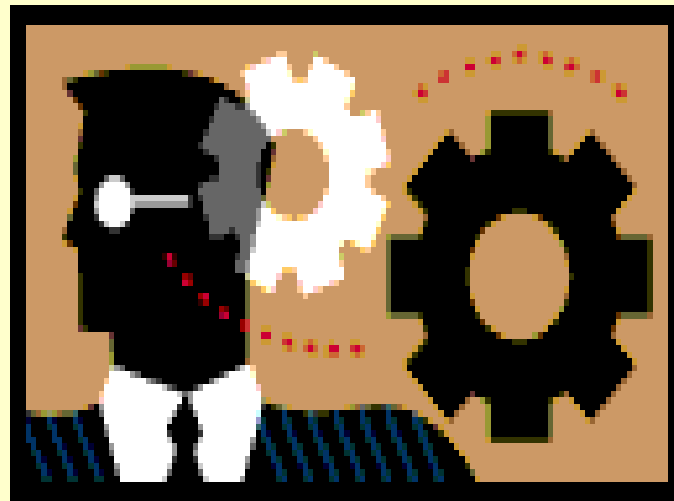


제 4 장  
소비자 행동이론  
**The Theory of Consumer Behavior**



# 소비자 행동

## Consumer Behavior

- Consumer Preferences 소비자 선호
  - ◻ The goods and services consumers actually consume.
- Given the choice between 2 bundles of goods a consumer either
  - ◻ Prefers bundle A to bundle B:  $A \succ B$ .
  - ◻ Prefers bundle B to bundle A:  $A \prec B$ .
  - ◻ Is indifferent between the two:  $A \sim B$ .

# 무차별곡선이론

## Indifference Curve Analysis

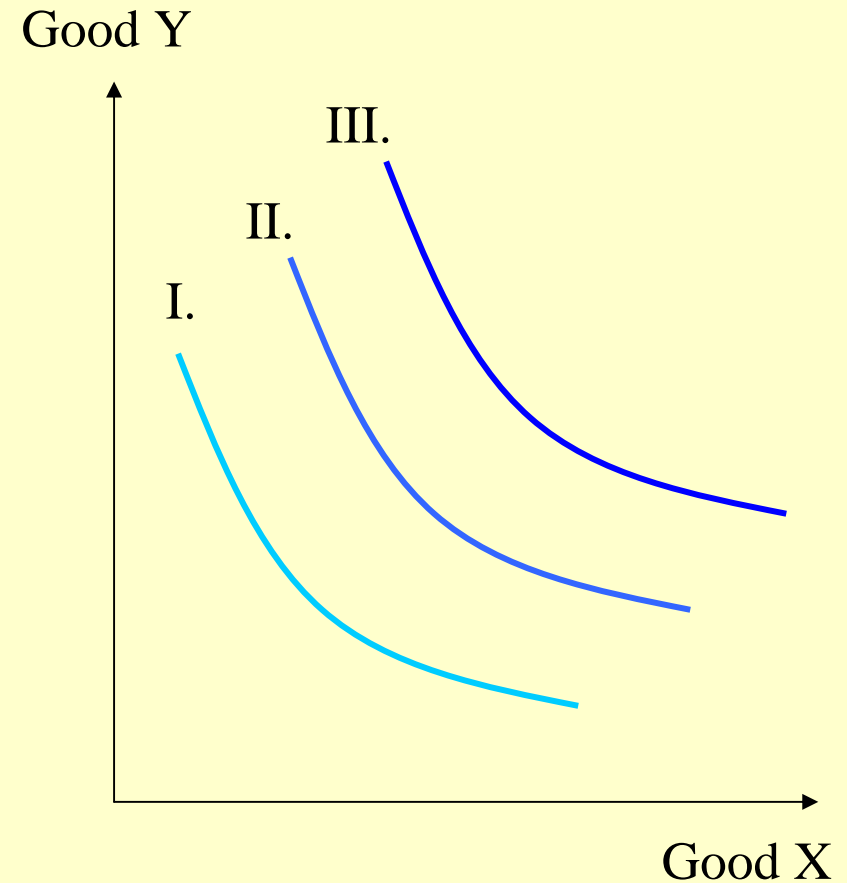
### Indifference Curve

- A curve that defines the combinations of 2 or more goods that give a consumer the same level of satisfaction.

