



Optimistic scenario
 movement up dd lead to price increase, and down demand curve DD when price is reduced

Pessimistic scenario
 Movement up DD leads to price rise, down dd when price is reduced

Price elasticity of DD is bigger than dd
 --> if company a changes price and company b too --> than dd up = small quantity change, if company a increase price and company b not --> than DD up = large quantity change (less demand)

The kinked demand curve

Oligopoly

Small number of suppliers and entry or exit of the market is restricted

- Few suppliers and many buyers
- Homogeneous or differentiated products
- Barriers for market entry
- Mutual interdependence between firms in the industry
- Enough power to be not a price taker, but market rule companies out with too high prices

strategy based on "reaction of rivals"

Oligopolist considers firms own costs and demand as well as competitive reactions

Product differentiation



Physical differences



Differences in consumer perception

Entry limit pricing

set price as low as possible so that possible entrant can't enter the market due to too high costs --> cost(entrant) > cost(existing company)

Entry deterrent strategy

Price leadership

Dominant firm price leadership

where one company has a competitive advantage (cost, product etc)

Barometric price leadership

company which measures demand etc. and sets price and others follow (not necessary a dominant firm)

Collusive price leadership

collusion of price between companies

Explicit collusion

cartel or restrictive practice

Tacit collusion

take actions that minimise competitive response (avoid price attack etc.)

Strategies

Tit-for-tat (Wie du mir so ich dir)

cooperating/cheating if other company cooperated/cheated in previous period

Trigger strategy

if cooperation breaks down and cheating occurs --> company adopts its NASH equilibrium strategy permanently

		Dick	
		Deny	Confess
Harry	Deny	(1) Dick: 3 years Harry: 3 years	(2) Dick: 2 years Harry: 8 years
	Confess	(3) Dick: 8 years Harry: 2 years	(4) Dick: 4 years Harry: 4 years

Game theory

A game occurs when there are two or more interacting decision takers (players) and each decision or combination of decisions involves a particular outcome (pay-off)

choose strategy with the least bad outcome Maximin strategy

Choose the best possible outcome Maximax

minimizing the possible loss while maximizing the potential gain. Minimax



Strategies

2 firms are not talking to each other A non-cooperation equilibrium

Equilibriums

solution concept of a game involving two or more players, in which each player is assumed to know the equilibrium strategies of the other players, and no player has anything to gain by changing only his or her own strategy unilaterally --> e.g. both produce the same quantity and therefore achieve the best price

Nash Equilibrium

Dominant strategy equilibrium

		Firm B	
		Cheat	Co-operate
Firm A	Cheat	(1) A = 0 B = 0	(2) A = 6.0 B = -2.0
	Co-operate	(3) A = -2.0 B = 6.0	(4) A = 3.0 B = 3.0

		Firm B	
		Cheat	Co-operate
Firm A	Cheat	(1) A = -1.0 B = -1.0	(2) A = 3.0 B = 0
	Co-operate	(3) A = 3.0 B = 3.0	(4) A = 4.0 B = 4.0