

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