

Special Issue

Recent Advances in Network and Graphical Games

Message from the Guest Editors

Games on networks, including graphical games, is a novel, rich, and dynamic area of study at the intersection between game theory and network science. These games are often used to examine the strategic interactions among agents who are interconnected through a network. These games significantly expand the literature on classical game theory and find their relevance and impacts by relating strategically stable outcomes to network structures in a wide array of applications, from biology to social sciences to financial systems. This Special Issue seeks contributions on the most recent advances in this broad field. Topics of interest include, but are not limited to, the following:

- Novel network game formulations and solution concepts.
- Computation and algorithms related to graphical games.
- Network game analysis, learning, and inference methodologies.
- Common and public goods in networks.
- Computational techniques for solving network games.
- Intersection of network games and AI.
- Adversarial network games.

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