Chapter 2 Markets for Breakfast and Through the Day

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Markets are everywhere

- Markets bring participants who want to transact
 - -> When markets get thicker...? Congestion!
- ► Solve Congestion:
 - Commodity Markets: Price helps create a standard to evaluate more easily
 - Matching Markets: Evaluate individually
- ► Markets work freely -> well-designed rules

Markets are everywhere

- ► Goal of designing market:
 - Reduce the need to game the system
 - ✓ If some gaming is inevitable, Make participation safe and simple
- Market design failures:
 - Provide thickness
 - Ease congestion
 - Make participation safe and simple

Markets for Breakfast and Through the Day

- Bread -> Where was it baked? -> Who grew the wheat then?
- ▶ Wheat market:
 - ✓ Matching market (Sample) -> Price alone failed to clear the market
 - -> Commodity market -> Reliable grading system -> Make the market thick and safe -> Wheat future -> Make the market thicker
- ► Coffee market:
 - Matching market (Agent, sample) -> Creation of Ethiopia Commodity Exchange: Anonymous grading system -> Improve coffee harvest

Challenges of Market Design

- ► Tension between commoditization and product differentiation
 - ✓ eg. Apple and Microsoft
- ► Tension between commodity and matching markets
 - ✓ To sellers
 - ✓ To buyers
- ► The Internet makes market more ubiquitous

Other Markets - The Internet

- ► The Internet -> thicker
 - ▶ Eg. Taiwanese e-commerce
- ► About the matchmaker themselves:
- Ecosystem as an entry barrier
 - > self-perpetuating
 - might reap huge profit

Other Markets - Payment's market and future

- Payment's market
 - ▶ Different kinds of market in competition
 - ▶ Benefit whom?
- Simplicity of market design
- ► Taiwanese payment market

Thank you for your attention and listening!