SOCIAL INTERACTIONS & ECONOMIC OUTCOMES I

MPA 612: Economy, Society, and Public Policy January 14, 2019

PLAN FOR TODAY

Measuring stuff correctly (wrap up)

Individuals and society

Game theory

Fixing collective action problems

MEASURING STUFF CORRECTLY

INFLATION TARGETS

"Good" inflation = 2–3%

My dollar today buys more than my dollar tomorrow

Encourages spending

Deflation = really bad

My dollar today buys less than my dollar tomorrow

Encourages saving; discourages spending

CROSS-COUNTRY PRICES

Purchasing power parity (PPP)

Adjust value for how much the same good costs at the same time in different places

Big Mac Index





Does GDP measure human wellbeing?

"There are no value judgments whatsoever attached to traditional GDP calculations"

Naked Economics, p. 198

"Yet the Gross National Product does not allow for the health of our children, the quality of their education or the joy of their play. It does not include the beauty of our poetry, of the strength of our marriages, the intelligence of our public debate or the integrity of our public officials"

Robert F. Kennedy

ALTERNATIVES

Report by the Commission on the

Measurement of Economic

Performance and Social Progress

Professor Joseph E. STIGLITZ, Chair, Columbia University

Professor Amartya SEN, Chair Adviser, Harvard University

Professor Jean-Paul FITOUSSI, Coordinator of the Commission, IEP

Capabilities

What people can do

Opportunities and freedom

Functionings

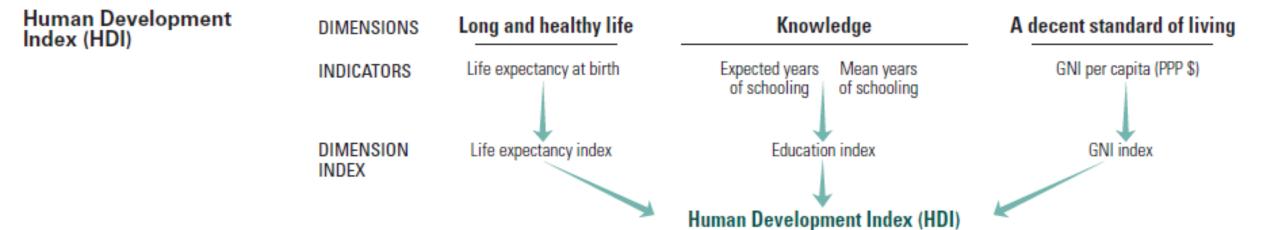
What people do do

Doing and being

Human Development Report **2016**



Human Development for Everyone



OTHER MEASURES

Unemployment rate

Poverty

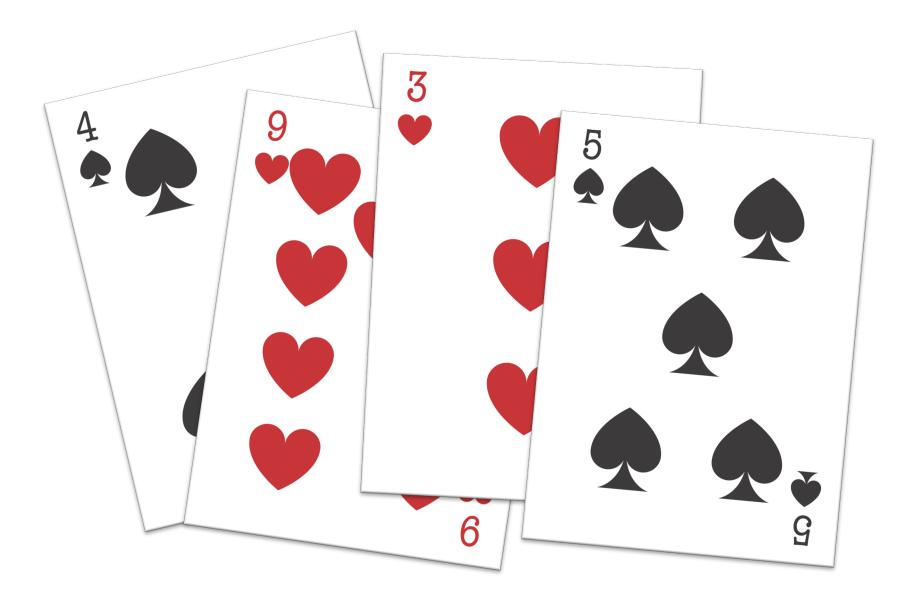
Size of government

Budget surplus/deficit

BEST ALTERNATIVE?

