a market for oranges

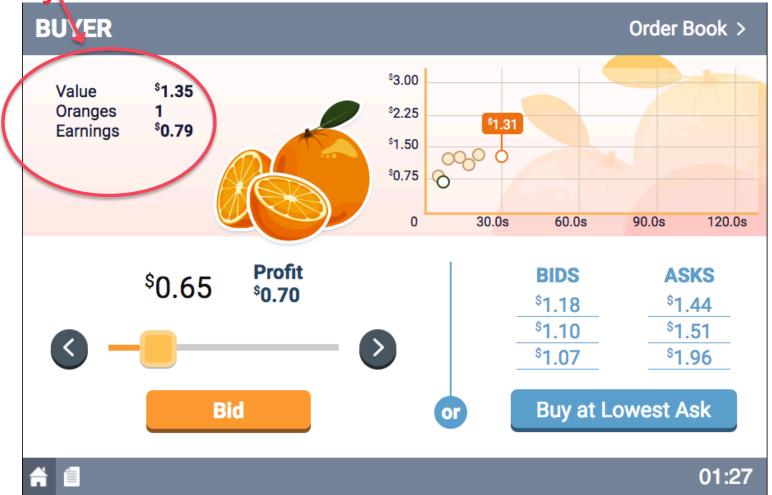
overview: each round

- participants divided into different markets
- half in each market are buyers; half are sellers

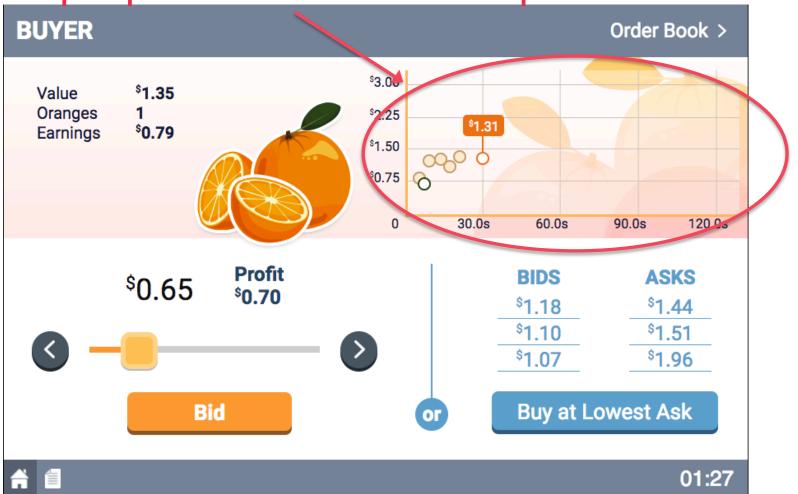
overview: transacting

- can buy or sell one orange at a time
- buyers submit bids: an offer to buy
- sellers submit asks: an offer to sell
- when bid > ask: we have a sale!

