Course synopsis:

Philosophy 101, Logic, Reasoning, and Persuasion

Instructor: Daniel Rubio

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Prereq: None

Required texts:

1. Ian Hacking, *Introduction to Probability and Inductive Logic*
2. Daniel Kahneman, *Thinking, Fast and Slow*
3. Haim Shapira, *Pirates, Gladiators, and Games of Trust*

Learning Goals:

- Students will be introduced to the idea of a cognitive bias and some of the more common/pernicious examples of one.
- Students will learn the basics of deductive logic
- Students will learn the basics of probability theory
- Students will learn about expected utility and how to calculate it
- Students will learn the basic ideas behind game theory and about several of the more common games, such as the prisoner's dilemma

Anticipated Assignments: Regular problem sets (in-class), four exams.

Grading structure: Each exam makes up 1/4 of the grade. Each exam may be retaken once. Excellent performance on all exams is required for an A. Adequate performance on all exams is good enough for a B. Satisfactory performance on all exams is good enough for a C. Minimal performance on all exams is good enough for a D.

Final exam: None. Each of the four exams will cover 1/4 of the class material.