# Written Exam at the Department of Economics summer 2019

## **Microeconomics III**

Final Exam

August 19, 2019

(2-hour closed book exam)

Answers only in English.

## This exam question consists of 3 pages in total (including the current page)

#### Falling ill during the exam

If you fall ill during an examination at Peter Bangs Vej, you must:

- contact an invigilator who will show you how to register and submit a blank exam paper.
- leave the examination.
- contact your GP and submit a medical report to the Faculty of Social Sciences no later than five

(5) days from the date of the exam.

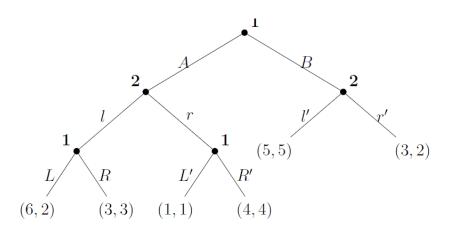
### Be careful not to cheat at exams!

You cheat at an exam, if during the exam, you:

- Make use of exam aids that are not allowed
- Communicate with or otherwise receive help from other people
- Copy other people's texts without making use of quotation marks and source referencing, so that it may appear to be your own text
- Use the ideas or thoughts of others without making use of source referencing, so it may appear to be your own idea or your thoughts
- Or if you otherwise violate the rules that apply to the exam

#### PLEASE ANSWER ALL QUESTIONS PLEASE EXPLAIN YOUR ANSWERS

1. Consider the following game G, where the first payoff is that of player 1, the second payoff that of player 2:

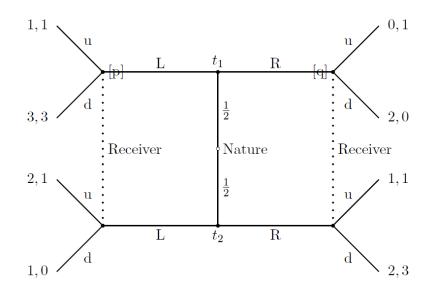


- (a) How many proper subgames are there in G (excluding the game itself)? What are the strategy sets of the players?
- (b) Find all (pure strategy) Subgame-perfect Nash Equilibria in G.
- (c) Suppose now that we modify G, so that player 1 does not observe the move of player 2 when he moves the second time. That is to say, player 1 does not observe whether player 2 chooses l or r.
  - i. Draw the resulting game tree for the modified game.
  - ii. Is this game of perfect or imperfect information? How many proper subgames are there (excluding the game itself)? What are the strategy sets of the players?
  - iii. Show that there is a Subgame-Perfect Nash Equilibrium of the modified game where player 1 has a payoff of 6. Discuss briefly how player 1 benefits from not being able to observe player 2's action (max. 3 sentences).
- 2. Two consumers are considering whether to buy a product that exhibits network effects. The payoff from buying depends on the choice of the other consumer. That is, for each consumer  $i \in \{1, 2\}$ , the payoff  $U_i$  from buying depends on three terms: the consumer's type,  $\theta_i$ , which represents his intrinsic valuation of the product; a potential network payoff  $\lambda > 0$ , which consumer *i* only obtains if consumer  $j \neq i$  also buys; and the price *p*. Specifically, buying yields  $U_i = \theta_i + \lambda - p$  if consumer *j* also buys, or  $U_i = \theta_i - p$  if consumer *j* does not. Not buying the product gives a payoff of zero. Each consumer's type is drawn from a uniform distribution on [0, 1] and is private information. For all parts of this question, you can assume that  $\lambda .$

Suppose consumers must simultaneously decide whether or not to buy, so the strategic situation they face can be seen as a static game of incomplete information.

(a) Argue, in words, why the Bayes-Nash equilibrium of this game must be characterized by a threshold value of type, which we can denote by  $\theta^*$ . That is, why is it that in equilibrium, a consumer with a high type,  $\theta \ge \theta^*$ , will buy the product, but a consumer with a low type,  $\theta < \theta^*$ , will not?

- (b) Suppose that consumer j's strategy is to buy the product if and only if  $\theta_j \ge \theta^*$ . Show that consumer i will find it optimal to buy, given consumer j's strategy, if and only if  $\theta_i \ge p \lambda(1 \theta^*)$ .
- (c) Using your answer in part (b), solve for the value of  $\theta^*$  in the Bayes-Nash equilibrium of this game. Explicitly write down the consumers' equilibrium strategies.
- (d) Using your answer in part (c), show how a change in  $\lambda$  will affect the probability that consumers will buy the product. What is the intuition for this result?
- 3. Now consider the following game G':



- (a) Is G' a repeated game? Briefly explain your answer.
- (b) Find two pooling equilibria in G': one where both sender types play L, and another where both sender types play R. Do they satisfy Signaling Requirement 6 ('equilibrium domination')?
- (c) Find all separating equilibria in G'.
- (d) Which of the equilibria you found in parts (b) and (c) seems most reasonable? Explain your answer briefly using concepts from the course (2-3 sentences).