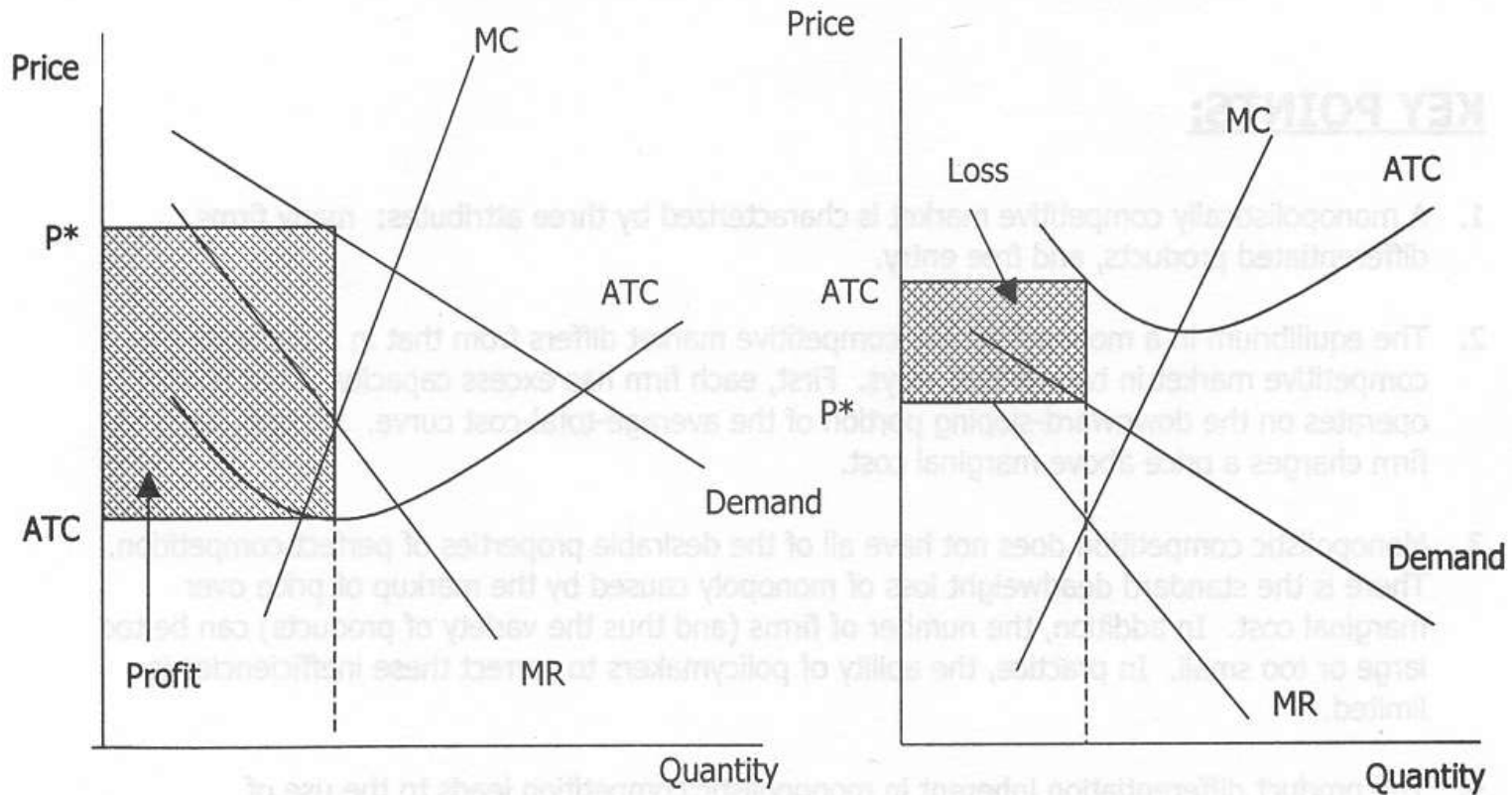


# Monopolistic Competition

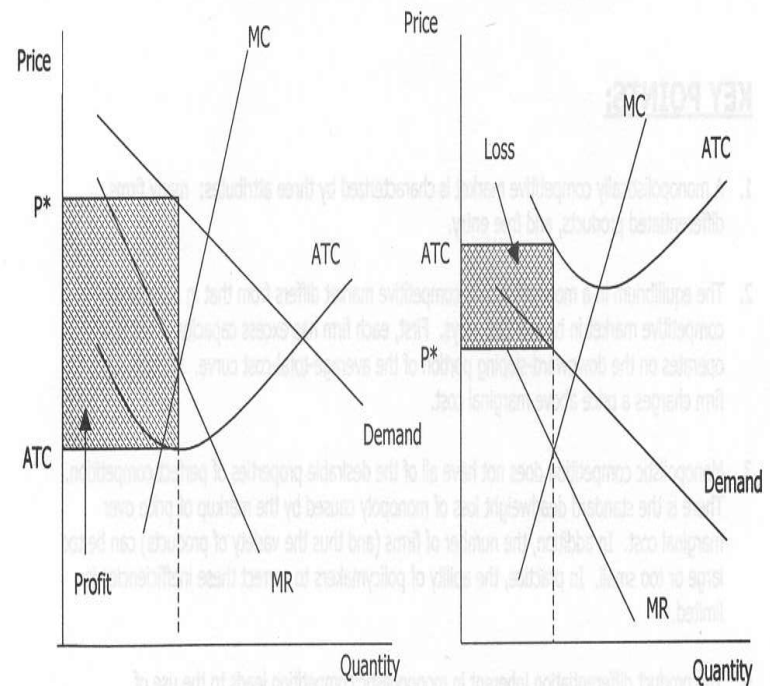
- ✦ Many sellers
- ✦ Product Differentiation
- ✦ Free Entry
- ✦ Each firm faces a downward sloping demand curve
- ✦ Possesses Short Run & Long Run

