## Hedonic diversity games

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## Abstract

We consider a setting where players belong to two types (men and women, vegetarians and carnivores, junior and senior researchers) and need to split into groups, wich each player having preferences over the proportion of the two player types in his or her groups. We argue that every such game admits an individually stable outcome, but both for Nash stability and for core stability checking the existence of a stable outcome is computationally difficult.