Create an outline for a game theory course with an emphasis on hands-on practice

- I. Introduction
- A. Overview of Game Theory
- B. Benefits of Using Game Theory
- II. Games and Strategies
- A. Definitions and Examples of Traditional and Non-Traditional Games
- B. Types of Games and Strategies
- III. Analyzing Games and Strategies
- A. Calculating Equilibria
- B. Developing Nash Equilibria Strategies
- IV. Applying Game Theory
- A. Solving Real-World Problems
- B. Subject-Specific Applications
- V. Hands-On Practice
- A. Individual and Group Exercises
- B. Computer Simulation Scenarios and Activities
- VI. Conclusion
- A. Summary of Course Learning
- B. Future Uses of Game Theory