



MobLab
A playground for decisions

Taxes

Taxes on Sellers and Buyers

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To participate in experiments,
please sign in MindTap [Website](#)



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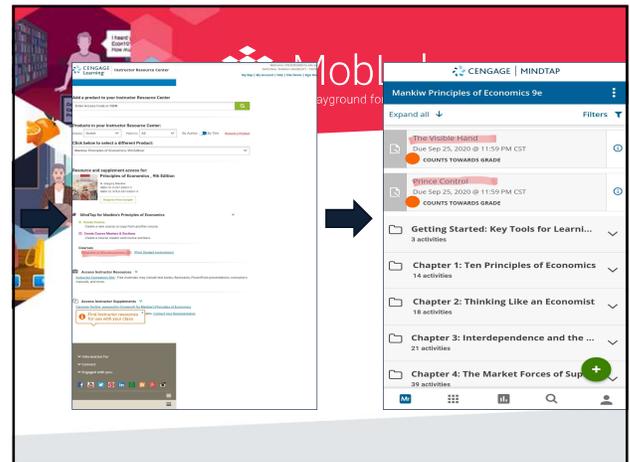
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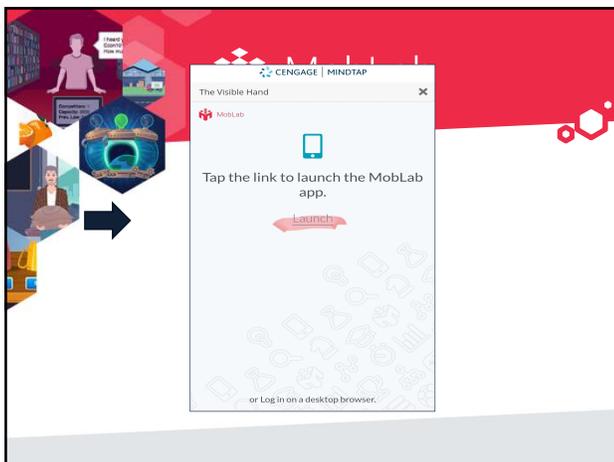
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Mankiw Principles of Economics 9e

Expand all

- The Visible Hand
Due Sep 25, 2020 @ 11:59 PM CST
COUNTS TOWARDS GRADE
- Principle Control
Due Sep 25, 2020 @ 11:59 PM CST
COUNTS TOWARDS GRADE
- Getting Started: Key Tools for Learning
- Chapter 1: Ten Principles of Economics
14 activities
- Chapter 2: Thinking Like an Economist
18 activities
- Chapter 3: Interdependence and the ...
21 activities
- Chapter 4: The Market Forces of Supply and Demand
39 activities



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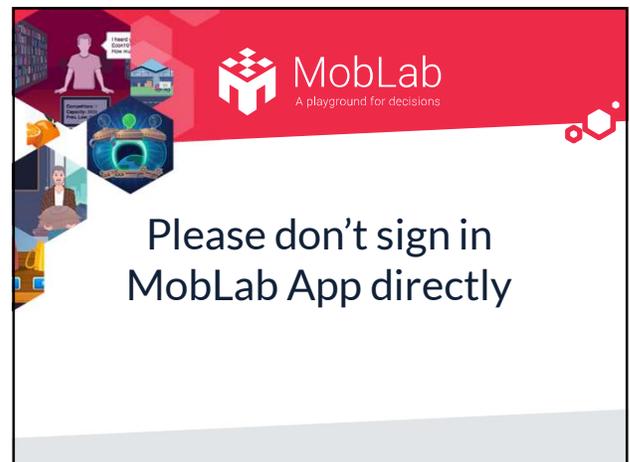
The Visible Hand

MobLab

Tap the link to launch the MobLab app.

