

Mariana Rodica Brânzei (Vatamanu)

Associate Professor Dr.

Personal Details

Born: July 22, 1949, in Braila, Romania
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Education and degrees

1998: Ph.D- Faculty of Mathematics, University of Bucharest, Romania
1998. Title dissertation: "Contributions in Three-person Game Theory
with Entropic Criteria"
1967-1972: B.A. - Faculty of Mathematics-Mechanics, "Alexandru Ioan Cuza"
University (graduated with the average grade 9.85 and B.A. Diploma with the
average grade 10)
1963-1967: Secondary school (Lyceum), Braila
1956-1963: Elementary school, Braila

Postgraduate Courses

2004: Dutch Language, level II (April 26 – July 7)
2001: English Language
1975-1976: French Language
1972-1973: Computer Data Processing – COBOL

Professional Career

1999-: Associate Professor, Faculty of Computer Science, "Alexandru Ioan
Cuza" University, Iasi, Romania
1992-1999: Senior Lecturer, Faculty of Computer Science, "Alexandru Ioan
Cuza" University, Iasi, Romania
1991-1992: Lecturer, Faculty of Mathematics, Department of Computer
Science, "Alexandru Ioan Cuza" University, Iasi, Romania

1976-1991 Assistant Professor, Faculty of Mathematics, Department of Computer Science, "Alexandru Ioan Cuza" University, Iasi, Romania
1972-1976 Associate Assistant Professor, Faculty of Mathematics, Department of Computer Science, "Alexandru Ioan Cuza" University, Iasi, Romania

Special Recognition

Distinguished Assistant Professor title in 1982 ("Alexandru Ioan Cuza" University, Iasi, Romania)

Research Visits

University of Granada, Spain (May-June 1997) - Tempus Program
University of Tilburg, The Netherlands (Sep.-Oct.1999)
University of Genoa, Italy (May-June 2000)
University of Tilburg, The Netherlands (Sep.-Oct.2000)
University of Budapest, Hungary (December 2000)
University of Bilbao, Spain (January-February 2001)
University of Pavia, Italy (May-June 2001)
University of Tilburg, The Netherlands (August-October 2001)
University Federico II of Naples, Italy (November 2001)
University of Bielefeld, Germany (January-February 2002 and July-August 2002)
Tokyo Institute of Technology, Japan (September-December 2002)
University of Genoa, Italy (January; March 2003)
University of Tilburg, The Netherlands (February 2003)
University of British Columbia at Vancouver, Canada (July-August 2003)
University of Genoa, Italy (September-December 2003)
University of Tilburg, The Netherlands (January-September 2004): part-time job as a researcher at the Faculty of Economics and Business Administration
Tokyo Institute of Technology, Japan (January 2005)
University of Genoa, Italy (March-April & May-June 2005)
University of Bilbao, Spain (April 25-May 5, 2006)
Universita' degli Studi "G. d'Annunzio", Dipartimento di Scienze, Pescara, Italy (May 30- June 10, 2006)
Tilburg University, Tilburg, The Netherlands, January 8 – January 27, 2007)
University Miguel Hernandez of Elche, CIO and Department of Statistics, Mathematics and Computer Science, Elche, Spain (May 9 – May 25, 2007)
Middle East Technical University (METU), Ankara, Turkey (July 18 – July 31, 2007)
University of Genoa, Genoa, Italy (September 15 – September 29, 2007; November 8 – November 15, 2007; December 11 – December 18, 2007)

Professional Societies Membership

Game Theory Society
Romanian Mathematical Society
Romanian Operations Research Society
ANIRO (National Association of Informaticians from Romania)
EURO (European Operations Research Society)

Research Interests

Game Theory
Operations Research
Project Management

Teaching

Game Theory (academic year: 2005-2006, 2006-2007)
Banking Mathematics (academic year: 2005-2006, 2006-2007)
Software Systems Design
Information Systems
Algorithms' Design and Analysis
Management Information Systems
Classification and Pattern Recognition
Computer-Aided Design
Geometrical Models in Computer Graphics
Mathematics for Economists (at "Petre Andrei" University of Iasi)

