

## Key Links:

### [Syllabus and Readings](#)

**Lottery information:** This is an undergraduate seminar limited to 16 students. If you are interested in joining this course, please fill out [this lottery form](#) by **5pm on Tuesday, January 18**. I will let you know your initial status (in the course or waitlisted) on Wednesday, January 19.

**Open Q&A** Monday, January 17, 2-2:30pm Eastern Time. [Zoom link](#).

## About the course

### Format

This course is a seminar focused on informed class discussion. I will often have a few slides to prompt and organize discussion, but in depth group discussion based on the topics and readings will be the heart of the class. We also plan to have guest speakers who are experts in different areas related to aesthetics, and possibly a field trip or two (depending on Covid restrictions).

Attendance and engaged participation are critical to this class!

### Assignments

The assignments for this class are writing-heavy, and focused on engaging critically with the readings, coming up with ultimate explanations for puzzles of aesthetics grounded in genetic and cultural evolution, and thinking through how to test these explanations.

See [the syllabus](#) for more details about course topics and assignments.

## About me

I have a long history at Harvard--I earned my undergraduate degree here in psychology, and my PhD in social psychology working with Professor Daniel Gilbert (some of you may know Professor Gilbert from taking his version of Introduction to Psychology,). I have since been a post doctoral researcher at Harvard, and this is my seventh year teaching courses here! I love the Harvard community, and look forward to connecting with a new group of students this fall.

In addition to this course, I teach Game Theory and Social Behavior in HEB, and three courses in the Psychology Department: a course on the origins of our political and moral ideologies, a course on ultimate explanations for social psychological phenomena, and a course on the psychology of cults.

My courses are inspired by my research, which integrates evolutionary game theory with laboratory experiments to study the hidden incentives that shape our preferences, beliefs, and ideologies, including our sense of morality, justice, beauty, and altruism. My research and courses draw on tools and evidence from multiple fields, including economics, history, philosophy, and studies of cultural evolution, with a particular emphasis on psychological research and using psychological experiments to test theory.

You can see me speak about some of my research here:

[Tedx Cambridge Talk](#)

For more on me, here is [my website](#).