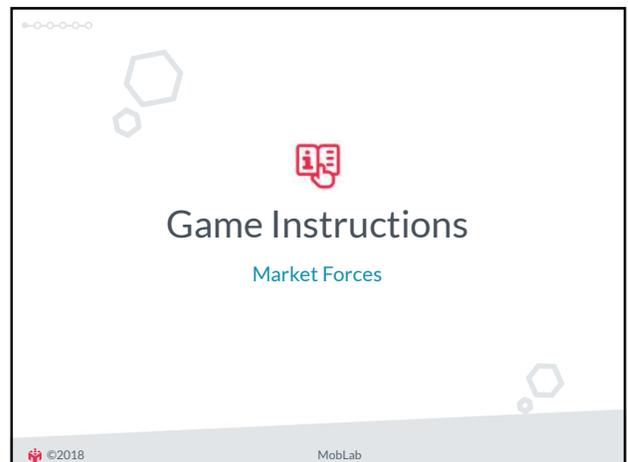
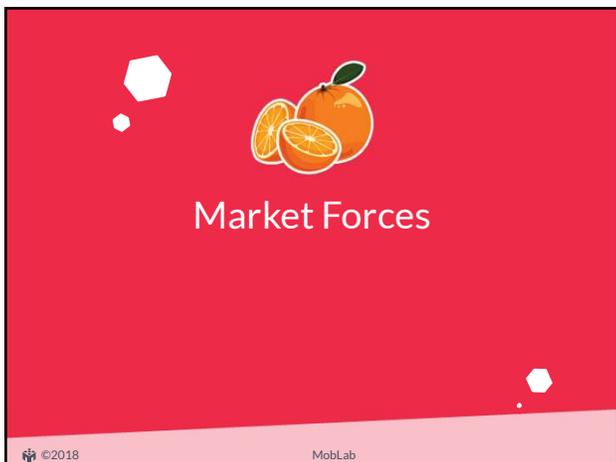
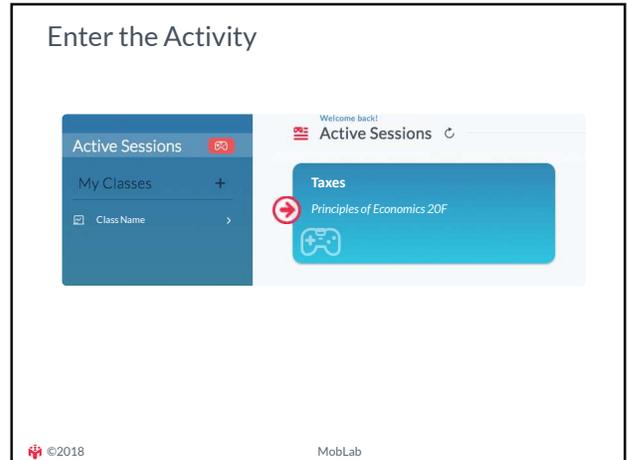
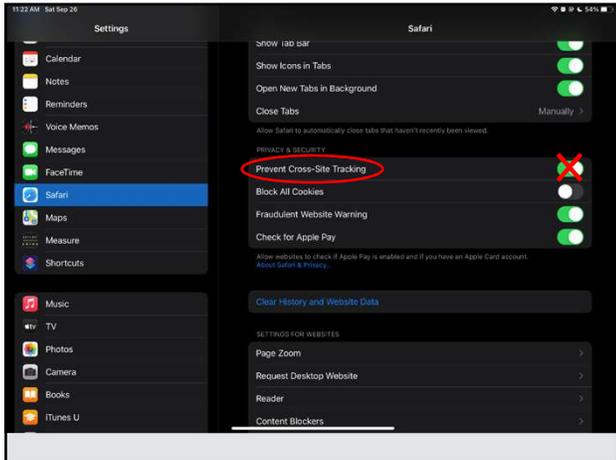
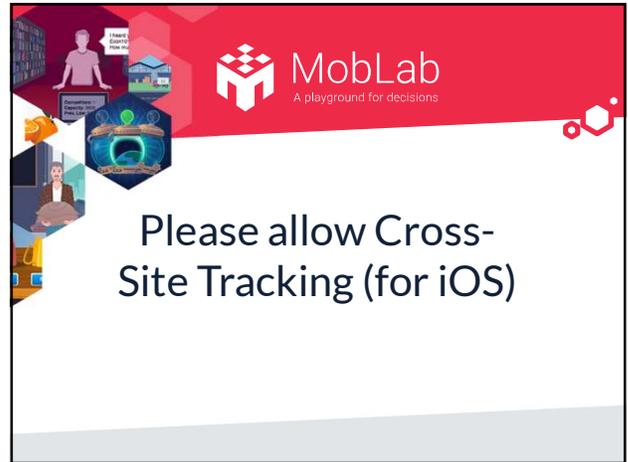
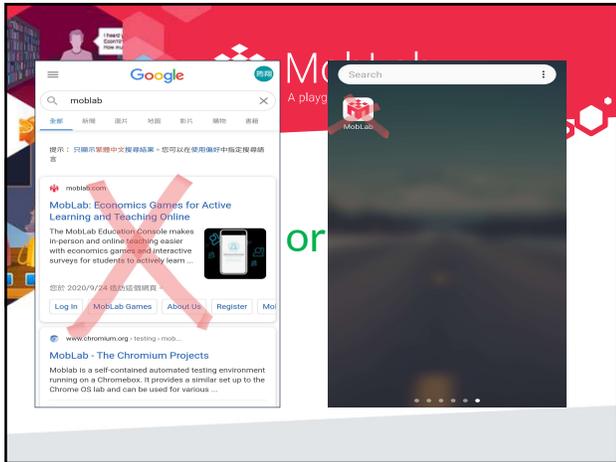
Launch