Publications of Rodica Brânzei

Selected papers (in international journals)

1. A Dynamic Approach to the Three-person Cooperative Games, Scientific Annals of the "Al. I. Cuza" University, Iasi, s. Inf., tom V-VI (1996-1997), 49-66.
2. Some Results on Three-person Games with a Weighted Combination of Linear Entropic Criteria, Scientific Annals of "Al. I. Cuza" University, Iasi, s. Inf., tom VII (1998), 55-67.
3. Optimal and ε -Optimal Strategies in Some Three-person Games, Italian Journal of Pure and Applied Mathematics, 1999, nr.5, 157-166.
4. Three-person Games with a Weighted Combination of Quadratic Entropic Criteria, Stud. Cerc. Mat., tom 50, nr.3-4 (1998), 131-141.
5. Optimal and ε -Optimal Strategies in Games with Quadratic Entropic Criteria, Rev. Roum. Math. Pures Appl., tom 43, nr.5-6 (1998), 541-552.
6. Algorithms for the Determination of the Optimal and ε -Optimal Strategies in Some Three-person Games, An. Univ. Bucuresti, s. Inf., XLVII (1998), 29-39.
7. Three-person Games with a Cross-entropic Criterion, Libertas Mathematica XVIII (1998), 1-12.
8. Entropic Decision Criteria for Random Behavior Systems, Nihonkai Mathematical Journal 9, no.2, Japan (1998), 193-204.
9. Theorems of Guigas Type in Three-person Game in the Case of Restrictions, An. Univ. Bucuresti, s. Mat. XLVII, Special Issue (1998), 39-47.
10. The Computation of Best Reply Strategies in Three-person Games with Quadratic Entropic Criteria, An. Univ. Bucuresti, s. Mat., XLVII, Special Issue (1998), 3-14.
11. Mixed Strategy Equilibria in n-Person Games with Entropic Criteria (1999) Bull. Math. 42, nr.2, 75-87.
12. Entropy Based Individual Best Reply Strategies in n-Person Games, Bull. Math. 42, nr.1 (1999), 15-22.
13. Linearly Constrained Individual Best Reply Strategies in n-Person Games with Entropy, Mathematical Reports (Studii si Cerc. Mat.) 1 (51) (1999) nr.3, 337-344.

