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

<table>
<thead>
<tr>
<th>Class interests</th>
<th>Class experiences</th>
</tr>
</thead>
<tbody>
<tr>
<td><em>Friends</em></td>
<td><em>Allies</em></td>
</tr>
<tr>
<td>Shared interests</td>
<td>Overlapping interests</td>
</tr>
<tr>
<td>Same class-based life experience</td>
<td>Overlapping class-based life experiences</td>
</tr>
<tr>
<td><em>Enemies</em></td>
<td></td>
</tr>
<tr>
<td>Antagonistic interests</td>
<td>Disjoint class-based life experience</td>
</tr>
</tbody>
</table>

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

5. The Core Interest Logic of class formation

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
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