### Marginal Rate of Substitution

#### 한계대체율

- The rate at which a consumer is willing to substitute one good for another and maintain the same satisfaction level.



# 소비자 선호체계의 일반적 특성

## Consumer Preference Ordering Properties

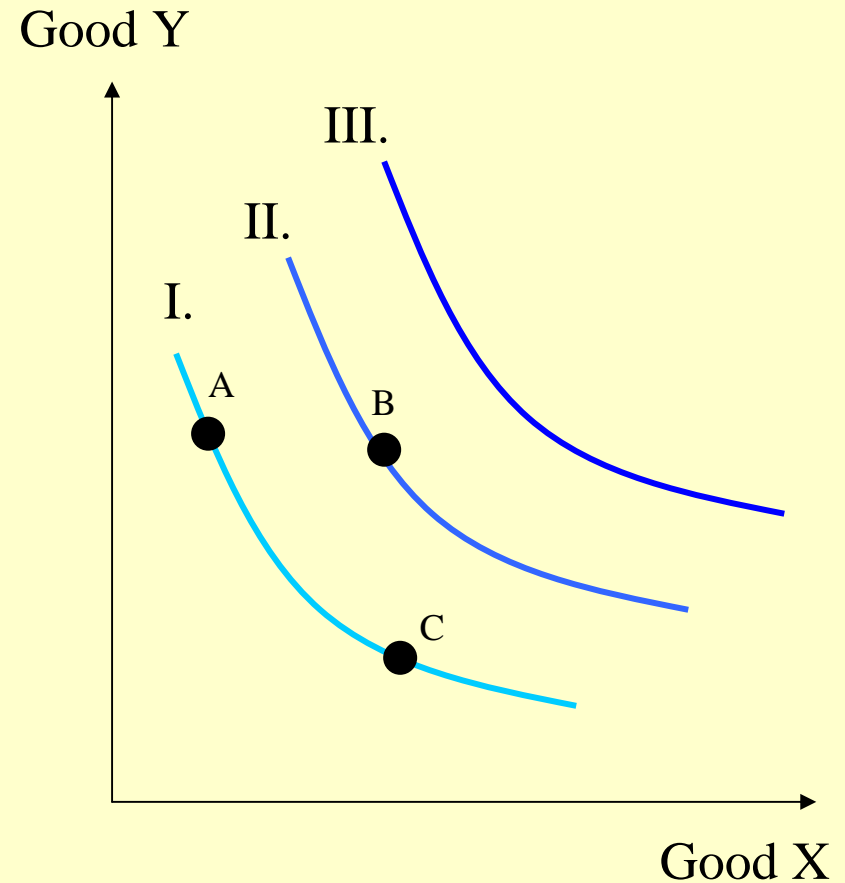
- Completeness (완비성)
- More is Better (단조성, 다다익선)
- Diminishing Marginal Rate of Substitution  
(한계대체율의 체감)
- Transitivity (이행성)

# Complete Preferences

- Completeness Property

- Consumer is capable of expressing preferences (or indifference) between all possible bundles. (“I don’t know” is NOT an option!)