14. On One Player's Maximum Payoff in 3-Player Games with a Cross-Entropic Criterion, *Italian Journal of Pure and Applied Mathematics*, no.8 (2000) 57-66.
15. A Markov Chain Approach to Three-person Games with Entropic Criteria (2000) (to appear in *An. Univ. Timisoara*).
16. On the Determinateness of n-Person Games with Informational Energy, *Rev. Roum. Math. Pures Appl.*, tom 45, nr.1 (2000), 67-76.
17. Cones of Games Arising from Market Entry Problems (R. Branzei, S. Tijs and J. Timmer), *Libertas Mathematica*, tom XX, (2000), 113-119.
18. On the Computation of the Nucleolus of Line-graph Peer Group Games (R. Branzei, V. Fragnelli and S. Tijs), *Scientific Annals of the "Al. I. Cuza" University, Computer Science Section*, tom IX (2000), 79-91.
19. Collecting Information to Improve Decision-Making (R. Branzei, S. Tijs and J. Timmer), *International Game Theory Review* 3, No. 1 (2001), 1-12.
20. The Influence of Linear Restrictions on the Equilibrium Point in a Non-cooperative n-Person Game, *Italian Journal of Pure and Applied Mathematics*, no.11 (2002), 51-60.
21. Information Collecting Situations and Bi-monotonic Allocation Schemes, (R. Branzei, S. Tijs and J. Timmer), *Mathematical Methods of Operations Research* 54, Issue 2 (2001), 303-313.
22. Additivity Regions for Solutions in Cooperative Game Theory (R. Branzei and S. Tijs), *Libertas Mathematica*, tom XXI (2001), 155-167.
23. Cooperative Games with a Simplicial Core (R. Branzei and S. Tijs), *Balkan Journal of Geometry and its Applications*, 6 (2001), 7-15.
24. Tree-connected Peer Group Situations and Peer Group Games (R. Branzei, V. Fragnelli and S. Tijs), *Mathematical Methods of Operations Research* 55, issue 2 (2002), 93-106.
25. Two Approaches to the Problem of Sharing Delay Costs in Joint Projects (R. Branzei, G. Ferrari, V. Fragnelli, and S. Tijs), *ANOR* 109, (2002), 357-372.
26. Additive Stable Solutions on Perfect Cones of Cooperative Games (S. Tijs and R. Branzei), *International Journal of Game Theory* 31 (2002), 469-474.
27. Supermodular Games and Potential Games (R. Branzei, L. Mallozzi and S. Tijs), *Journal of Mathematical Economics* 39, issue 1-2 (2003), 39-49.
28. Approximate Fixed Point Theorems (S. Tijs, A. Torre and R. Branzei), *Libertas Mathematica* 23 (2003), 35-39.
29. Discretization of Information Collecting Situations and Continuity of Compensation Rules (R. Branzei, F. Scotti, S. Tijs, and A. Torre), *MMOR* 57, issue 2 (2003), 299-308.
30. Convex Fuzzy Games and Participation Monotonic Allocation Schemes (R. Branzei, D. Dimitrov and S. Tijs), *Fuzzy Sets and Systems* 139 (2003), 267-281.
31. Shapley-like Values for Interval Bankruptcy Games (R. Branzei, D. Dimitrov and S. Tijs), *Economics Bulletin* 3 (9) (2003), 1-8.
32. Approximate Fixed Point Theorems in Banach Spaces with Applications in Game Theory (R. Branzei, J. Morgan, V. Scalzo, and S. Tijs), *Journal of Mathematical Analysis and Applications* 285 (2003), 619-628.
33. How to Cope with Division Problems under Interval Uncertainty of Claims (R. Branzei, D. Dimitrov, S. Pickl, S. Tijs), *International Journal of Uncertainty, Fuzziness and Knowledge-based Systems*, 12, 191-200, 2004.
34. Hypercubes and Compromise Values for Cooperative Fuzzy Games (R. Branzei, D. Dimitrov and S. Tijs), *European Journal of Operational Research* 155, 733-740, 2004.
35. Fuzzy Clan Games and Bi-monotonic Allocations Rules (S. Tijs, R. Branzei, S. Muto, S. Ishihara, and E. Fukuda), *Fuzzy Sets and Systems* 146, 271-284, 2004.

