444 Lecture 1.1 - Course Overview

Brian Weatherson



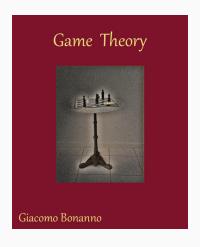
• To introduce the outlines of the course.



Read the syllabus!

Three Parts

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



Giacomo Bonanno, Game Theory

Aims

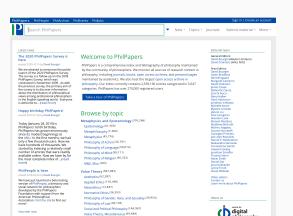
- · Familiarity with the basic math of game theory.
- Introduce some famous examples of simple game theoretic models that get used throughout academic work.
- Look at some attempted explanation of real world phenomena using game theoretic tools, and go over the strengths and weaknesses of these explanations.



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.



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

- Six weeks on game theory (plus this introductory day, and a catchup day in February)
- Three weeks on unfairness
- Three weeks on group attitudes

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 Do six small assignments on game theory (the best five will count).

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- · Each of these will be half of the grade.

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- There will be discussion sections on Friday, and they are mandatory all through term.

For Next Time

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