or Log in on a desktop browser.



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A playground for decisions

Please don't sign in
MobLab App directly



Groups of 5 sellers and 5 buyers.
Trade to maximize your profits!

*Orange producer,
selling oranges*

*Hungry consumer,
buying oranges*

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SELLERS

SELLER Order Book >

Cost	\$0.65		
Oranges	3/3		
Earnings	\$0.00		

\$1.24 Profit **\$0.59**

ASK

BIDS

\$1.03

\$0.51

\$0.30

ASKS

\$1.62

\$2.10

--

or

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Submit an **ASK** using the slider, or **Sell at Highest Bid**

SELLER Order Book >

Cost	\$0.65		
Oranges	3/3		
Earnings	\$0.00		

\$1.24 Profit **\$0.59**

ASK

BIDS

\$1.03

\$0.51

\$0.30

ASKS

\$1.62

\$2.10

--

or

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Seller's Profit = Sale Price - Cost

SELLER Order Book >

Cost	\$0.65		
Oranges	3/3		
Earnings	\$0.00		

\$1.24 Profit **\$0.59**

ASK

BIDS

\$1.03

\$0.51

\$0.30

ASKS

\$1.62

\$2.10

--

or

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BUYERS

BUYER Order Book >

Value	\$1.38		
Oranges	0/3		
Earnings	\$0.00		

\$1.04 Profit **\$0.34**

BID

BIDS

\$0.34

\$0.23

--

ASKS

\$0.87

\$0.90

\$1.03

or

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Submit a **BID** using the slider, or **Buy at Lowest Ask**

BUYER Order Book >

Value	\$1.38		
Oranges	0/3		
Earnings	\$0.00		

\$1.04 Profit **\$0.34**

BID

BIDS

\$0.34

\$0.23

--

ASKS

\$0.87

\$0.90

\$1.03

or

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Buyer's Profit = Value - Purchase Price

BUYER Order Book >

Value	\$1.38
Oranges	\$0.3
Earnings	\$0.00

Profit: \$0.34

BIDS	ASKS
\$0.34	\$0.87
\$0.23	\$0.90
--	\$1.03

Buttons: BID, Buy at Lowest Ask

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Bids are offers to buy, Asks are offers to sell

SELLER Order Book >

Past sales / purchases for entire market

Current BIDS and ASKS

BIDS	ASKS
\$1.03	\$1.62
\$0.51	\$2.10
\$0.30	--

Buttons: ASK, Sell at Highest Bid

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When does a transaction occur?

- Someone uses **Buy at Lowest Ask** or **Sell at Highest Bid**
- A Buyer places a **BID** higher than the lowest outstanding Ask (Purchase Price at Lowest Ask)
- A Seller places an **ASK** lower than the highest outstanding Bid (Sale Price at Highest Bid)

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What happens when a transaction occurs?

- Buyers
 - The value for the next orange is lower than the previous orange
- Sellers
 - The cost to supply the next orange is greater than the previous orange

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Pre-Game Survey

Market Forces

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As a seller, what is your profit if someone accepts your ask of \$1.24?

SELLER Order Book >

Cost	\$0.65
Oranges	\$0.3
Earnings	\$0.00

Profit: \$0.59

BIDS	ASKS
\$1.03	\$1.62
\$0.51	\$2.10
\$0.30	--

Buttons: ASK, Sell at Highest Bid

Sale Price - Cost = \$1.24 - \$0.65 = \$0.59

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As a **buyer**, what is your profit if you "Buy at Lowest Ask"?

BUYER Order Book >

Value \$1.38
Oranges 0.00
Earnings \$0.00

Profit \$0.34

BIDS	ASKS
\$0.34	\$0.87
\$0.23	\$0.90
---	\$1.03

Value - Purchase Price = \$1.38 - \$0.87 = \$0.51

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What will Price and Quantity be?

