Lancaster University Management School

4th Lancaster Game Theory Conference (LGTC2018)
2nd – 3rd November 2018: Lancaster University Management School (LUMS)

Programme
Day 1: Friday 2nd November 2018
Venue: Lancaster House Hotel Conference Centre (Room: Training Room 1)

11:00 – 11:30 *Registration and Welcome*

11:30 – 12:15 **Plenary Talk 1**

Mark Armstrong (University of Oxford)
Competition with captive customers

12:15 – 13:30 *Lunch + Poster Session A*

13:30 – 15:30 **Regular Session 1**

Toomas Hinnosaar (Collegio Carlo Alberto)
Price setting on a network

Tatiana Mayskaya (Higher School of Economics)
Cognitive hierarchical model in networks

Orestis Troumpounis (Lancaster University)
Communication and the emergence of a unidimensional world

Martin K. Jensen (University of Surrey)
Diversity in games with aggregative objective

15:30 – 16:00 *Break (Coffee and Tea)*

16:00 – 17:30 **Regular Session 2**

Tarun Sabarwal (University of Kansas)
Strategic complements in two stage 2x2 games

Sourav Bhattacharya (Royal Holloway University of London)
Condorcet Jury theorem in a spatial model of elections

Helmuts Azacis (Cardiff University)
Repeated implementation with overlapping generations of agents

17:30 – 18:00 *Break (Coffee and Tea)*

18:00 – 18:45 **Plenary Talk 2**

Eyal Winter (Lancaster University and The Hebrew University of Jerusalem)
Raising capital from heterogeneous agents

18:45 *Departure for conference dinner (LH Hotel)*

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Day 2: Saturday 3rd November 2018
Venue: Lecture Theatre 1 (LT1), LUMS Building

09:30 – 10:30 **Regular session 4**

Julia Brettschneider (University of Warwick)
Perspectives on decision trees

Michele Lombardi (University of Glasgow)
Do coalitions matter in designing rights?

10:30 – 11:00 ***Break (Coffee and Tea)***

11:00 – 12:30 **Regular Session 5**

Philipp Renner (Lancaster University)
Machine learning for dynamic incentive problems

Peter Hammond (University of Warwick and Stanford University)
Monte Carlo integration in aggregative large games

Kevin Reffett (Arizona State University)
Distributional equilibria in stochastic supermodular games with a measure place of players

12:30 – 13:45 ***Lunch + Poster Session B***

13:45 – 15:45 **Regular Session 6**

Constantine Sorokin (NRU Higher School of Economics)
Pure information design in classical auctions

Dimitri Migrow (University of Calgary)
Multi-agent information acquisition and sharing

Arina Nikandrova (University of London Birkbeck)
Delegation of learning from multiple sources of information

Vladyslav Nora (Nazarbayev University)
Screening and transparency

15:45 – 16:15 ***Break (Coffee and Tea)***

16:15 – 17:00 **Plenary Talk 3**

Sanjeev Goyal (University of Cambridge)
The strategy of conquest

17:00 ***Farewell***

Poster Session A

Adriana Correia (Utrecht University)
Nash equilibria in the response strategy of correlated games

Konstantinos Protopappas (Lancaster University)
Robust comparative statics in asymmetric contests

Arko Chatterjee (Indian Institute of Technology Bombay and McKinsey and Co., India)
Evolutionary stability in games on networks

Joachim Heinzel (Paderborn University)
Oligopolistic competition with differentiated outputs and inputs

Gleb Polevoy (University of Amsterdam)
Solutions to games, transitions and efficiency

Anwesha Mukherjee (University of Surrey)
A combinatorial multiple winner contest with package designer preferences

Poster Session B

Samuel Muller (University of Mannheim)
Decision making in a complex environment

Angelika Endres (Paderborn University)
The impact of product qualities on downstream bundling in a decentralized channel

Sakib Anwar Chowdhury Mohammad (Lancaster University)
(TBA)

Elias Carroni (Universita Di Bologna)
Signalling quality when consumers are salient thinkers

Felix Mauersberger (Universitat Pompeu Fabra)
Thompson sampling: endogenously random behaviour in games and markets

Gleb Polevoy (University of Amsterdam)
Solution concepts for shared effort games and flexibility of general solution concepts