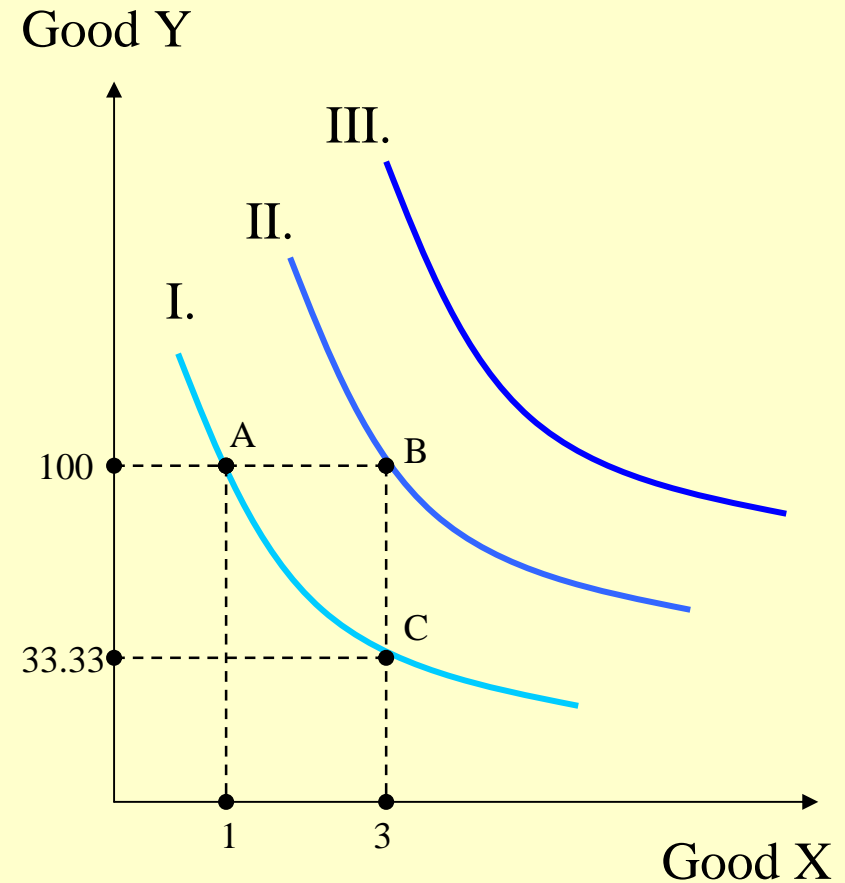
- If the only bundles available to a consumer are A, B, and C, then the consumer
      - is indifferent between A and C (they are on the same indifference curve).
      - will prefer B to A.
      - will prefer B to C.



# More Is Better!

- More Is Better Property

- Bundles that have at least as much of every good and more of some good are preferred to other bundles.
  - Bundle B is preferred to A since B contains at least as much of good Y and strictly more of good X.
  - Bundle B is also preferred to C since B contains at least as much of good X and strictly more of good Y.
  - More generally, all bundles on  $IC_{III}$  are preferred to bundles on  $IC_{II}$  or  $IC_I$ . And all bundles on  $IC_{II}$  are preferred to  $IC_I$ .



# Diminishing Marginal Rate of Substitution

- Marginal Rate of Substitution

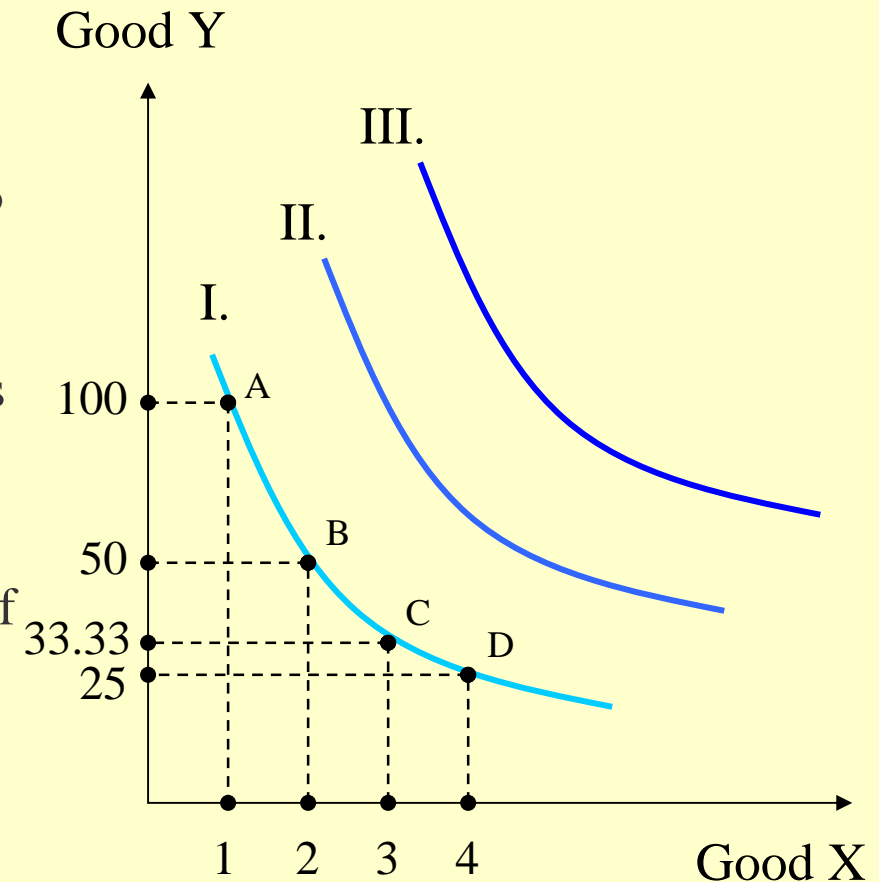
- The amount of good Y the consumer is willing to give up to maintain the same satisfaction level decreases as more of good X is acquired.