36. Egalitarianism in Convex Fuzzy Games (R. Branzei, D. Dimitrov and S. Tijs), *Mathematical Social Sciences* 47, 313-325, 2004.
37. On Cores and Stable Sets for Fuzzy Games (S. Tijs, R. Branzei, S. Ishihara, and S. Muto), *Fuzzy sets and Systems* 146, 285-296, 2004.
38. Cooperation by Asymmetric Agents in a Joint Project (R. Branzei, E. Inarra, S. Tijs, and J. Zarzuelo), *Journal of Public Economic Theory* 7, Issue 4 (2005), 623-640.
39. The P-value for Cost Sharing in Minimum Cost Spanning Tree Situations (R. Branzei, S. Moretti, H. Norde, and S. Tijs), *Theory and Decision* 56, 47-61, 2004.
40. Various Characterizations of Convex Fuzzy Games (S. Tijs and R. Branzei), *TOP* 12, 399-408, 2004.
41. Strongly Essential Coalitions and the Nucleolus of Peer Group Games (R. Branzei, T. Solymosi, and S. Tijs), *International Journal of Game Theory* 33, 447-460, 2005.
42. Compensations in Information Collecting Situations (S. Tijs, J. Timmer and R. Branzei), *Journal of Public Economic Theory* 8, 181-191, 2006.
43. Generalized Cores and Stable Sets for Fuzzy Games (S. Muto, S. Ishihara, E. Fukuda, S. Tijs and R. Branzei), *International Game Theory Review* 8, 95-109, 2006.
44. Compromising in Partition Function Form Games and Cooperation in Perfect Extensive Form Games (E. Fukuda, S.H. Tijs, R. Branzei and S. Muto), *International Game Theory Review* 8, 2006.
45. Cooperative Fuzzy Games Arising from Economic Situations (E. Fukuda, S. Ishihara, S. Muto, S. Tijs and R. Branzei), *Fuzzy Economic Review* 10, 3-15, 2005.
46. Obligation Rules for Minimum Spanning Tree Situations and their Monotonicity Properties (S. Tijs, R. Branzei, S. Moretti and H. Norde), *European Journal of Operational Research* 175, 121-134, 2006.
47. Truth-Telling Equilibria for Bayesian Games Arising from Sequencing Situations (A. Veltman, S. Tijs, and R. Branzei), *Journal of the Operations Research Society of Japan* 49, Issue 1, 19-32, 2006.
48. A Simple Algorithm for the Nucleolus of Airport Profit Games (R. Branzei, E. Inarra, S. Tijs, and J. Zarzuelo), *International Journal of Game Theory* 34, 259-272, 2006.
49. Type Monotonic Allocation Schemes for a Class of Market Games (R. Branzei, T. Solymosi and S. Tijs), *CentER DP 2003-34, TOP* 15, 78-88, 2007.
50. On Solution Concepts for Multi-Choice Cooperative Games (R. Branzei), *SEIO Bulletin*, 12-18, January 25, 2008.
51. On Cooperative Games Related to Market Situations and Auctions (R. Branzei, V. Fragnelli, A. Meca, and S. Tijs) (to appear in *IGTR*).

Selected papers (in Proceedings) and chapters of books

1. On Convex Fuzzy Games (R. Branzei and S. Tijs) in *Mathematics of Decision-Making under Uncertainty*, RIMS Kokyuroku 1306 (Ed Mitsushi Tamaki), pp. 47-56, 2003.
2. Cost Sharing in a Joint Project (S. H. Tijs and R. Branzei), *Game Practice and the Environment*, Proceedings of the Conference held in Alessandria, (Eds. C. Carraro and V. Fragnelli), Edward Elgar Cheltenham (UK), pp. 113-124, 2004.
3. The P-value for Cost Sharing in Minimum Cost Spanning Tree Situations (R. Branzei, S. Moretti, H. Norde, and S. Tijs) (in "Essays on Cooperative Games in Honor of Guillermo Owen" (Ed. G. Gambarelli), pp. 47-61, 2004.

4. Cases in Cooperation and Cutting the Cake (S. Tijs and R. Branzei), CentER DP no. 2004-108, Tilburg University, Tilburg, The Netherlands (to appear in Procedural Approaches to Conflict Resolution (Ed. Matthias Raith), Springer Verlag, Berlin, 2008 (forthcoming)).
5. The Bird Core for Minimum Cost Spanning Tree Problems Revisited: Monotonicity and Additivity Aspects (S. Tijs, S. Moretti, R. Branzei and H. Norde), In A. Seeger (Ed.), Recent Advances in Optimization. Proceedings of the 12th French-German-Spanish Conference on Optimization, Lecture Notes in Economics and Mathematical Systems 563 (2006), pp.305-322, Heidelberg: Springer-Verlag.
6. The Equal Split off Set for Cooperative Games (R. Branzei, D. Dimitrov and S. Tijs), Proceedings of Game Theory and Mathematical Economics Conference held in Warsaw, 6-10 September, 2004, Banach Center Publications Volume 71 (2006), 39-46.
7. Games and Geometry (S. Tijs and R. Branzei). In: Proceedings of the 4th Twente workshop on Cooperative Game Theory joint with 3rd Dutch-Russian Symposium, 28-30 June 2005, Enschede, The Netherlands, CTIT. (Eds. T.S.H. Driessen, J.B. Timmer, A.B. Khmel'nitskaia), pp. 141-149.

