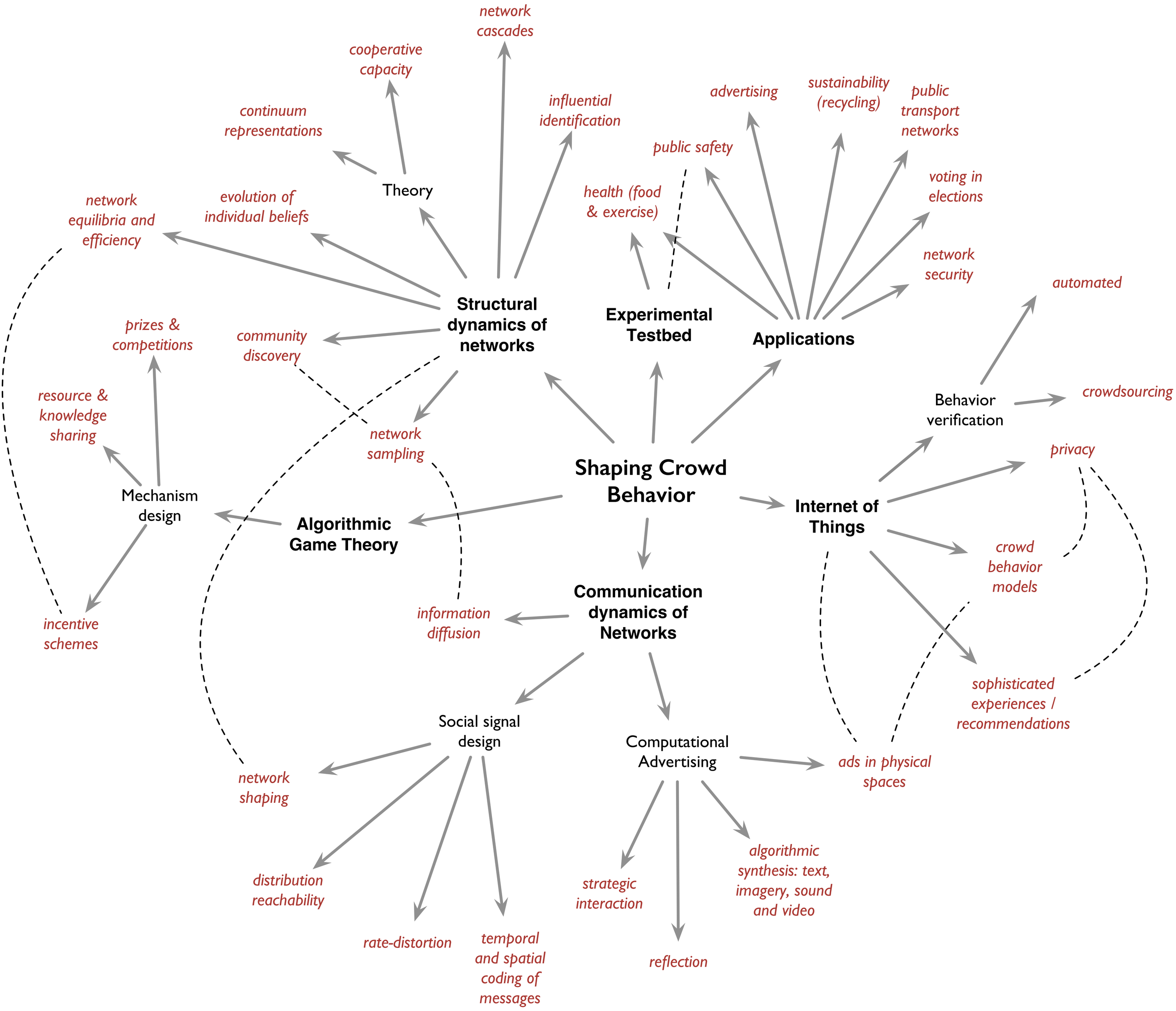
Shaping Crowd Behavior
Structural dynamics of networks
Experimental Testbed
Applications
Algorithmic Game Theory
Communication dynamics of Networks
Internet of Things
Theory
Mechanism design
Behavior verification
Social signal design
Computational Advertising
network cascades
cooperative capacity
continuum representations
influential identification
advertising
sustainability (recycling)
public transport networks
public safety
health (food & exercise)
voting in elections
network equilibria and efficiency
evolution of individual beliefs
network security
automated
prizes & competitions
community discovery
resource & knowledge sharing
network sampling
crowdsourcing
privacy
incentive schemes
information diffusion
crowd behavior models
sophisticated experiences / recommendations
ads in physical spaces
network shaping
distribution reachability
rate-distortion
temporal and spatial coding of messages
strategic interaction
reflection
algorithmic synthesis: text, imagery, sound and video