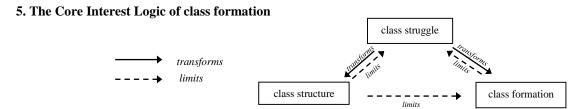
I. Stating the Problem

- 1. Structures and People
- 2. Class formation as the formation of horizontal relations within classes

3. Potentials for constructing class formations: class structures define three kinds of people

	Class interests	Class experiences
Friends	Shared interests	Same class-based life experience
Allies	Overlapping interests	Overlapping class-based life experiences
Enemies	Antagonistic interests	Disjoint class-based life experience

4. One more layer of complexity: class formations over the game, the rules, and moves



II. Why Interests alone cannot explain class formations

- 1. Consciousness.
- 2. Contradictory Interests.
- 3. Contextualized interests
- 4. Multidimensionality of interests: class/nonclass interests.
- 5. Lived experiences
- 6. Collective action dilemmas.
- 7. The problem of class capacities/power.
- 8. The recursive character of interests, experiences, class formation and class struggle

Key theoretical point: Class structures define a terrain of obstacles and opportunities for potential class formations.

III. A GENERAL APPROACH TO MICROFOUNDATIONS OF CLASS FORMATION

- 1. Game theory as a way of thinking about class struggle and class formation
- 2. An Example: the Prisoner's Dilemma
- 3. Radical Theorists Objections to Game Theory
 - 1). Egoism.
 - 2). Rationality
 - 3). Choice vs. constraint.

4. Modes of explaining social action

- 1). Action is scripted
- 2). Action is intentional
- 3). Action is strategic

5. The essential logic of strategic action

- 1. The reward of each is dependent upon the choice of all
- 2. The reward of each depends upon the reward of all
- 3. The choice of each depends upon the choice of all