

經濟學原理一課堂實驗(四)：市場交易 B——價格管制 (Price Control)

Principles of Economics I - Classroom Experiment (5): Market Trading B – Price Control

所有人都透過 MobLab App 參與即時雙邊喊價市場交易實驗，分屬不同的市場副本，每個市場有 5 組買方、5 組賣方。每回合各組會拿到三張撲克牌 (J=11, Q=12, K=13, A=1)，代表可買賣三單位的商品。拿到紅色(方塊/紅心)是賣方，拿到黑色(黑桃/梅花)或鬼牌(大鬼=15, 小鬼=14)是買方。請收好牌使別人沒辦法看到牌面花色數字。Students participate in various continuous double auction markets via MobLab app, each with 5 buyers and 5 sellers. In each round, each group can buy or sell 3 units of the product. Each group will receive 3 playing cards. If your cards are red, you are a seller; if they are black or jokers, you are a buyer. Please keep your cards a secret.

賣方(紅)：「牌面數字乘以十減去一」代表賣出商品所需付出的生產成本，因此賣出商品的利潤就是所賣出的價格減去「牌面上的數字乘以十減去一」。舉例來說，如果拿到的卡片是紅心二，賣出商品的價格是 30 元，那利潤就是 $30 - 19 = 11$ 元。如果賣出商品的價格是 100 元，那利潤就是 $100 - 19 = 81$ 元。如果沒有達成交易，您該回合的利潤就是零，但也不必負擔任何成本。

Seller (Red): Your cost of production is the “number on your card multiplied by 10 minus 1.” So, your profit is the difference between the selling price and this cost. For example, if your card is “2 of hearts,” and the selling price is \$30, your profit is $\$30 - \$(2 \times 10 - 1) = \$11$. If the selling price is \$100, your profit is $\$100 - \$(2 \times 10 - 1) = \$81$. If you do not trade, you earn no profit (but incur no cost).

買方(黑)：「牌面數字乘以十加上一」代表買到商品您會獲得的價值，因此買到商品的交易好處就是「牌面上的數字乘以十加上一」減去買進商品的價格。舉例來說，如果拿到的卡片是黑桃九，買進商品的價格是 40 元，那交易好處就是 $91 - 40 = 51$ 元。如果買進商品的價格是 80 元，那交易好處就是 $91 - 80 = 11$ 元。如果您沒有達成交易，您該回合的好處就是零。

Buyer (Black): Your value of the product is the “number on your card multiplied by 10 plus 1.” So, your gains from trade are the difference between this value and the price paid. For example, if your card is “9 of Spades,” and the price is \$40, then your gains from trade are $\$(9 \times 10 + 1) - \$40 = \$51$. If the price is \$80, then your gains from trade are $\$(9 \times 10 + 1) - \$80 = \$11$. If you do not trade, you earn/gain nothing.

交易規則 Trading Rules：

(A) **即時雙邊喊價 (Continuous Double Auction)：**實驗者充當交易員，聽取買賣雙方舉手喊價：「X 元買進」或「Y 元賣出」，並紀錄在黑板上。如果有買家或賣家願意接受另一方的喊價，則喊「成交」。成交雙方則到前面來向實驗者申報繳交撲克牌。每次成交後再重新開始下一單位的喊價。The experimenter acts as the specialist taking orders from both sides (“buy \$X” or “sell \$Y”) and recording them on the blackboard. If you want to accept the standing offer of the other side, simply shout “take” and come to the front to report your trade and return your card.

(B) **特殊交易規則 (Special Rules)：**請注意實驗者每回合所宣佈的不同價格管制方式：第一回合無價格管制，第二回合價格不得低於 50 元，第三回合價格不得低於 100 元，第四回合價格不得高於 50 元。Please pay attention to the experimenter’s announcement of different price controls: In round 1, there is no price control. In round 2, prices must exceed \$50. In round 3, price must exceed \$100. And in round 4, Price cannot exceed \$50.

利潤記錄與結算：每回合後，請在記錄表上填入成交價格和賣方成本(或買方價值)，並計算本回合的利潤或交易好處。最後的總利潤除以十則是您所獲得的分數。您的分數越高，成績越高。

Profit Calculation: After each round, please record the transaction price and your cost (or value). Calculate your profit (gains) for this round. Total profit divided by 10 will be your grade for this experiment.

價格管制實驗紀錄表 Record Sheet for “Market Trading B – Price Control”

Name _____ Major/Year _____ Student ID# _____
 姓名：_____ 系級：_____ 學號：_____

姓名：_____ 系級：_____ 學號：_____

姓名：_____ 系級：_____ 學號：_____

回合 Round	交易規則 Trading Rule	買方報酬 Buyer Value	價格 Price	賣方成本 Seller Cost	本回合利潤 Profit (this round)	備註 Memo
練習 Practice	無價格管制 No Price Control					
1	無價格管制 No Price Control					
2	無價格管制 No Price Control					
3	價格不得低 於 50 元 Price must be at least \$50					
4	價格不得低 於 100 元 Price must be at least \$100					
5	價格不得高 於 50 元 Price cannot exceed \$50					
	總利潤 Total Profit					

Answer the following questions 回答下列問題：

- How do different price floors affect bidding and equilibrium prices? What about price ceilings? 不同的價格下限如何影響喊價情形與價格？價格上限呢？
- Is price control “good”? Why or why not? 價格管制有比較「好」嗎？為什麼？