

Lectures – Day Time

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Date	Time	Activity	Place	Lecturer	Resources/curriculum
		Introduction: The puzzles of war. Game-theory fundamentals		J. Hovi	Spaniel, ch. 1; Wolford, preface
		Why war is inefficient. More game theory fundamentals		J. Hovi	Spaniel, ch. 2; Wolford, ch. 1
		War as a commitment problem: Preventive war		J. Hovi	Kydd, ch. 5; Wolford, ch. 2, 6
		Collective action, arms races, and alliances		J. Hovi	Wolford, ch. 3, 7, 9; “The Evolution of Trust” http://ncase.me/trust (approx. 30 mins)
		War and issue indivisibility. Attrition.		J. Hovi	Spaniel, ch. 5; Wolford, ch. 8
		War as an information problem I		S. Gates	Spaniel, ch. 4; Wolford, ch. 5
		War as an information problem II		S. Gates	Spaniel, ch. 4; Wolford, ch. 5
		War as a coordination problem: Preemptive war		S. Gates	Spaniel, ch. 6; Wolford, ch. 10
		War termination		S. Gates	Wolford, ch. 11-14
		Using game theory to think about war. Summary and conclusions		S. Gates	Spaniel, ch. 7; Wolford, ch. 15

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		Seminar		<ul style="list-style-type: none"><li data-bbox="1207 284 1365 316">• S. Gates<li data-bbox="1207 316 1365 349">• J. Hovi	Review