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Publications list The following list includes peer-reviewed original contributions appearing in international journals, formal proceedings of highly selective international conferences and formal proceedings of international workshops. [1] [2]

Publications in journals

10. **Paolo Turrini**; Endogenous Games with Goals: Side-payments among Goal-oriented Agents; *Journal of Autonomous Agents and Multi-Agent Systems (JAAMAS)* (30(5), 2016, 765-792) [**SJR** 0.853, **Q2**].

9. Paul Harrenstein, **Paolo Turrini** and Michael Wooldridge (**alphabetic**); Hard and Soft Preparation Sets in Boolean Games; *Studia Logica* (104(4), 2016, 813847) [**SJR** 0.935, **Q2**]

8. Valentin Goranko and **Paolo Turrini** (**alphabetic**); Two-Player Preplay Negotiation Games with Conditional Offers; *International Game Theory Review*, (18(1), 2016, 1-31) [**SJR** 0.384, **Q2**]

7. **Paolo Turrini**, Davide Grossi, Jan Broersen and John-Jules Meyer (**contribution**); Forbidding Undesirable Agreements, *Journal of Logic and Computation (JLC)* (25(1), 2012(a), 2013(o), 2015(p), 159-178) [**SJR** 1.083, **Q2**]

6. Valentin Goranko, Wojciech Jamroga and **Paolo Turrini** (**alphabetic**); Strategic Games and Truly Playable Effectivity Functions; *Journal of Autonomous Agents and Multi-Agent Systems (JAAMAS)* (26(2), 2013, 288-314) [**SJR** 1.227, **Q1**]

5. **Paolo Turrini**, Jan Broersen, Rosja Mastop and John-Jules Meyer (**contribution**); Organizing Competing Coalitions: a modal logic for socially optimal group choices; *Journal of Applied Non-Classical Logic* (22, 2012, 181-201). [**SJR** 0.573, **Q3**]

4. Davide Grossi and **Paolo Turrini** (**alphabetic**); Dependence in Games and Dependence Games; *Journal of Autonomous Agents and Multi-Agent Systems (JAAMAS)*, (25(2), 2011, 284-312) [**SJR** 1.227, **Q1**]

3. **Paolo Turrini**, John-Jules Meyer and Cristiano Castelfranchi (**contribution**); Coping with Shame and Sense of Guilt: a Dynamic Logic Account; *Journal of Autonomous Agents and Multi Agent Systems(JAAMAS)* (20(3), 2010, 401-420) [**SJR** 1.453, **Q1**]

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[1] **Note on journal and conference rankings**. SJR and Quartile values are always *relative to the year in which the manuscript has received the final notification of acceptance*. It can thus happen that the same venue has different rankings even within the same area, e.g., a journal having different Quartile values in different years. For conferences, the latest CORE ranking is used. The data are taken from `http://www.scimagojr.com`.

[2] **Note on the order of authors** The order of authors in a publication has always been a matter of previous agreement with the coauthors and is either alphabetical or by contribution level. In the publications marked with (**contribution**) the order of authors is determined by the contribution level (first author should be considered as a truly main author). For all the others with multiple authors, marked with (**alphabetic**), alphabetic order is used. When this is the case the contribution level should be considered balanced among all authors.

2. Jan Broersen, Rosja Mastop, John-Jules Meyer and **Paolo Turrini** (**alphabetic**); Determining the Environment: A Modal Logic for Closed Interaction; *Synthese* (2009, 351-369) [**SJR** 0.697, **Q1**]

1. Rosaria Conte and **Paolo Turrini** (**contribution**); A cognitive analysis of Collective Autonomy, *Cognitive Systems Research*; Elsevier 2006 (2006, 209-219) [**SJR** 0.667, **Q2**]

Publications in conference proceedings

15. Paul Harrenstein, **Paolo Turrini** and Michael Wooldridge (**alphabetic**); Characterising the Manipulability of Boolean Games; *Proceedings of the Twenty-Sixth International Joint Conference on Artificial Intelligence, (IJCAI 2017)*, Melbourne, Australia; (forthcoming) [**A***]

14. Umberto Grandi and **Paolo Turrini** (**alphabetic**); A Network-based Rating System and its Resistance to Bribery; *Proceedings of the Twenty-Fifth International Joint Conference on Artificial Intelligence, (IJCAI 2016)*, New York, USA; (2016, 301-307) [**A***]

13. **Paolo Turrini**; Computing Rational Decisions in Extensive Games with Limited Foresight; *Proceedings of the Thirtieth AAAI Conference on Artificial Intelligence (AAAI 2016), February 12-17, 2016, Phoenix, USA*; (2016, 630–636) [**A***]

12. Umberto Grandi, Davide Grossi and **Paolo Turrini** (**alphabetic**); Equilibrium Refinement through Negotiation in Binary Voting; *Proceedings of the Twenty-Fourth International Joint Conference on Artificial Intelligence, (IJCAI 2015)*, Buenos Aires, Argentina; (2015, 25-31)[**A***]

11. Paul Harrenstein, **Paolo Turrini** and Michael Wooldridge (**alphabetic**); Electric Boolean Games; *Proceedings of the 13th International Conference on Artificial Agents and Multi Agent Systems (AAMAS 2015)*, Istanbul, Turkey; (2015, 655-663) [**A***]

10. Paul Harrenstein, **Paolo Turrini** and Michael Wooldridge (**alphabetic**); Hard and Soft Equilibria in Boolean Games; *Proceedings of the 12th International Conference on Artificial Agents and Multi Agent Systems (AAMAS 2014)*, Paris, France; Alessio Lomuscio and Paul Scerri (eds.) (2014, 845-852) [**A***]

9. **Paolo Turrini**; Endogenous Boolean Games; *Proceedings of the 23rd International Joint Conference on Artificial Intelligence (IJCAI 2013)*, Beijing, China; Francesca Rossi (eds.) AAAI (2013, 390-396) [**A***]

8. **Paolo Turrini**; Agreements as Norms; *Proceedings of the 11th International Conference on Deontic Logic in Computer Science (DEON 2012)*, Bergen, Norway; Thomas Ågotnes and Jan Broersen and Dag Elgesem (eds.), Lecture Notes in Computer Science (7393, 2012, 31-45).

