Introduction to Game Theory	Date:	*Lecture Date*
Instructor: *Sujit Prakash Gujar*	Scribes:	Your Names

Lecture X: Lecture Title

1 Recap

Typically we will recap what we have seen previous class for initial 5-10 mins. That summery should come here.

2 Introduction

In your scribes make proper sections, subsections. The following general instructions should be followed.

1. Do not use all CAPS in titles.

2. Use notation used in the class. (vectors, variables are in small letters, matrices, sets are in capital letters).

3. All variables must be in math mode. That is $ $. For example, we write n-dimensional and not n-dimensional. Typically while writing scientific technical reports, all the variables are used in italics like x, n etc.

4. All Figures/Tables must be centered. If you are using any pictures, try to use `\begin{center} \end{center}` around it.

5. Proof read once before submitting. (There should not be ? in pdfs I receive).

6. Make sure there are no spelling mistakes and grammar mistakes.

7. Use `\begin{definition} \end{definition}` or theorem environments appropriately.

8. Note that all important equations should be numbered and not important equations should not be numbered.

   `\begin{equation}\label{eq:use_suitable_name}\end{equation}`

   will do in latex.

9. You can use

   `\ref{eq:use_suitable_name}`

   for referencing it any where in the document. References to equations/tables/figures should be Fig. no Eq. (no) and Table no etc.

10. Do not use boldface to emphasize anything. Use command emph provided by latex.

11. Go through Section 2 of MS Thesis Submission guidelines for more on general guidelines for writing reports.

12. As far as possible create your own examples/figures. If any figure is downloaded from internet, please mention appropriate image credits.

13. Do not create images from textbook and paste them. You will get zero marks.

14. Any case of plagiarism will get zero marks.

15. If you are new to latex, you might find the following link useful

    https://en.wikibooks.org/wiki/LaTeX/Mathematics

    I personally use overleaf, which is cloud based latex tool. Overleaf and Shareltex (another popular cloud based latex tool) have joined together to offer cloud based latex service.

    There are many latex tools and editors available for offline use. You can choose any one based on your comfort.

16. However, it should be noted that you must submit Overleaf/Sharelatex link to TA for first scrutiny.

17. **While Submitting** You must use subject line as 'IGT20: Lecture X scribes' where X is replaced by your lecture number. The file should be named as: IGT20_Lecture_X_TeamNumber.zip The zip file must contain all the required resources, including the PDF of your scribe.

18. You must submit overleaf link of the project to TAs within 7 days from the lecture. For example, if the lecture you are scribing happens to be on Tuesday, you must submit before coming to the class on next Tuesday.

19. Note that this is 2 people working for 5% of evaluation. Put your efforts in making scribes best. considerable amount of effort is expected.

20. Do not remove any of

    ```
    \usepackage{}
    ```

    commands at top. If you add any package that is clashing with the above packages, remove them.

Definition 1 (def). *Any important definitions will go here*

Theorem 1. *Theorems should go in this environment*

References