Unofficial Rice Beamer Theme
for LaTeX Presentation

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Outline

1. Introduction

2. Simple Stuffs
   - Blocks
   - Equations

3. Advanced Stuffs
   - Figure
   - Tables
   - Game Trees

4. Conclusion
   - more stuffs
I will tell you...

- things,
- stuffs,
- and others.
I will tell you...

- things,
- stuffs,
- and others.
Things I will say

I will tell you...

- things,
- stuffs,
- and others.
Block
This is a block environment.

Example
This is an example block environment.

Alert Block
This is an alert block environment.
Say it with Blocks

**Block**
This is a block environment.

**Example**
This is an example block environment.

**Alert Block**
This is an alert block environment.
Say it with Blocks

Block
This is a block environment.

Example
This is an example block environment.

Alert Block
This is an alert block environment.
Say it with Equations

\[ f(x) = \frac{1}{\sigma \sqrt{2\pi}} e^{-\frac{(x-\mu)^2}{2\sigma^2}} \]  \hspace{2cm} (1)

You can put equations into block environment.

**Gaussian Distribution**

\[ f(x) = \frac{1}{\sigma \sqrt{2\pi}} e^{-\frac{(x-\mu)^2}{2\sigma^2}} \]  \hspace{2cm} (2)
Impact of Incumbency
Non–Post–Election case

Predicted Probability of being Formateur
Incumbent
Non incumbent

Seat Share
0.0 0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0
0.0 0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0

Chiba RiceBeamer
## Table: Estimation results: regress

<table>
<thead>
<tr>
<th>Variable</th>
<th>Coefficient</th>
<th>(Std. Err.)</th>
</tr>
</thead>
<tbody>
<tr>
<td>mpg</td>
<td>-292.434**</td>
<td>(60.227)</td>
</tr>
<tr>
<td>foreign</td>
<td>1023.208</td>
<td>(866.086)</td>
</tr>
<tr>
<td>Intercept</td>
<td>10586.485**</td>
<td>(1555.745)</td>
</tr>
</tbody>
</table>

| N         | 69          |
| R²        | 0.267       |
| F (3,65)  | 7.88        |
Transition Game from Przeworski (1991)

Reformers

ally with Hardliners

2, 1

Status Quo

Autocracy

negotiate with Moderates

2, 1

Status Quo

Autocracy

give guarantees

4, 3

Democracy with guarantee

1, 4

Democracy without guarantee

no guarantees
Transition Game from Przeworski (1991)

Reformers

- ally with Hardliners
  - Status Quo
  - Autocracy
  - 2, 1

- negotiate with Moderates
  - give guarantees
    - 4, 3
    - Democracy with guarantee
  - no guarantees
    - 1, 4
    - Democracy without guarantee
Transition Game from Przeworski (1991)

Reformers

ally with Hardliners

2, 1
Status Quo

Autocracy

negotiate with Moderates

give guarantees

4, 3
Democracy
with guarantee

no guarantees

1, 4
Democracy
without guarantee
Transition Game from Przeworski (1991)

- **Reformers**
  - ally with Hardliners: 2, 1
    - Status Quo: 2, 1
    - Autocracy: 2, 1
  - negotiate with Moderates: 4, 3
    - Democracy with guarantee: 4, 3
    - Democracy without guarantee: 1, 4

- **Moderates**
  - give guarantees: 4, 3
  - no guarantees: 1, 4
**\LaTeX** is cool. How cool? Very cool.

- You can control which elements to be visible at each time.

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\LaTeX \text{ is cool. How cool?} Very cool.

- You can control which elements to be visible at each time.
- \textbf{So, create a cool presentation with }\LaTeX \text{ and beamer!}

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