

## MAIN THEORIES OF MORALITY

	SOCIAL CONTRACT	HEDONISM	PLATONISM	VIRTUE THEORY	DEONTOLOGY	UTILITARIANISM	EMOTIVISM
<b>Philosophers</b>	<b>Thomas Hobbes</b>	<b>Epicurus</b>	<b>Plato</b>	<b>Aristotle</b>	<b>Immanuel Kant</b>	<b>Jeremy Bentham</b> (J.S.Mill)	(David Hume) <b>A.J.Ayer</b>
<b>Key Books</b>	<i>Leviathan</i> (1651)	<i>Calicles, in Plato's 'Gorgias'</i> (c.385 BCE)	<i>The Republic</i> (c.375 BCE)	<i>Nichomachean Ethics</i> (c.330 BCE)	<i>Groundwork of the Metaphysic of Morals</i> (1785)	<i>Introduction to Principles of Morals and Legislation</i> (1789)	<i>(Enquiry concerning Morals</i> (1748)) <i>Language Truth and Logic</i> (1936)
<b>Basis of Morality</b>	Desires	Pleasure	Ideals	Purposes	Reason	Sympathy	Feelings
<b>Meaning of "Good"</b>	Mutual self-interest	Personal pleasure	The highest idea, which illuminates all other ideas	Human flourishing, by achieving excellence	Doing one's duty, by following the categorical imperative	Maximum pleasure and minimum pain	A mark of approval
<b>Why be Good?</b>	To benefit yourself	Because it feels nice	Because the highest idea is irresistible	To make a success of life	In order to behave rationally and consistently	To benefit other people	To sincerely follow your own feelings
<b>Aim of Morality</b>	Educate one another into mutual happiness	Experience lots of pleasure	Bring inner harmony, by following the highest reason	Be a model citizen; achieve a full range of human virtues	Be worthy of happiness, by obeying universal rules	Increase the total sum of happiness in the world, and decrease the pain	Express your personal reactions to events in life
<b>Strategy</b>	Combine carrot and stick on other people, as suggested by game theory	Seize personal pleasure wherever it can be found	Pursue philosophy to understand the Good; make this wisdom control every action	Develop good but moderate feelings and habits; wisdom is the highest virtue	Work out what should be the universal rule for a situation, then do it	Count everybody equally, then calculate the best total of pleasure/pain	Follow your feelings, usually benevolent ones, because they benefit society
<b>Relative/Absolute</b>	Relative	Relative	Absolute	Mixture	Absolute	Either	Relative
<b>Problems</b>	Free rider; ruthless in last round; exploits the weak; selfish	Can't be consistent; selfish; even cruel	Too unreal; lacks content; ignores relativism	Too open to relativism; conservative; gets values from facts	Evil could be universal and consistent; too cold	Unfairness; ignores intentions; hard to calculate	Too tolerant and relative; ignores reason