buyer's current situation

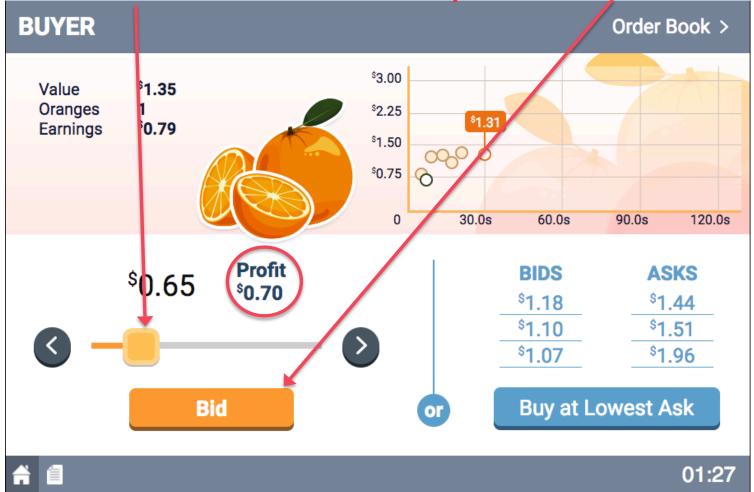


group's previous transaction prices

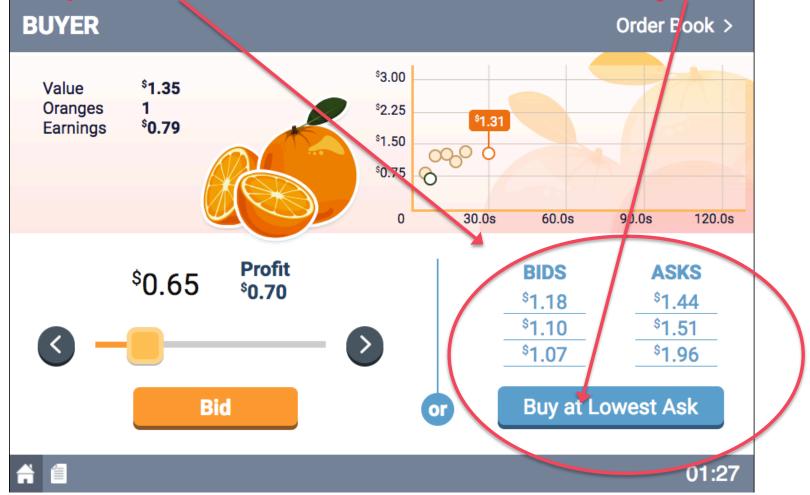


slide to desired bid pre-

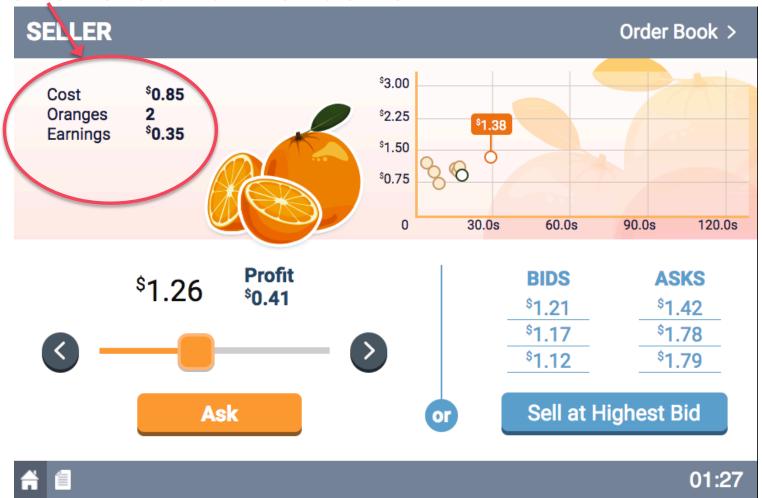
press to submit bid



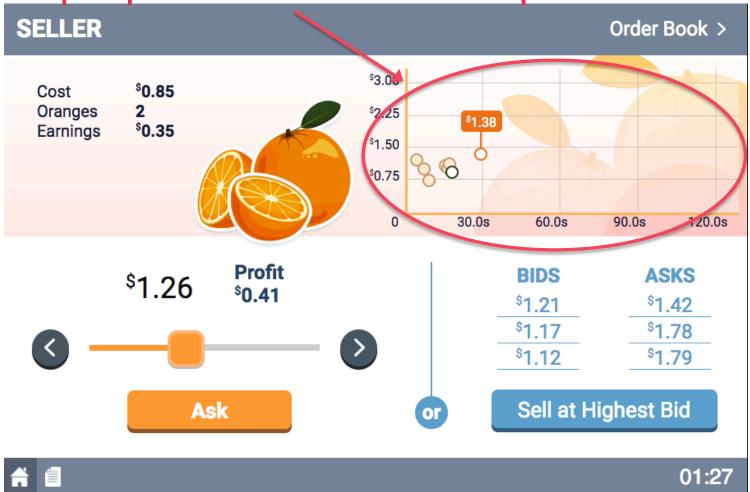
group's current offers buy button



seller's current situation

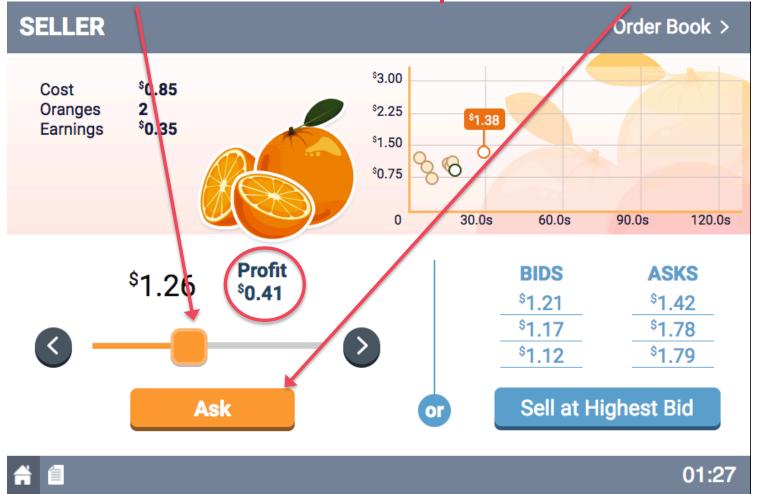


group's previous transaction prices



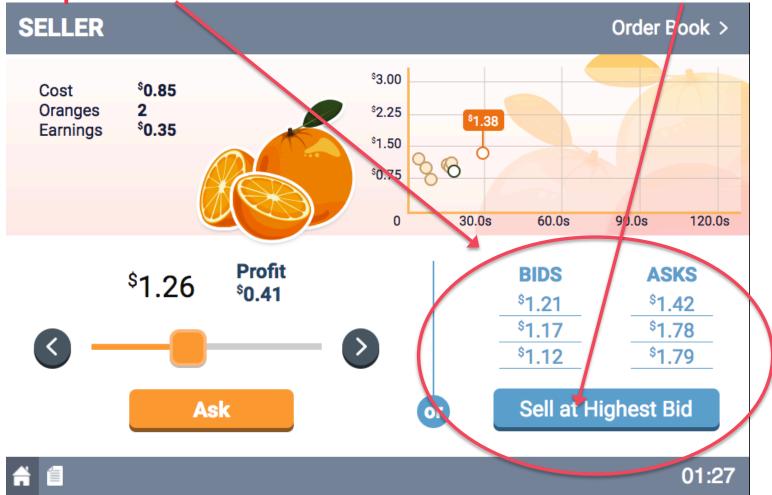
slide to desired ask

press to submit Ask



group's current offers

Sell button



summary

you buy an orange if

- you click Buy at Lowest Ask, or
- you have the highest Bid and a seller accepts highest bid

you sell an orange if

- you click Sell at the Highest Bid, or
- you have the lowest Ask and a buyer accepts lowest ask

payoffs

buyer: each orange bought

payoff = orange value – price paid

seller: each orange sold

payoff = price received – orange cost

remember

- total payoff equals sum of all transactions
- value (or cost) of each orange indicated on your screen
- a negative number is smaller than zero!

payoffs: an example

example

- transaction price = \$1.08
- value to buyer = \$1.32; cost to seller = \$0.74



payoffs: an example

example

- transaction price = \$1.08
- value to buyer = \$1.32; cost to seller = \$0.74

buyer	value	_	price	=	payoff
	\$1.32	_	\$1.08	=	\$0.24

happy playing!

example

- transaction price = \$1.08
- value to buyer = \$1.32; cost to seller = \$0.74

buyer	value	_	price	=	payoff
	\$1.32	_	\$1.08	=	\$0.24
seller	price	_	cost	=	payoff