Let's find out:

- You've been told to maximize your own profits.
- The Law of Supply and Demand predicts your group's behavior.
- Will the prediction be accurate?

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Game Time!

Market Forces

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What was the Equilibrium Price and Quantity of your market?

Supply/Demand Chart

Equilibrium P: \$1.12 Equilibrium Q: 13

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Taxes

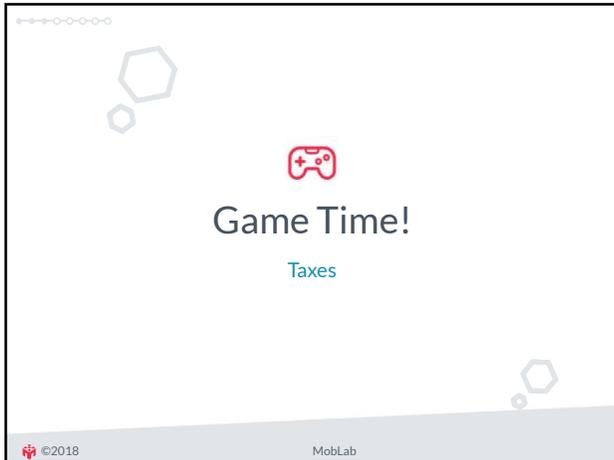
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What will happen to Price and Quantity?

Let's find out:

- Suppose that the government puts a \$0.32 tax on the **sellers** of oranges.

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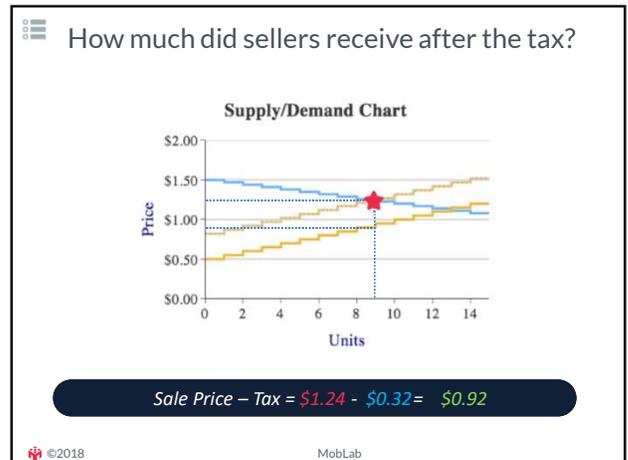
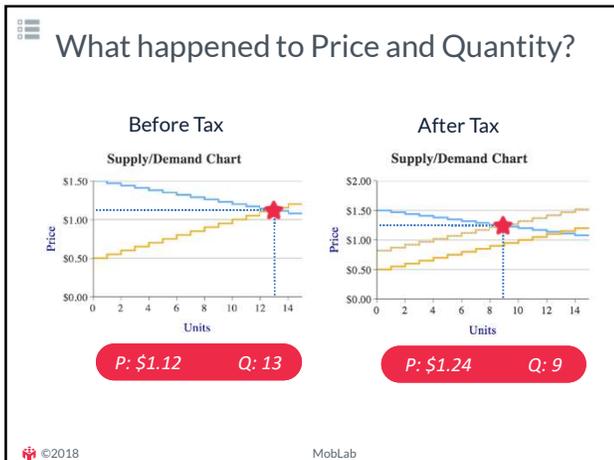
Game Time!
Taxes

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Post-Game Survey
Taxes

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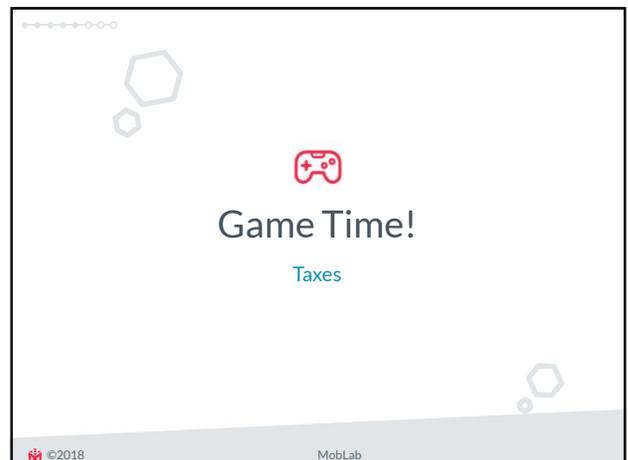
What will happen to Price and Quantity?

