Result -- 4.3 Arbitrarily High Losses Due to Merging -- References -- Greater Flexibility in Mechanism Design Through Altruism -- 1 Introduction -- 2 Preliminaries -- 3 Modeling Other-Regarding Preferences -- 3.1 Utility Model with Other-Regarding Preferences -- 3.2 Characterization of Truthful Mechanisms -- 3.3 Design Template -- 4 Minimizing Payments -- 5 A Case Study: Altruism -- 5.1 Two Altruism Models and Design Objectives -- 5.2

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