Books and University Textbooks

1. Collection of COBOL Programming Problems (with T. Jucan and C. Chiruta), "Alexandru Ioan Cuza" University Press, Iasi, 1982 (in Romanian language).
2. Solved Problems by COBOL Programming Language, Utility Programs under Sirius-3 (with T. Jucan and C. Filipescu), "Alexandru Ioan Cuza" University Press, Iasi, 1986 (in Romanian language).
3. General Mathematics for Economists (with V. Tamas et al.), Graphix Publishing House, Iasi, ISBN 973-95934-5-3, 1993 (in Romanian language).
4. Algorithms' Design and Analysis, "Alexandru Ioan Cuza" University Press, Iasi, 1995 (in Romanian language).
5. Recurrent Sequences in Lyceum (with D. Brânzei et al.), Gil Publishing House, Zalau, ISBN 973-97203-6-6, 1996 (in Romanian language).
6. Simplicity and Performance in BASIC (with C. Filipescu), Romanian Academy Publishing House, Bucuresti, ISBN 973-27-0534-5, 1996 (in Romanian language).
7. Information Systems, "Alexandru Ioan Cuza" University Press, Iasi, 1997. (in Romanian language).
8. Models in Cooperative Game Theory: Crisp, Fuzzy and Multi-Choice Games (R. Branzei, D. Dimitrov and S. Tijs), Lectures Notes in Economics and Mathematical Systems, Vol. 556, Springer-Verlag, Berlin, 2005 (ISBN 3-540-26082-X).
9. Game Theory, "Alexandru Ioan Cuza" University Press, Iasi, 2006 (in Romanian language).
10. Models in Cooperative Game Theory (R. Branzei, D. Dimitrov and S. Tijs), Springer-Verlag, Berlin, 2008 (forthcoming).

Reports submitted for publication (CentER DP series, ISSN 0924-7815)

1. A New Characterization for Convex Games (R. Branzei, D. Dimitrov and S. Tijs), CentER DP no. 2004-109, Tilburg University, Tilburg, The Netherlands.
2. Cases in Cooperation and Cutting the Cake (S. Tijs, R. Branzei), CentER DP no. 2004-108, Tilburg University, The Netherlands.

3. Convex Games, Clan Games, and their Marginal Games (R. Branzei, D. Dimitrov, and S. Tijs), WP 2005-368, University of Bielefeld, Bielefeld, Germany.
4. Bankruptcy Problems and Minimum Cost Flow Problems (R. Branzei, G. Ferrari, V. Fragnelli and S. Tijs), Preprint, Dipartimento di Matematica dell' Università di Genoa, 520, Genoa, Italy, 2005.
5. Joint Project Management with Penalties and Compensations (R. Branzei, G. Ferrari, V. Fragnelli, and S. Tijs) Preprint, Dipartimento di Matematica dell' Università di Genoa, 519, Genoa, Italy, 2005.
6. Cost Monotonic Construct and Charge Rules for Connection Situations (S. Moretti, S. Tijs, R. Branzei and H. Norde), CentER DP no. 2005-104, Tilburg University, The Netherlands.
7. Two Classes of Cooperative Games Arising from One-Object Auction Situations (R. Branzei, V. Fragnelli, A. Meca, and S. Tijs), CentER DP no. 2006-25, Tilburg University, The Netherlands.
8. Convex Games versus Clan Games (R. Branzei, D. Dimitrov, S. Tijs), CentER DP 2006-58, Tilburg University, The Netherlands.
9. Convex Multi-Choice Cooperative Games and their Monotonic Allocation Schemes (R. Branzei, S. Tijs, J. Zarzuelo), CentER DP 2007-54, Tilburg University, The Netherlands.
10. Egalitarianism in Multi-Choice Cooperative Games (R. Branzei, N. Llorca, J. Sánchez-Soriano, S. Tijs), CentER DP no. 2007-55, Tilburg University, The Netherlands.
11. Multi-Choice Total Clan Games: Characterizations and Solution Concepts (R. Branzei, N. Llorca, J. Sánchez-Soriano, S. Tijs), CentER DP no. 2007-77, Tilburg University, The Netherlands.
12. Leximals, the Lexicore and the Average Lexicographic Value (Y. Funaki, S. Tijs, R. Branzei), CentER DP no. 2007-97, Tilburg University, The Netherlands.
13. Cooperation in Dividing the Cake (M. Dall'Aglio, R. Branzei, S. Tijs).
14. Cores and Stable Sets for Interval-Valued Games (S.Z. Alparslan-Gök, R. Branzei, S. Tijs).
15. The Constrained Egalitarian Solution for Convex Multi-Choice Games (R. Branzei, N. Llorca, J. Sánchez-Soriano, S. Tijs).
16. Cost Allocation Protocols for Supply Contract Design in Network Situations (S. Moretti, S. Tijs, R. Branzei, H. Norde).