Let's find out:

- Suppose that the government puts **the same** \$0.32 tax on the **buyers** of oranges.

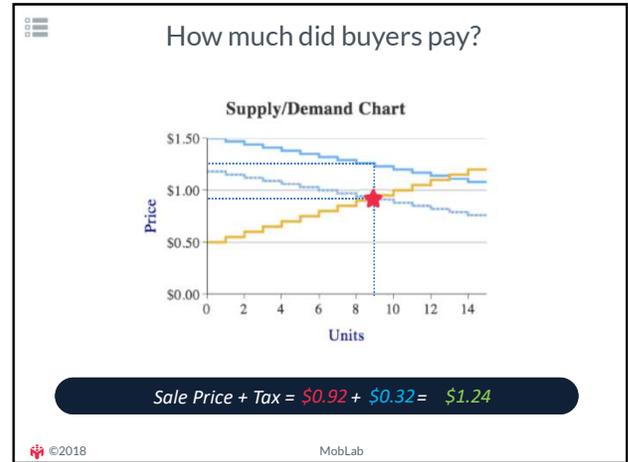
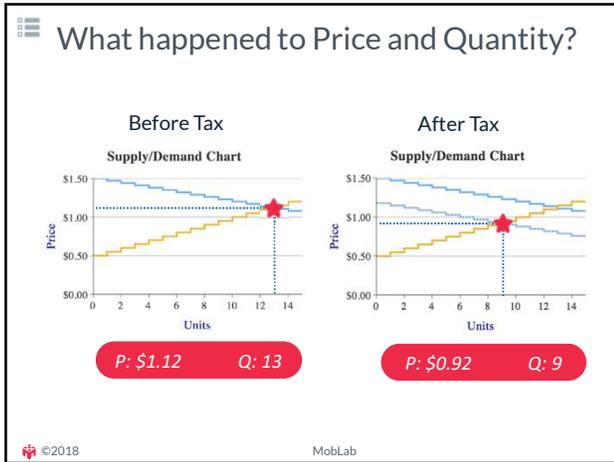


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Game Time!
Taxes

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Results Discussion

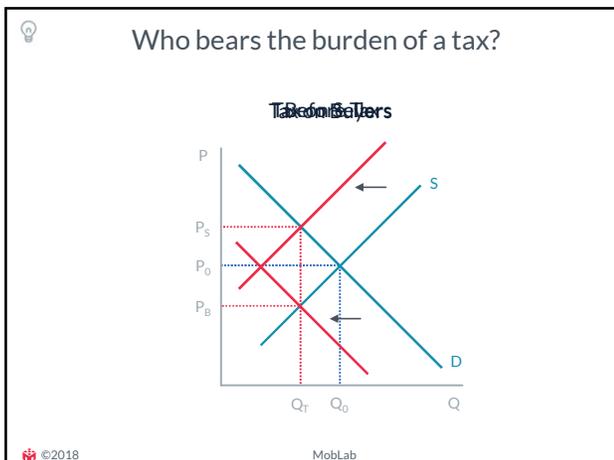
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Concept Review

Taxes

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Price paid or received is the same regardless of who the government places the tax on

	Sellers Receive	Buyers Pay
Tax on Sellers	$\$1.24 - \$0.32 = \$0.92$	\$1.24
Tax on Buyers	\$0.92	$\$0.92 + \$0.32 = \$1.24$

- Tax burden is shared regardless of who the government places the tax on.
 - *Elasticity* is the measure of how much each side of the market responds to a price change.
 - A tax changes the price buyers pay and producers receive.
 - *Elasticity* determines how the burden is shared.

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Key Takeaways

- *Tax Incidence* is the way in which the burden of a tax is split among producers and consumers.
 - Tax incidence is not dictated by whom the tax is placed upon but by the *elasticities* of the supply and demand curves.

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Completed!

Taxes

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Deadweight Loss

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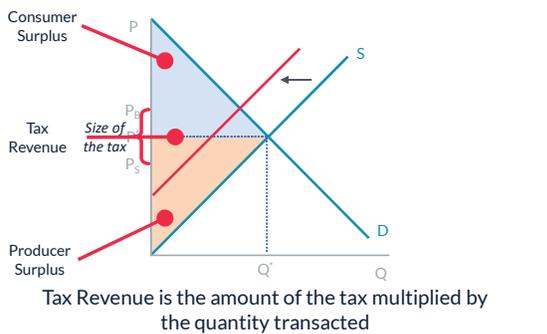
What happens to overall surplus?