7. Davide Grossi and **Paolo Turrini** (**alphabetic**); Short Sight in Extensive Games; *Proceedings of the 11th International Conference on Autonomous Agents and Multi-Agent Systems (AAMAS 2012)*, Valencia, Spain, May 4-8 (2, 2012, 805-812). [**A***]

6. Valentin Goranko, Wojciech Jamroga and **Paolo Turrini** (**alphabetic**); Strategic Games and Truly Playable Effectivity Functions; *Proceedings of the 10th International Conference on Autonomous Agents and Multiagent Systems (AAMAS 2011)* , Taipei, Taiwan, May 2-6 (2011, p.727-734). [**A***]

5. **Paolo Turrini**, Davide Grossi, Jan Broersen and John-Jules Meyer (**contribution**); Forbidding Undesirable Agreements: a dependence-based approach to the regulation of Multi-Agent Systems; *Proceedings of the 10th International Conference on Deontic Logic in Computer Science (DEON 2010)*, Lecture Notes in Computer Science (2010, 306-322).

4. Davide Grossi and **Paolo Turrini** (**alphabetic**); Dependence Theory via Game Theory; *Proceedings of the 9th International Conference on Autonomous Agents and Multiagent Systems* (AAMAS 2010); May 10-14 2010, Toronto, Canada; IFAAMAS (2010, 1147-1154). [**A***]

3. Jan Broersen, Rosja Mastop, John-Jules Meyer and **Paolo Turrini** (**alphabetic**); A Logic for Closed-World Interaction; *Proceedings of the 11th European Conference on Logics in Artificial Intelligence, (JELIA 2008)*, September 28 - October 1, Dresden, Germany; Lecture Notes in Computer Science (5293,2008, 88-99). [**A**]

2. Jan Broersen, Rosja Mastop, John-Jules Meyer and **Paolo Turrini** (**alphabetic**); A Deontic Logic for Socially Optimal Norms; *Proceedings of the 9th International Conference on Deontic Logic in Computer Science, (DEON 2008)*, Luxembourg, Luxembourg, July 15-18; Ron van der Meyden, Leendert van der Torre (eds.), Lecture Notes in Computer Science (5076, 2008, 218-232).

1. **Paolo Turrini**, John-Jules Meyer and Cristiano Castelfranchi (**contribution**); Rational Agents that Blush; *Proceedings of The Second International Conference of Affective Computing and Intelligent Interaction (ACII 2007)*, Lisbon, Portugal, September 12-14; Lecture Notes in Computer Science (2007, 314-325). [**C**]

Publications in workshop/symposia formal proceedings

5. Valentin Goranko and **Paolo Turrini** (**alphabetic**); An Offer You Cannot Refuse: Obtaining Efficiency and Fairness in Preplay Negotiation Games with Conditional Offers; *Proceedings of the Fourth International Workshop on Logic, Rationality and Interaction (LORI 2013)*, Davide Grossi, Olivier Roy and Huaxin Huang (eds.); Lecture Notes in Computer Science (8196, 2013, 110-123;

4. **Paolo Turrini**, Xavier Parent, Leon van der Torre and Silvano Colombo Tosatto (**contribution**); Contrary-To-Duties in Games; *Logic Programs, Norms and Action - Essays in Honor of Marek J. Sergot on the Occasion of His 60th Birthday*, A. Artikis, R. Craven, N. K. Cicekli, B. Sadighi and K. Stathis, (eds.); Lecture Notes in Computer Science (7360, 2012, 329-348).

3. **Paolo Turrini**, Jan Broersen, Rosja Mastop and John-Jules Meyer (**contribution**); An Update Operator for Strategic Ability; *Proceedings of The Second International Workshop on Logic, Rationality and Interaction (LORI-II)*, 8-11 October 2009, Chongqing, China; Lecture Notes in Artificial Intelligence; (5834, 2009, 292-301).

2. Jan Broersen, Rosja Mastop, John-Jules Meyer and **Paolo Turrini** (**alphabetic**); Strategic Ability Update: A Modal Logic Account; *IEEE Proceedings of 2nd Workshop on Logics for Intelligent Agents and Multi-Agent Systems (WLIA-MAS at WI-IAT)*; 15-18 September 2009, University of Milano Bicocca, Milano, Italy; IEEE; (2009, 470-473).

1. **Paolo Turrini**, Mario Paolucci and Rosaria Conte (**contribution**); Social Responsibility among Deliberative Agents; *Proceedings of Stairs 2006*; L. Penserini, P. Peppas and A. Perini, (eds.). IOS Press (2006, 38-47).

Book Chapters

1. Davide Grossi, Luca Tummolini and **Paolo Turrini** (**alphabetic**); Norms in Game Theory; *Handbook of Agreement Technologies* Springer (2013, 190-194).

Encyclopaedia Entry

1. **Paolo Turrini**; Logics for Analyzing Games; *Stanford Encyclopaedia of Philosophy.* (2017, forthcoming)