A. RIBEIRO, E. YONEKI

THE GAME-THEORY OF TECHNOLOGY USE

Technology and media as instruments for cooperation and competition. What problems groups solve with them, and how they can improve. New models for GUI, Website and Knowledge Repository use.

Graphical Games: Human-Computer Communication, Game-Theory and Applications - UIST’12

A Model of Learning in Low Income Communities: Coordination and Recommendation Systems - ICMLA’12

The ‘Super-Cool’ Formal Player - w L. Gu

Coordination Games for Graph Visualization - AAAI’13 (submitted)


Number of Players

2 60 800 4 MILLION

Fig. 1—Onset.

Fig. 6—Plims.

Fig. 3—Scene.

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