European Research Projects

1. Procedural Approaches to Conflict Resolution, ZIF, Bielefeld, Germany, 2002.
2. Path Allocation Re-engineering of Timetable Networks for European Railways (PARTNER), The Netherlands - Italy- Spain, 2004.

Participation in International Scientific Meetings

- Third Spanish Meeting on Game Theory and Applications, Barcelona, June 1998.
- XII Convegno di Teoria dei Giochi et Applicazioni, DIMA - Università di Genoa, June 1998.
- Information Sciences Colloquium, Univ. of Tsukuba, Sep. 1998.
- XIII Conference on Game Theory and Applications, Faculty of Economics, University of Bologna, Italy, 1-5 June 1999.
- International Workshop on Variational Method and Optimization, Genoa, Dipartimento di Matematica, 1-2 June 2000.

- EURO XVII, 17th European Conference on Operational Research, Budapest, Hungary, 16-19 July 2000.
- Fourth Spanish Meeting on Game Theory, Game Practice II, Eighth Summer "Meeting on Game Theory, Valencia, Spain, 19-21 July 2000.
- GAMES 2000, First World Congress of the Game Theory Society, Bilbao, Spain, 24-28 July 2000.
- I Reunion Grupo de Teoria de Juegos de la S.E.S.O., Sesion de Posters, Elche, Spain, 25-27 September 2000.
- LGS2 (Logic, Game theory and Social choice 2), St. Petersburg, Russia, 21-24 June, 2001.
- EURO XVIII, Rotterdam, The Netherlands, 9-11 July 2001.
- IMGTA (The XIV Italian Meeting on Game Theory and Applications), Ischia, Italy, 11-14 July 2001.
- The XII International Conference on Game Theory, Stony Brook, USA, 16-20 July 2001.
- International ZIF-Workshop "Modeling Group Decision Processes", Bielefeld, Germany, October 11-13, 2001.
- The Second Twente Workshop on Cooperative Game Theory, University of Twente at Enschede, 19-21 June 2002, The Netherlands.
- Advances in Game Theory and Related Topics, Hilvarenbeek, June 23-25, 2002, The Netherlands.
- The Fifth Spanish Meeting on Game Theory, Sevilla, July 1-3, 2002, Spain.
- Workshop on Procedural Approaches in Conflict Resolution, Bielefeld, August 8-9, 2002, Germany.
- Workshop on Procedural Approaches in Conflict Resolution, Bielefeld, August 15-17, 2002, Germany.
- Workshop on Game Theory: Autumn Meeting in Sendai, Sendai, September 21-22, 2002, Japan.
- RIMS Symposium on Mathematics for Decision-making under Uncertainty, November 13-15, 2002, Kyoto, Japan.
- Game Theory Workshop, Tsukuba, December 1-3, 2002, Japan.
- IMGTA (The XV Italian Meeting on Game Theory and Applications), Urbino, Italy, 9-12 July, 2003.
- Summer School on Operations Research Games, September 2003, Lavagna, Italy.
- PARTNER Workshop, February 2004, Genoa, Italy.
- The Dutch Belgian Mathematical Conference, April 16-17, 2004, Tilburg, The Netherlands.
- PARTNER Workshop, April 2004, Tilburg, The Netherlands.
- VI Spanish Meeting on Game Theory and Practice, July 12-15, 2004, Elche, Spain.
- Game Theory and Mathematical Economics, September 6-10, 2004, Warsaw, Poland.
- GFS Conference on Optimization, September 20-24, 2004, Avignon, France.
- PARTNER Workshop, October 21-22, 2004, Santiago de Compostela, Spain.
- International Workshop on Cooperative Game Theory, January 22, 2005, Waseda University, Tokyo, Japan.
- SING, First Spain Italy Netherlands Meeting on Game Theory, June 24-26, 2005, University of Maastricht, The Netherlands.
- 4th Twente Workshop on Cooperative Game Theory joint with 3rd Dutch-Russian symposium, 28-30 June, 2005, University of Twente, Enschede, The Netherlands.
- The 2nd Workshop on Game Theory and Engineering, December 13, 2005, DIPTEM, Genoa, Italy.
- Workshop "New Models in Cooperative Game Theory", January 27-28, 2006, University of Sevilla, Sevilla, Spain.

