



GameSec-26 Call for Papers

The [17th Conference on Game Theory and AI for Security](#) (GameSec-26) will take place **October 26-28, 2026** in **Ann Arbor, Michigan, USA**. GameSec-26 invites novel, high-quality theoretical and empirical contributions that apply game theory, AI, and related methodologies to security, privacy, trust, and fairness in emerging systems. The goal is to bring together researchers from academia, industry, and government to explore interdisciplinary connections between game theory, reinforcement learning, adversarial machine learning, mechanism design, risk assessment, behavioral modeling, and cybersecurity. Through rigorous and practically relevant analytical methods, the conference aims to advance the understanding and application of AI-driven strategies for securing critical infrastructures and emerging technologies.

Indicative topics (not exhaustive):

- Game Theory for Security and Privacy
- AI and Machine Learning for Security
- Cyber-Physical and Network Security
- Economic and Behavioral Aspects of Security
- Adversarial Reasoning and AI Safety
- Security in Decentralized and Distributed Systems
- Applications and Case Studies

Important dates:

- Submission deadline: **June 12, 2026, 23:59 AoE**
- Decision notification: **July 31, 2026**
- Camera-ready deadline: **August 7, 2026**

Submission information:

- Papers must be submitted via [OpenReview](#) and are limited to 20 pages, including references and well-formatted appendices.
- Submissions must be previously unpublished and not under submission elsewhere.
- Submissions may be anonymized, but anonymization is not required.
- Unless authors opt out, submissions will be considered for oral or poster presentation; accepted oral presentations will be accompanied by full papers published in the proceedings.

For more details on topics, submission instructions, and paper preparation, please visit: <https://www.gamesec-conf.org/call-for-papers.php>