

Module	Topic	Examples	Time
Day 1			
Module 1: Introduction to Decision Trees and TreeAge Pro			~ 1 hour
	<u>Basics</u> Decision Trees Outcome Values		
	<u>Building Trees</u> Tree Workspace Probabilities Tree Preferences Payoffs Expected Value Multi-Attribute Calculations	Example1-Intro.tre (start to build) Example1-Intro.tre (continued) Example1-Intro.tre (continued) Example1-Intro.tre (continued) Example1-Intro.tre (end)	
Module 2: Defining and Using Variables			~ .75 hour
	Variables in TreeAge Pro Creating/Managing Variables Variable Scope Variables Extras	Example2-Variables.tre (build)	
Module 3: Health Economic Decision Analysis			~ 1 hour
	C/E Analysis Dominance	Example2-Variables.tre (use) Example3-Dominance.tre (use)	
Module 4: Sensitivity Analysis and C/E Thresholds			~ 1.5 hours
	Deterministic Sensitivity Analysis Thresholds and CEA CEA Threshold Example	Example4-CEA.tre (build) Example4-CEA.tre (build) Example4-CEA.tre (build)	
Module 5: Monte Carlo Simulation			~ 1.5 hours
	Probabilistic Sensitivity Analysis Cost-Effectiveness Uncertainty Simulation and Distribution Options	Example5-PSA.tre (build) Example6-PSA-CostDist.tre (build)	
Day 2			
Module 6: State Transition Models			~ 1.5 hours
	State Transition Models Markov Cohort Analysis Markov Model Extras Markov Model Exercise	Example7-MarkovSimple.tre (build) Example7-MarkovSimple.tre (use) Example8-MarkovCancer.tre	
Module 7: Markov Models & Time			~ 1.5 hours
	Time Dependence & Tables Time-In-State & Tunnels	Example9-MarkovCancerTime.pkg (build) Example10-MarkovCancerTunnel.pkg (build)	
Module 8: Microsimulation and Tracker Variables			~ 1.5 hours
	Microsimulation Microsimulation & Trackers Microsimulation Exercise Microsimulation & Decisions Discrete Event Simulation Parallel Trials	Example11-Microsimulation.pkg (build) Example12-MicrosimulationDecision.pkg (use)	
Module 9: Extras & Advanced Topics			~ 1.5 hours
	Testing & Debugging Clones Dynamic Cohort Simulation Probabilities Simulation Options Data Scenarios & Subgroups Highlighted Functions Interfaces		