- Special Seminar on Game Theory, February 10, 2006, Free University of Amsterdam, Amsterdam, The Netherlands.
- Third Spain-Italy-Netherlands Meeting on Game Theory (SING3), Madrid, Spain, July 4-6, 2007.

Conferences and Seminars held

- Contributions to Three-person Game Theory with Entropic Criteria, Hirosaki University, Hirosaki, September 18, 1998, Japan.
- Entropic Decision Criteria for Random Behavior Systems, Niigata University, September 25, 1998, Japan.
- Information Collecting Situations and Games, Napoli, Italy, May 13, 2000
- Cooperative Games Arising from Information Collecting Situations, Bergamo, Italy, May 19, 2000.
- Information Collecting Games, Castellanza, LIUC, May 26, 2000.
- IC-Games, Siena, Italy, June 16, 2000.
- Classes of Cooperative Games Arising from Information Collecting Situations, Genoa, Italy, June 23, 2000.
- Cooperative Games Arising from Information Sharing Situations, Tilburg, The Netherlands, September 7, 2000.
- Strict Hierarchical Situations and Peer Games, Tilburg, The Netherlands, October 6, 2000.
- Information Collecting Games, Budapest, Hungary, December 11, 2000.
- Tree-Connected Peer Group Situations and Peer Group Games, Bilbao, Spain, February 7, 2001.
- Cooperative Games with a Simplicial Core, Genoa Italy, June 4, 2001.
- Compensations in IC situations, Pavia, Italy, June 7, 2001.
- Sharing Delay Costs in Joint Projects, Tilburg, The Netherlands, September 27, 2001.
- Game-theoretical Approaches to the Problem of Sharing Delay Costs in Joint Projects, Elche, Spain, October 3, 2001.
- Cooperative Games related to Delayed Joint Projects, Barcelona, Spain, October 8, 2001.
- Cooperation and Information, Amsterdam, The Netherlands, October 18, 2001.
- Two Game Theoretic Approaches to the Problem of Sharing Delay Costs in Joint Projects, Naples, Italy, November 21, 2001.
- Convex Fuzzy Games: Characterizations and Solution Concepts, Sendai, Japan, September 22, 2002.
- On Convex Fuzzy Games, Kyoto, Japan, November 13, 2002.
- Cooperative Fuzzy Games, Kyoto, Japan, November 14, 2002.
- On Cooperative Fuzzy Games, Waseda University, Tokyo, Japan, November 20, 2002.
- On Fuzzy Clan Games, Tokyo Institute of Technology, Tokyo, Japan, November 30, 2002.
- Solution Concepts for Cooperative Fuzzy Games, Tsukuba, Japan, December 2, 2002.
- Cost Sharing in Joint Projects, Tilburg University, Tilburg, The Netherlands, February 27, 2003.
- The Egalitarian Split-Off Set for TU-games, Santiago de Compostela, Spain, October 18, 2004.
- The Egalitarian Split-Off Set for Coalitional Games with Transferable Utility, Genoa, Italy, October 25, 2004.
- Egalitarianism in Cooperative Games, Tokyo Institute of Technology, Tokyo, Japan, January 14, 2005.

