

444 Lecture 1.1 - Course Overview

Brian Weatherson

Plan

- To introduce the outlines of the course.

Associated Reading

Read the syllabus!

Three Parts

1. Game Theory
2. Origins of Unfairness
3. Group attitudes

Game Theory



Giacomo Bonanno

Giacomo Bonanno, Game Theory

Aims

- Familiarity with the basic math of game theory.
- Introduce some famous examples of simple game theoretic models that get used throughout academic work.
- Look at some attempted explanation of real world phenomena using game theoretic tools, and go over the strengths and weaknesses of these explanations.



Cailin O'Connor, The Origins of Unfairness

Aims

- Look at game theoretic models of the origin of unequal gender distributions.
- Ask whether these models are plausible in light of the facts about how this kind of inequality manifests in the real world.
- And in particular, look at the different kinds of gender inequality in different parts of life (in particular in workforces vs in households) and look at whether the models are as plausible in each case.



Latest news

The 2020 PhilPapers Survey is here

posted 2020-10-15 by David Bourget

We are pleased to announce the public launch of the 2020 PhilPapers Survey. The survey is a follow-up on the 2009 PhilPapers Survey, which was conducted in November 2009. As with the previous survey, the primary aim of the survey is to discover information about the distribution of philosophical views among professional philosophers in the English-speaking world. Everyone is welcome to... [read more]

Happy birthday PhilPapers!

posted 2019-01-28 by David Bourget

Today (January 28, 2019) is PhilPapers' tenth birthday. PhilPapers has grown enormously since its modest beginnings at the ANU. In the first months, we had only a few thousand users. Now we have hundreds of thousands. We started by indexing a relatively small number of articles that were readily available online. Now we have by far the most complete index of... [read more]

PhilPeople is here

posted 2018-05-30 by David Bourget

We have just launched a beta testing version of PhilPeople, a directory and social network for philosophers developed by the PhilPapers Foundation with support from the American Philosophical Association. Visit the site to find out more!

[View older news](#)

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PhilPapers

Aims

- Ask whether groups can have attitudes like beliefs, desires, goals, intentions, plans and so on.
- Along the way, ask what it means to answer this question positively or negatively.
- And, if we have the time, ask what a positive answer would mean for our theories of knowledge, responsibility, and so on.

Schedule

- Seven weeks on game theory
- Three weeks on unfairness
- Three weeks on group attitudes

Schedule Quirk

- I'm away on January 27, and working around this led to some complications with the schedule.
- You'll see things described as 'units' not weeks for a little bit on the syllabus, because sometimes the material on a Thursday goes best with the following Tuesday.
- And for a couple of weeks, the assignments are a little 'behind' the lectures.
- But we catch up around February 15.

Schedule Luck

- The Spring Break falls precisely at the right time for this course; just as we switch from the more mathematical part to the more discursive part.
- I'd like to claim this was great course design, but it was actually a bit of luck.

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- Each of these will be half of the grade.

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- There will be discussion sections each week, and they are really important.

For Next Time

- We will start on Bonanno, starting with section 2.1.
- You should also read 2.2 for next Tuesday's class.
- There is no assignment this week, but there will be assignments most of the following weeks.