#### Scarcity and Production Possibilities

#### ECO 120: Global Macroeconomics

ECO 120: Global Macroeconomics Scarcity and Production Possibilities

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- **1** Define what is economics and goals of macroeconomics
- Apply scarcity and production possibilities concepts to...
  - defining economics,
  - describing possibilities and tradeoffs in an economy, and
  - describe how economies and standards of living can grow.

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# **Reading and Exercises**

#### • Textbook: Introduction to Economics, Module 1

- Textbook: Production possibilities, Module 2
- "Makeshift Cuisinart Makes a Lot Possible in Impoverished Mali" by Roger Thurow, *The Wall Street Journal*, July 26, 2002. **Posted on Canvas**
- Canvas Quiz due Wed 11:59 PM. Multiple-choice, 10 questions, unlimited attempts allowed, only best score counts
- Homework/In-class Exercise due Fri 11:59 PM. We will work together in class on Thursday.

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#### • Economics is the study of the allocation of scarce resources.

- **Resource**: broadly defined as anything that is used in production or is consumed.
- **Scarcity**: a resource is considered scarce when there is not enough to satisfy everyone's wants at a zero price.
- Microeconomics (ECO 110) studies how individual consumers and producers make optimal choices with scarce resources.
- Macroeconomics studies how allocation of scarce resources determines the overall performance of an economy

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- Factors of production: scarce resources that are used in the production of goods.
- Land: any natural resource (such as land, forest, oil) that is used for production.
- Labor: time people spend employed in producing goods, as well as the physical and mental talents of people.
- **Capital**: physically manufactured goods used in the production of other goods and services. Eg. buildings for businesses, factories, machines, computers, dump trucks, etc.
  - The process of producing or purchasing new capital goods is called investment.

• **Human capital**: Skills, knowledge, and mental talents of people used in production of goods and services

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## Production Possibilities Frontier

- Many of the same factors of production can be traded between productions of alternative goods.
- Factors of production are scarce.
- Production possibilities: trade-off when producing two or more different goods.
- Starting assumptions:
  - Full employment and efficient use of all resources
  - Single period in time ightarrow fixed resources and fixed technology
  - Two goods. Not essential, just makes it easy to draw

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Model Opportunity costs Shifts in PPFs

#### Production Possibilities Example

| Production Possibilities Table |                   |        |  |  |
|--------------------------------|-------------------|--------|--|--|
| Point                          | Broadway<br>Plays | Movies |  |  |
| A                              | 105               | 0      |  |  |
| В                              | 90                | 5      |  |  |
| С                              | 60                | 10     |  |  |
| D                              | 30                | 13     |  |  |
| Е                              | 15                | 14     |  |  |
|                                |                   |        |  |  |

#### Production Possibilities Frontier Production Possibilities Frontier Plays 105 90 75 60 45 30 15

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#### Why the tradeoff? Factors of production are scarce!

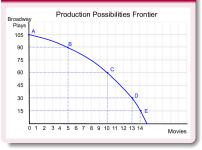
To produce more movies, move workers, building space, set designs, etc. away from making plays to make movies instead

Model Opportunity cost Shifts in PPFs

### Production Possibilities Example

| Production Possibilities Table |                                |    |  |  |  |  |
|--------------------------------|--------------------------------|----|--|--|--|--|
| Point                          | Point Broadway Movies<br>Plays |    |  |  |  |  |
| A                              | 105                            | 0  |  |  |  |  |
| В                              | 90                             | 5  |  |  |  |  |
| С                              | 60                             | 10 |  |  |  |  |
| D                              | 30                             | 13 |  |  |  |  |
| Е                              | 15                             | 14 |  |  |  |  |
|                                |                                |    |  |  |  |  |

#### Production Possibilities Frontier



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### Production Possibilities Example

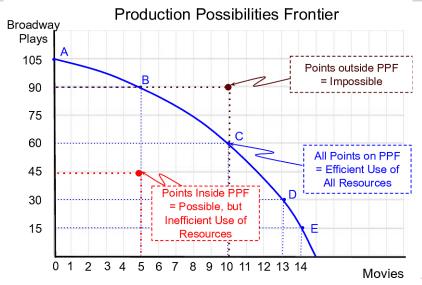
| Product | ion Possibiliti   | es Table | Production Possibilities<br>Frontier       |
|---------|-------------------|----------|--|
| Point   | Broadway<br>Plays | Movies   | Broadway Production Possibilities Frontier |
| A       | 105               | 0        | 90 B                                       |
| В       | 90                | 5        | 75<br>C                                    |
| С       | 60                | 10       | 60 45                                      |
| D       | 30                | 13       | 30 D                                       |
| Е       | 15                | 14       | 15 E                                       |
| _       |                   |          | 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 Movie   |

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To produce more movies, move workers, building space, set designs, etc. away from making plays to make movies instead.