- Auctions and Cooperative Games, University of Barcelona, Barcelona, Spain, May 11, 2005.
- Joint Project Management and Bankruptcy Theory, University of Genoa, Genoa, Italy, June 1, 2005.
- Communication and Information in Games, DIPTEM, Genoa, Italy, December 13, 2005.
- Egalitarianism in Cooperative Game Theory, University of Sevilla, Sevilla, Spain, January 27, 2006.
- Egalitarian Solutions for Cooperative Games with Transferable Utilities, University of Pavia, Pavia, Italy, March 31, 2006.
- Models in Cooperative Game Theory and Related Egalitarian Solution Concepts, University of Bilbao, Bilbao, Spain, April 28, 2006.
- Egalitarian Criteria and Game-theoretic Solution Concepts, Università degli Studi "G. d'Annunzio", Pescara, Italy, June 8, 2006.
- On Convex Multi-Choice Games, Middle East Technical University, Ankara, Turkey, July 24, 2007.
- On the State-of-the-Art of Solution Concepts for Cooperative Games with Crisp, Fuzzy and Multi-Choice Coalitions, University Miguel Hernandez of Elche, Elche, Spain, May 14, 2007.
- Classes of Cooperative Multi-choice Games and Monotonic Allocation Schemes, University Complutense, Madrid, Spain, July 5, 2007.
- Solution Concepts for Multi-Choice Cooperative Games, University of Genoa, DIMA, Genoa, Italy, September 24, 2007.
- On Solution Concepts for Multi-Choice Cooperative Games, University Paris 1, Paris, France, December 14, 2007.

Membership in Ph.D. committees

- Judith Timmer, Tilburg University, Tilburg, The Netherlands, September 28, 2001.
- Natividad Llorca, "Miguel Hernandez" University of Elche, Spain, October 2, 2001.
- Stefano Moretti, (Ph.D. co-advisor), Tilburg University, The Netherlands, October 10, 2008.

Referee activities

- European Journal of Operational Research (EJOR)
- Annals of Operations Research (ANOR)
- International Journal of Game Theory (IJGT)
- Games and Economic Behavior (GEB)
- Fuzzy Sets and Systems (FSS)
- Economic Theory (ET)
- Mathematical Reviews (MR)
- Mathematical Social Sciences (MaSS)
- Teoria Operativa (TOP)
- International Game Theory Review (IGTR)
- Mathematical Methods of Operations Research (MMOR)
- Computers and Mathematics with Applications (CAM)
- International Journal of Uncertainty, Fuzziness and Knowledge-Based Systems (IJUFKS)

European Research Projects

- Procedural Approaches to Conflict Resolution, ZIF, Bielefeld, Germany, 2002.
- PARTNER (as a member of the Tilburg University research team), 2004.

Other Activities

- A contributor in 6 research projects based on applied mathematics in Economy and Industry using computers.
- A four-week mobility in TEMPUS project No. S-JEP 11168-96, upon the restructuring of the (re)training of school teachers in Computer Science, May 5 - June 2, 1997, Granada, Spain.
- Cooperative Game Theory stream organizer for EURO XXIII 2009.

More than 65 presented papers at International and National Conferences, Colloquia and other Scientific Meetings.

Special Skills

Languages: English, Spanish, Italian, French, Dutch
Romanian - native language.