Erasmus School of Economics

ESE Beamer theme

Andreas Alfons

November 18, 2021

Looks of list environments

- Important point
- Not really an important point, but let's pretend it is
$\longrightarrow$ Command \arrowitem is a shortcut for
  \item[$\longrightarrow$]

1. Breathe in
2. Breathe out

ESE Beamer theme looks simple and nice

Looks of block environments

Making things stand out
This looks really important

Colors
Official Erasmus colors are available, see the next slide

Colors

The ESE Beamer theme defines the following official Erasmus colors:

EURbrightgreen (for digital purposes): RGB 12/128/102

EURgreen: RGB 0/35/40

EURwarmgrey/EURwarmgray: RGB 227/218/216 (not really useful)

ESEyellow: RGB 255/215/0

$\longrightarrow$ Command \alert() uses EURbrightgreen for highlighting

Using the theme

$\longrightarrow$ Include \usetheme{ESE} in the preamble

$\longrightarrow$ Use \ESEtitlepage to generate the title page

Theme options:

- framenumbers: Display slide numbers in the bottom right corner
- navigation: Display a navigation bar on the left hand side
- nologo: Do not display the Erasmus logo in the bottom right corner
- notes: Include notes (generated with \note{} in between slides) in the final document
- sectiontitles: Display a slide with the section title at the start of each section

Example: \usetheme[framenumbers, sectiontitles]{ESE}

Commands for mathematical notation

For mathematical notation inside math environments, the following commands are available:

- `\mat{}`: For formatting matrices, e.g., $\boldsymbol{X}$

- `\vect{}`: For formatting vectors, e.g., $\boldsymbol{x}$

- `\obs{}` For formatting observations, e.g., x

Other commands povided by the theme

For writing about software, the following commands are available:

- \proglang{}: For highlighting programming languages, e.g., R
  (has no effect if you already use a sans serif font)

- \pkg{}: For highlighting software packages, e.g., robmed

- \code{} For highlighting functions, e.g., test_mediation()

$\longrightarrow$ Special characters currently need to be escaped within those
commands, e.g., _ for underscores