Model Opportunity costs Shifts in PPFs

#### Efficiency, Possibilities, and Impossibilities





Model Opportunity costs Shifts in PPFs

## Opportunity costs

#### **Opportunity** Cost

Quantity of production of one good that must be given up to produce *one additional unit* of another good.

#### Formula

Op Cost of Movies =

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Model Opportunity costs Shifts in PPFs

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|---------|--------------------------------|--------|----------------------------|---|--|--|
| Point   | Plays                          | Movies | Opportunity Cost of Movies |   |  |  |
| A       | 105                            | 0      |                            | - |  |  |
| В       | 90                             | 5      |                            |   |  |  |
| С       | 60                             | 10     |                            |   |  |  |
| D       | 30                             | 13     |                            |   |  |  |
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|---------|--------------------------------|--------|----------------------------|-----|--|--|--|
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| A       | 105                            | 0      | -                          |     |  |  |  |
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| Product | Production Possibilities Table |        |                            |  |  |  |
|---------|--------------------------------|--------|----------------------------|--|--|--|
| Point   | Plays                          | Movies | Opportunity Cost of Movies |  |  |  |
| A       | 105                            | 0      | -                          |  |  |  |
| В       | 90 🖊                           | 5 🖊    | (105-90) / (5-0) = 3 plays |  |  |  |
| С       | 60                             | 10     |                            |  |  |  |
| D       | 30                             | 13     |                            |  |  |  |
| Е       | 15                             | 14     |                            |  |  |  |
|         |                                |        |                            |  |  |  |

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|---------|--------------------------------|--------|---------------------------------------|--|--|--|
| Point   | Plays                          | Movies | Opportunity Cost of Movies            |  |  |  |
| A       | 105                            | 0      | -                                     |  |  |  |
| В       | 90                             | 5 🔪    | $(105-90) \; / \; (5-0) = 3 \; plays$ |  |  |  |
| С       | 60 🖌                           | 10     | (90-60) / (10-5) = 6 plays            |  |  |  |
| D       | 30                             | 13     |                                       |  |  |  |
| Е       | 15                             | 14     |                                       |  |  |  |
| D<br>E  | 30                             | 13     | (30-00) / (10-3) = 0 plays            |  |  |  |

Model Opportunity costs Shifts in PPFs

# Opportunity costs

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Quantity of production of one good that must be given up to produce *one additional unit* of another good.

## Formula

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Qty of Plays Given Up Qty of Movies Gained

| Product | Production Possibilities Table |        |                                    |  |  |
|---------|--------------------------------|--------|------------------------------------|--|--|
| Point   | Plays                          | Movies | Opportunity Cost of Movies         |  |  |
| A       | 105                            | 0      | -                                  |  |  |
| В       | 90                             | 5      | (105-90) / (5-0) = 3 plays         |  |  |
| С       | 60                             | 10     | $(90-60) \ / \ (10-5) = 6 \ plays$ |  |  |
| D       | 30 🖌                           | 13     | (60-30) / (13-10) = 10 plays       |  |  |
| E       | 15                             | 14     |                                    |  |  |

Model Opportunity costs Shifts in PPFs

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Quantity of production of one good that must be given up to produce *one additional unit* of another good.

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| Product | Production Possibilities Table |        |                                    |  |  |
|---------|--------------------------------|--------|------------------------------------|--|--|
| Point   | Plays                          | Movies | Opportunity Cost of Movies         |  |  |
| A       | 105                            | 0      | -                                  |  |  |
| В       | 90                             | 5      | $(105-90) \ / \ (5-0) = 3 \ plays$ |  |  |
| С       | 60                             | 10     | (90-60) / (10-5) = 6 plays         |  |  |
| D       | 30                             | 13     | (60-30) / (13-10) = 10 plays       |  |  |
| E       | 15                             | 14     | (30-15) / (14-13) = 15 plays       |  |  |

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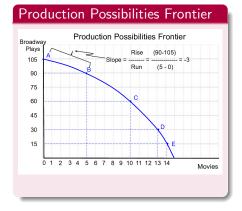
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|---------|--------------------------------|--------|------------------------------------|--|--|
| Point   | Plays                          | Movies | Opportunity Cost of Movies         |  |  |
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Model Opportunity costs Shifts in PPFs