GDP/capita is standard and probably will be for a looong time

INDIVIDUALS AND SOCIETY



PUBLIC GOODS

Non-excludable

Not possible to stop others from using the good

Non-rivalrous

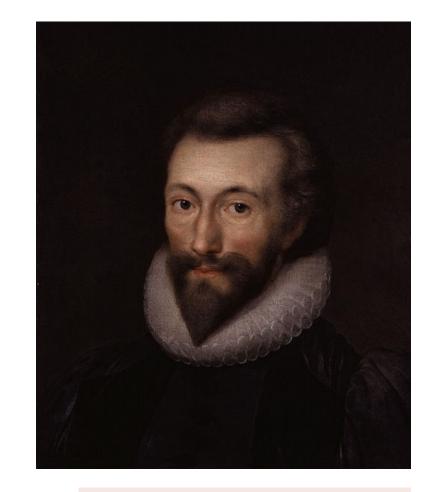
One person using the good doesn't prevent anyone else from using it

MICROMOTIVES & MACROBEHAVIOR

Perfectly rational individual behavior can create irrational and inferior social outcomes

Social dilemma Collective action problem

No man is an island, entire of itself; every man is a piece of the continent, a part of the main. If a clod be washed away by the sea, Europe is the less, as well as if a promontory were. as well as if a manor of thy friend's or of thine own were. Any man's death diminishes me, because I am involved in mankind; and therefore never send to know for whom the bell tolls; it tolls for thee.



John Donne Meditation XVII Devotions upon Emergent Occasions 1623

GAME THEORY

WHY DO THESE UN-FUN GAMES?

"Economics is the study of how people interact with each other... in providing for their livelihoods"

We need formal language + an analytical framework for looking at those interactions

KEY VOCABULARY

Game Model of strategic interaction

Zero-sum Only one winner

Non-zero-sum

Both players can win; requires cooperation

Pareto efficiency

Outcome can't be improved without hurting another player

STRATEGIES

Nash equilibrium

Choice where no player has incentive to change

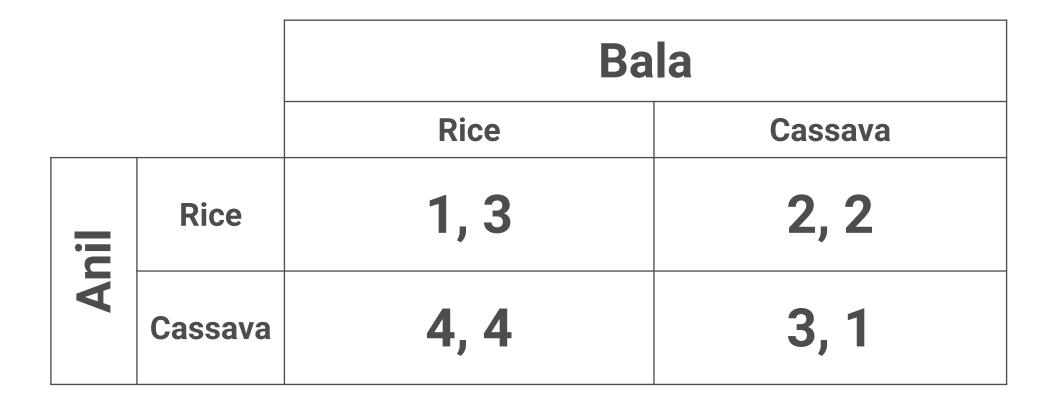
Dominant

Choice where you gain no matter what the other player does

Pure Choice you make every time

Mixed You gain or lose based on probabilities of other player's choices

INVISIBLE HAND



Non-zero-sum One dominant equilibrium