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Why Do We Use Currency?

- Currency is a **medium of exchange**
 - This means that currency is the intermediate commodity between transactions
 - Instead of **bartering**, we can use currency for exchange
 - * Problems with bartering
 1. **Double Coincidence of Wants** = both parties must actively want each others goods
 - Currency fixes this, as one person can desire a good, and the seller can desire the purchasing power associated with some amount of money
 2. Some goods cannot be split into smaller denominations
 - Currency fixes this by being offered in everything from pennies to hundred dollar bills
- **Wealth** = the totality of someone's assets
 - Assets include
 - * Land
 - * Capital
 - * Labor power
 - *You damn commie*
- **Income** = the rate at which someone's wealth changes with time

Commodity Currency vs Fiat Currency

- **Commodity currency** = a system of currency where the item of exchange has **intrinsic utility** to people
 - **Intrinsic utility** = a use or benefit that exists *within* the item of exchange
 - *e.g.*
 - * Slips of paper that can be turned in at any time for food or water
 - * Gold standard
 - The intrinsic utility of gold is doubtful, but I guess some people are stupid and like shiny things
- **Fiat currency** = a system of currency where the item of exchange has only **extrinsic utility** to people
 - **Extrinsic utility** = a use or benefit that exists *externally* to the item of exchange

- * This means that money is not useful in and of itself—aside from maybe warmth if you burn it
- *e.g.*
 - * Basically every modern economy(USD, Euro, British pound, etc)
 - * I.O.U.'s

Three Functions of Currency

1. **Medium of exchange** = the currency can be easily used to purchase goods and services
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2. **Unit of account** = producers use the currency to broadcast the prices of their goods or services
 - If all the shops are charging for shekles, you're going to be justifiably confused
3. **Store of value** = the currency can be saved
 - Explains why spoilable goods do not make for good currency

What Makes for a Good Currency?

1. **Widely accepted** = similar to the “unit of account” idea
 - Fiat currency is valuable if we all think it is
 2. **Scarcity** = cannot be easily reproduced
 3. Dividable into smaller denominations
- **Purchasing power** = the amount of goods and services a unit amount of currency can purchase
 - **Inflation/Deflation** = the process of changing purchasing power with time
 - Can be caused by all kinds of things

Liquidity

- **Liquidity** = the difficulty by which an asset can be used as a medium of exchange
- Three levels
 1. **M1(Highest liquidity)**
 - *e.g.*

- * Circulating currency
- * Checking accounts

2. **M2(Near-Moneys)**

– *e.g.*

- * All of M1
- * Invested currency