# **Opportunity Cost and Slope of PPF**

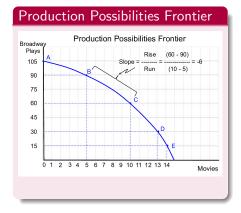


| Opportunity Cost of Movies |       |        |                               |  |  |
|----------------------------|-------|--------|-------------------------------|--|--|
| Pt                         | Plays | Movies | Opportunity<br>Cost of Movies |  |  |
| A                          | 105   | 0      | -                             |  |  |
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| D                          | 30    | 13     |                               |  |  |
| Е                          | 15    | 14     |                               |  |  |
|                            |       |        |                               |  |  |

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Model Opportunity costs Shifts in PPFs

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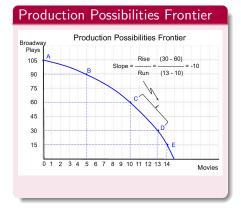


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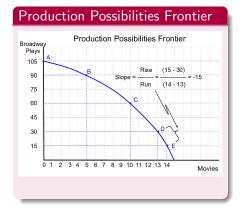


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| D                          | 30    | 13     | 10 plays                      |  |  |
| Е                          | 15    | 14     |                               |  |  |
| _                          |       |        |                               |  |  |

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Model Opportunity costs Shifts in PPFs

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| Е                          | 15    | 14     | 15 plays                      |  |  |
|                            |       |        |                               |  |  |

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## Relationship between PPFs and Opportunity Costs 10/14

## Relationship

- The absolute value of the slope of the PPF = opportunity cost of good on horizontal axis
- Bowed-out shape (steeper slope as x increases)  $\rightarrow$  increasing opportunity cost

#### Law of Increasing Opportunity Costs

- As production of one good increases, the opportunity cost of producing that good increases
- It holds for **both the x-variable good and the y-variable good**.

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# Future PPFs: Economic Growth

## Factors Affecting PPF

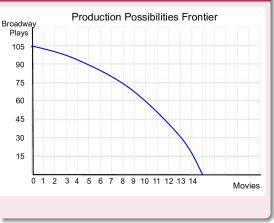
More of everything is possible:

- New technologies
- New production methods
- Discovery of new resources
- More human capital

#### Impact

PPF shifts outward

#### Shift Outward



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# Future PPFs: Economic Growth

## Factors Affecting PPF

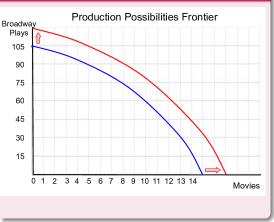
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Model Opportunity costs Shifts in PPFs

# Future PPFs: Industry-Specific Economic Growth

## Factor Affecting PPF

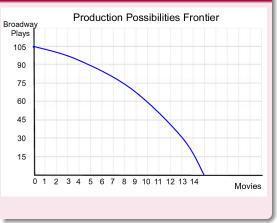
New technologies can be specific to one good.

Example: Advances in CGI (Computer-generated imagery) affects movie production but not Broadway plays.

#### Impact

PPF shifts outward at one axis only

## Shift Outward at One Axis Only



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Model Opportunity costs Shifts in PPFs

# Future PPFs: Industry-Specific Economic Growth

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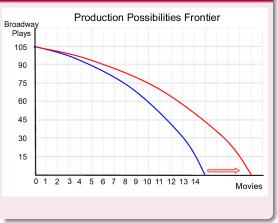
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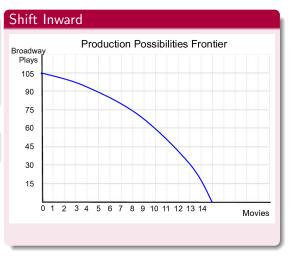
# Future PPFs: Economic Contractions

#### Factor Affecting PPF

Destruction of resources from war and natural disasters makes less of everything possible

Impact

PPF shifts inward



Model Opportunity costs Shifts in PPFs

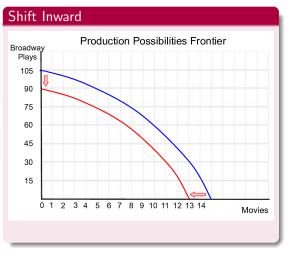
# Future PPFs: Economic Contractions

#### Factor Affecting PPF

Destruction of resources from war and natural disasters makes less of everything possible

#### Impact

PPF shifts inward



## Tasks This Week

- Textbook: Introduction to Economics, Module 1
- Textbook: Production possibilities, Module 3
- "Makeshift Cuisinart Makes a Lot Possible in Impoverished Mali" by Roger Thurow, *The Wall Street Journal*, July 26, 2002. **Posted on Canvas**
- Canvas Quiz due Wed 11:59 PM. Multiple-choice, 10 questions, unlimited attempts allowed, only best score counts
- Homework/In-class Exercise due Fri 11:59 PM. We will work together in class on Thursday.