Title of the contribution

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Abstract

The document class movep.cls is derived from the standard article format of LaTeX. The title is set in a different way and predefined environments for theorems etc. are provided.

1 Information on the MOVEP-class

The style is based on the standard article class. The typesetting of the title and the authors has been changed a bit. Furthermore, several environments for theorems etc. have been predefined:
Lemma 1. *This is the first lemma.*

Proof. For proofs use the `proof` environment. The Q.E.D. symbol is automatically placed at the end of the proof. □

The environments take an optional argument, for example a reference.
Theorem 2 ([2])**.** *There is an infinite game with perfect information which is not strictly determined.*

These environments are predefined with the amsthm package. The definitions of the predefined environments that switch to a slanted font are the following:

```
\newtheorem{thm}{Theorem}
\newtheorem{theorem}[thm]{Theorem}
\newtheorem{cor}[thm]{Corollary}
\newtheorem{corollary}[thm]{Corollary}
\newtheorem{lem}[thm]{Lemma}
\newtheorem{lemma}[thm]{Lemma}
\newtheorem{prop}[thm]{Proposition}
\newtheorem{proposition}[thm]{Proposition}
```

The definitions of the predefined environments that keep the roman are the following:

```
\newtheorem{rem}[thm]{Remark}
\newtheorem{remark}[thm]{Remark}
\newtheorem{exa}[thm]{Example}
\newtheorem{example}[thm]{Example}
\newtheorem{defi}[thm]{Definition}
\newtheorem{definition}[thm]{Definition}
\newtheorem{conj}[thm]{Conjecture}
\newtheorem{conjecture}[thm]{Conjecture}
```

All other things should work as usual in LaTeX. The document class allows to structure documents using the commands `section`, `subsection`, and `paragraph`. Figures can be added with the `figure` environment. For instance, Figure 1 shows an example figure.

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Figure 1: A face

2 Bibliography

You can use the standard bibliography environment or BIBTEX. We recommend to use the plain bibliography style. This is an example citation [1].

References

[1] B. Aum, A. Rbre, and T. Rees. Algebras of trees and forests. *Nordic Journal on Algebra*, 5(2), 2008.

[2] D. Gale and F.M. Stewart. Infinite games with perfect information. *Contributions to the Theory of Games*, pages 245–266, 1953.