

Semi-formal game economics: players

« on: August 21, 2007, 12:26:08 AM »

I've been trying to figure out how to match various sources of demand. The first step seems to be enumerating the types of business that may develop in zones. Next comes relating industrial, commercial and residential demand. At least two posts will be required.

Educational levels:

- EL 0: Illiterate (cannot sign name; extremely rare in developed world)
- EL 1: Basic literacy (1-8 years of education after pre-school)
- EL 2: High school (9-12 years)
- EL 3: Some college/apprenticeship in progress (13-15 years)
- EL 4: First four-year college degree/apprenticeship completed (16 years)
- EL 5: Master's degree (includes MBA)/master tradesperson (17-21 years)
- EL 6: Terminal degree (medical doctor, lawyer, university faculty). (22+ years)

Extractive (primary) sector: Agriculture, mining, forestry, fishing

- No specific educational demand
- Increased EQ means increased productivity

Secondary sector, industrial production:

- Basic industry: Primary metals and materials
- Main educational demand: Levels 1-2
- Increased EQ leads to search for promotion
- Can rise with time
- Steel industry Level 1 in 1910, Level 3 in 2000
- Examples
 - Metals manufacture (steel, copper)
 - Chemical production
 - Industrial use
 - Agricultural use (fertilizer, pesticide)
 - Oil and gas refining
 - Basic food processors (chicken pluckers, flour mills)
 - Lumber mills

Manufacturing: Manufacture of consumer and industrial goods and machinery

- Main employee demand at Level 3-4, Level 5 required.

Examples

- Auto, tractor, bicycle factories
- Furniture manufacturers
- Appliance manufacturers
- Industrial tool manufacturers
- Hardware manufacturers (nails, saws, pipe, wires)
- Advanced food processing (beers, prepared and frozen meals)

High-tech industry (arguably part of Manufacturing or Quaternary sector)

- Main employee demand at Level 4-5, Level 6 required.

Examples

- Medical equipment
- Computer hardware
- Industrial use
- Home or commercial use
- Advanced materials (nanotech)
- Computer and game software

Tertiary sector: Production of services

Retail commerce

Economic Level 1 (extremely poor/deleterious)

Flea markets, dollar stores, resale shops, pawn shops, dives, strip joints, chop shops

Employ very few at EL 1, 2

May stimulate crime (burglary, larceny, fraud)

Economic Level 2 (least-prestigious mainstream)

Employ Level 1-4, mode at Level 2

Examples

- Fast-food joints
- Discount stores (Wal-Mart, Aldi)
- Repair shops (everyone uses them, serious NIMBY)
- Bingo halls (UK, Canada)
- Modest hotels (Motel 6 in US/Canada)

Economic Level 3 (moderately-prestigious)

Employ at Levels 2-4, mostly at Level 2

Example

- Department stores (Marks and Spencer, TESCO, Sears)
- Nice restaurants (between fast food and Michelin stars)
- Mid-range hotels
- Car lots
- Uncategorized (Joe's House of Widgets)

Economic Level 4 (prestigious)

Employ Level 2-5, mode at Level 3

Examples

- Better department stores (El Corte Inglés, Nordstrom's)
- Boutiques
- Salons and spas
- Excellent restaurants (1-2 Michelin stars)
- Excellent hotels

Economic Level 5 (elite)

Landmark institutions with international reputations among connoisseurs.

Employ Level 2-6, mode at Level 3-4, proprietor Level 6

Examples

Not every restaurant with three Michelin stars qualifies
Clothiers would lend garments to Academy Award nominees,
international models.

Hotels would brim with the showy rich and staked out by
paparazzi.

Jewelers of international reputation.

Commercial Offices

Economic Level 1 (pernicious)

Dr. Feelgood - prescriptions a la carte
Check cashing shops (legalized loan sharks)

Economic Level 2 (everything else)

Construction contractors
*Known, enhanced pool of available workers
Accountants, lawyers, real estate, dentists, physicians

Public/not-for-profit/informal sector

Public services

Police, fire, paramedic, education
Bureaucracy
Public servants (social workers)

Non-profit sector

Houses of worship
Charitable organizations
Political organizations
Fraternal or benevolent societies (Rotary, Elks, veterans' societies)
Golden Rule (atheist) Societies

Pernicious associations

Street gangs and mafias
Drug pushers, prostitution rings, gun runners