- When a tax is levied, buyers pay more and sellers receive less
- The difference in how much more buyers pay and how much less sellers receive is the amount of the tax
- It does not matter who the tax is levied on, the result is the same
- Since buyers pay more, they buy less
- Since sellers receive less, they produce less

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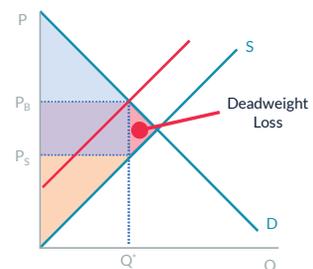
Tax Revenue



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Deadweight Loss



Deadweight Loss is the surplus lost as a result of quantity transacted decreasing

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What happens to overall surplus?

- For a trade that has a surplus greater than the tax:
 - Total surplus does not change
 - Consumer surplus and producer surplus decrease and is transferred to the government
- For a trade that has a surplus less than the tax:
 - The trade does not happen
 - Producer surplus and consumer surplus is 0
 - The government collects no revenue
 - This is the source of Deadweight loss

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How much tax revenue does the government raise with a \$0.32 tax?

Supply/Demand Chart

Price

Units

$Tax \times Quantity = \$0.32 \times 9 = \2.88

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About how much Deadweight Loss does the tax cause?

	Before Tax	After Tax
Consumer Surplus	\$2.50	\$1.20
Producer Surplus	\$4.00	\$1.90
Tax Revenue	-	\$2.88
Total	\$6.50	≈ \$6.00

There is about \$0.50 of Deadweight Loss

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About how much Deadweight Loss does the tax cause?

Supply/Demand Chart

Price

Units

Potential Surplus - Tax Rev. - Consumer Surplus - Producer Surplus = DWL

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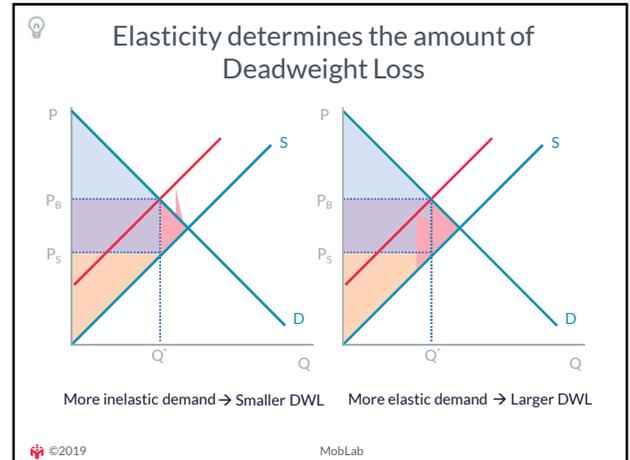
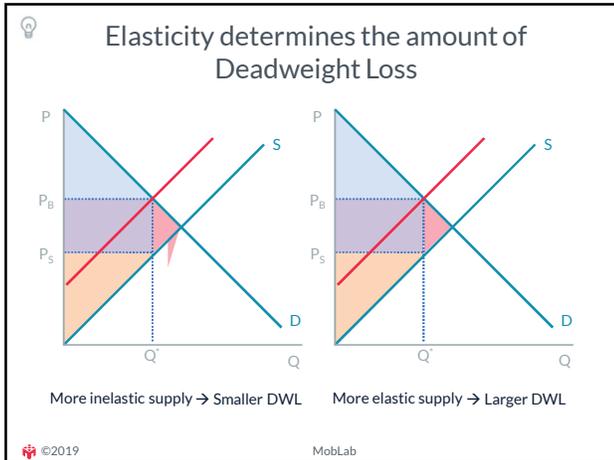
Concept Review

Deadweight Loss

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- Producers produce less and Buyers buy less
- Reduction in the quantity transacted is the source of the Deadweight Loss
- Deadweight Loss is the surplus lost that is not captured by the consumers, producers, or the government
- Another way of looking at it is that Deadweight Loss is equal to the surplus from transactions that would have happened if there was no tax

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Key Takeaways

- *Deadweight Loss* is the decrease in total surplus and that results from foregone production (and subsequent consumption) due to a distortionary tax or other market distortion.
 - In other words, it is the overall cost to society of a tax or other market distortion
 - Elasticities and the size of a tax are the key components in determining the size of a Deadweight Loss

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Checkmark icon: **Completed!**
Deadweight Loss

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