# ● Monopolistic Competition: Profits & Losses



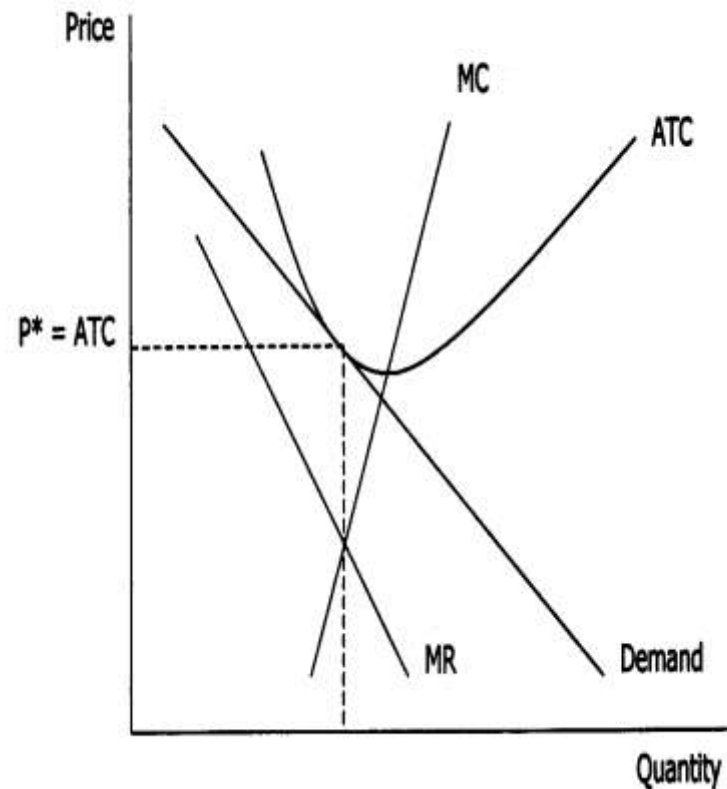
# Monopolistic Competition: Profits & Losses

- Downward sloping demand
- Follows monopolist rules
  - $MR=MC$
  - $P = \text{height of demand}$
  - $P \geq ATC = \text{profit}$
  - $P \leq ATC = \text{losses}$
  - $P=ATC = \text{zero profit}$



# Monopolistic Competition: Entry/Exit

- ✚ Entry = new firms and new products
- ✚ Demand shifts left
- ✚  $ATC = Demand = \text{tangent}$
- ✚ Price exceeds marginal cost in LR
- ✚  $P = ATC$  b/c entry/exit
- ✚ Possesses excess capacity
- ✚ Evaluate based upon deadweight loss, consumer surplus



# Oligopoly Markets vs. Monopolistic Competition

- ✦ Few sellers

- ✦ Similar or identical products

- ✦ Airplane industry

- ✦ Many firms

- ✦ Selling similar but not identical

- ✦ Has monopoly over what it makes but others sell similar products

- ✦ Movies, novels, CD's computer games.

# Oligopoly Behavior

- ✦ Collusion: an agreement among firms in market about quantities to produce or prices to change
- ✦ cartel: a group of firms acting in unison—must agree on the total level of production, and the amount to be produced by each firm.

# ● Game Theory – study of strategic situations

- ☛ Strategy – players plans, typically two choices
- ☛ Payoff matrix – shows possible choices and outcomes
- ☛ Players – decision-makers in the game

		Jack's Decision	
		Sell 40 Gallons	Sell 30 Gallons
Jill's Decision	Sell 40 Gallons	Jack gets \$1,600 profit Jill gets \$1,600 profit	Jack gets \$1,500 profit Jill gets \$2,000 profit
	Sell 30 Gallons	Jack gets \$2,000 profit Jill gets \$1,500 profit	Jack gets \$1,800 profit Jill gets \$1,800 profit



# Game Theory – method to study strategic situations

- Strategic situations: each person (firm), in decides what actions to take depending upon actions of others.
- Dominant Strategy: best for player in a game regardless of other's strategy

		Bonnie's Decision	
		Confess	Remain Silent
Clyde's Decision	Confess	Bonnie gets 8 years Clyde gets 8 years	Bonnie gets 20 years Clyde goes free
	Remain Silent	Bonnie goes free Clyde gets 20 years	Bonnie gets 1 year Clyde gets 1 year



# Prisoner's Dilemma

- ✚ Dominant Strategy: best for player in a game regardless of other's strategy. PD = both have DS
- ✚ Resulting payoff is smaller than if they had not chosen DS

		Bonnie's Decision	
		Confess	Remain Silent
Clyde's Decision	Confess	Bonnie gets 8 years Clyde gets 8 years	Bonnie gets 20 years Clyde goes free
	Remain Silent	Bonnie goes free Clyde gets 20 years	Bonnie gets 1 year Clyde gets 1 year

# Oligopoly Behavior: Game Theory

**Nash Equilibrium** : economic actors interacting with one another each choose their best strategy given the strategies that all other actors have chosen

- output is greater than monopoly and less than competition
- price that is less than monopoly but greater than competition