

THE GAME-THEORY OF TECHNOLOGY USE

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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.

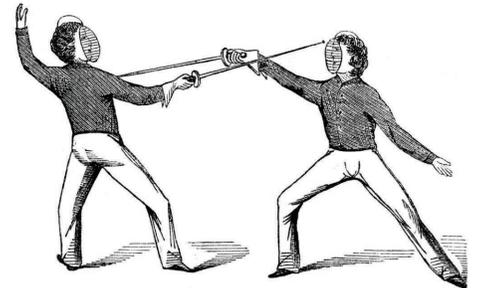
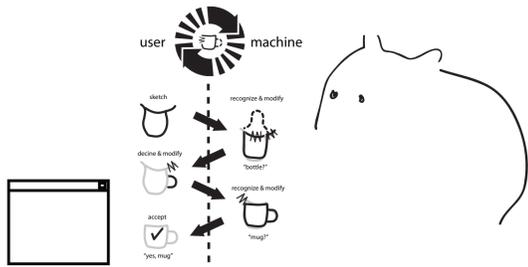


Fig. 1.—Carte.

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

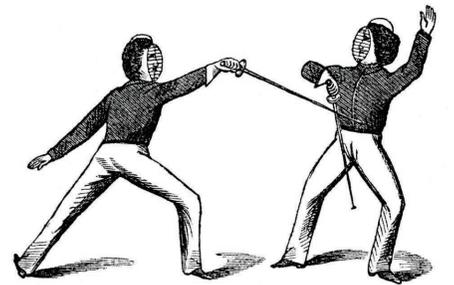
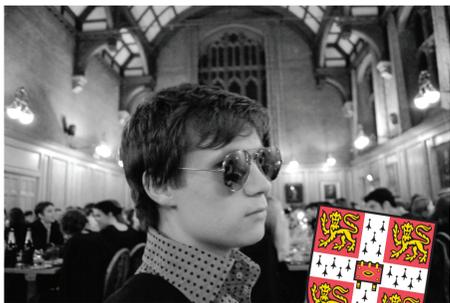
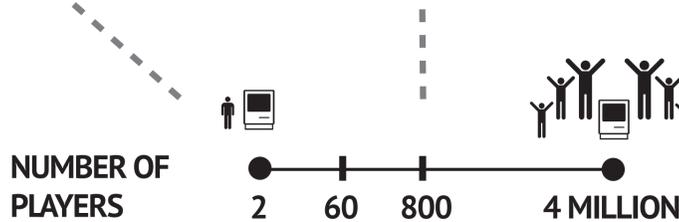


Fig. 4.—Prime.



The 'Super-Cool' Formal Player - w L. Gu

How Cambridge students choose parties. Model of Power and popularity. "Super-Cool" player strategy. A role-playing game verifies his power empirically.



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

Real time Game-theoretical visualization of large networks. Application on how communities self-distribute to best represent knowledge. Study and model of Wikipedia evolution.

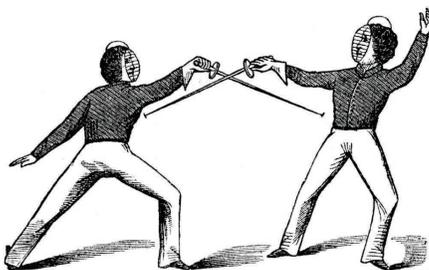
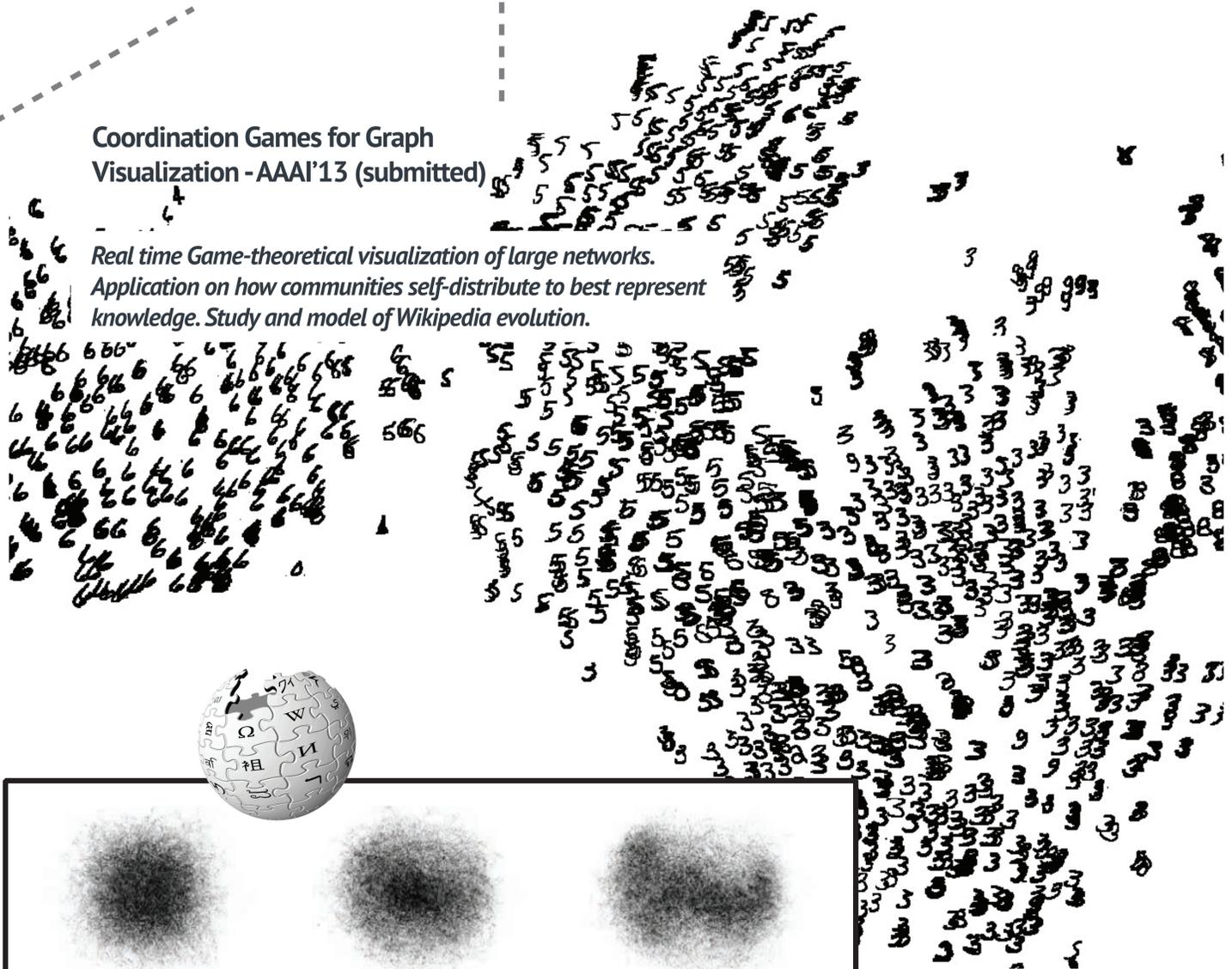


Fig. 3.—Seconde.

