

Syllabus and Class Plan

Interdisciplinary Legal Reasoning

Professor Crump, Spring 2017

<u>Class No.</u>	<u>Subject</u>	<u>Read through page no.</u>	<u>Rough Est. No. Pages</u>
1	logic	20 (end of “So, How Many Syllogisms”)	19
2	logic	34 (end of Chapter 1)	15
	[Last section, 1.04, is difficult; you’ll have to work through slowly.]		
3	fallacy	57 (end of § 2.02)	22
4	fallacy-economics	86 (end of [A], Markets etc.)	24
	[Section 2.04, Limits of Logic, will be considered only briefly.]		
5	economics I	end of Chapter 3	20
	[Section 3.04 Macroeconomics, is difficult. I’ll try to make sense.]		
6	economics II	133 (end of [C], Externalities)	25
7	economics-finance	157 (end of [C], Use of Judgment)	20
8	finance-management	182 (end of [A], Organizational Management)	24
9	management	201 (end of Chapter 6)	19
	[Section 6.04, Other Aspects, will be considered only briefly.]		
10	ethics	228 (end of Rawls)	24
	[Pp. 204-09, Historical, and 214-16, Dialectical, will be considered only briefly.]		
11	ethics-politics	251 (end of § 8.02)	21
12	politics	277 (end of Chapter 8)	23
	[Pp. 267-69, Pluralism/Elitism, and 277-78, Freedom/Equality: only briefly.]		
13	science	305 (end of [A], Scientific Method)	19
	[Pp. 294-301, Thermodynamics, is difficult. I’ll try to make sense.]		
14	science-jurisprudence	After science chapter, skip to 519; read to 526 (end of Examples & Problems)	21
15	jurisprudence	546 (end of Chapter 16)	21
16	psychology	Go back to 321; read to 344 (end of § 10.04)	23
	[Section 11.04, Etiology, and 11.05, Intelligence: only briefly.]		
17	psychology-probabilities	After psychology chapter, skip to 389; read to 394 (end of Examples & Problems)	21
18	probabilities	414 (end of Chapter 12)	21
	[Section 12.04, Interval Distribution, is difficult. I’ll try to make sense.]		
19	statistics	431 (end of [B], Correlations)	16
20	statistics	458 (end of Chapter 13)	21
	[The entire chapter is difficult, but important. Omit Problems at 454-55 and 456-57.]		
21	game theory	478 (end of § 14.04)	18
22	game theory I-II	497 (end of [A], Coordination & Mixed)	19
23	game theory II	517 (end of Chapter 15)	20
	[Section 15.04, Multi-Person, is difficult. I’ll try to make sense.]		
24	communications	376 (end of § 16.02)	16
25	communications	388 (end of Chapter 13)	10