- The rate at which a consumer is willing to substitute one good for another and maintain the same satisfaction level.

- To go from consumption bundle A to B the consumer must give up 50 units of Y to get one additional unit of X.

- To go from consumption bundle B to C the consumer must give up 16.67 units of Y to get one additional unit of X.

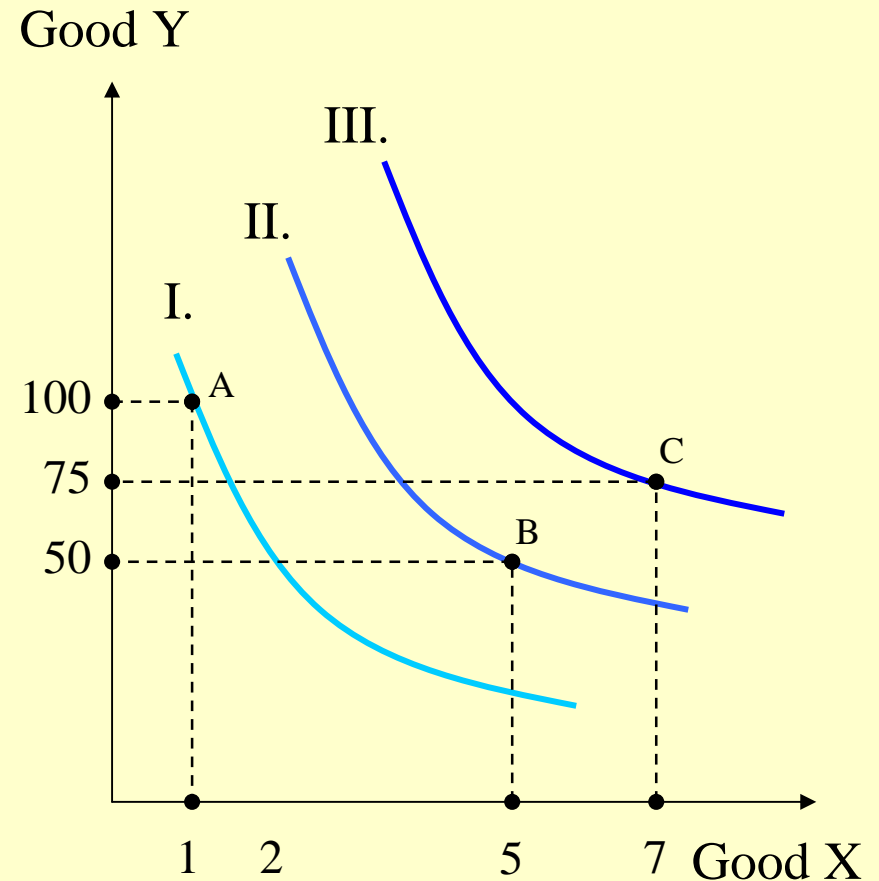
- To go from consumption bundle C to D the consumer must give up only 8.33 units of Y to get one additional unit of X.



# Consistent Bundle Orderings

- Transitivity Property

- For the three bundles A, B, and C, the transitivity property implies that if  $C \succ B$  and  $B \succ A$ , then  $C \succ A$ .
- Transitive preferences along with the more-is-better property imply that
  - indifference curves will not intersect.
  - the consumer will not get caught in a perpetual cycle of indecision.





# 예산제약

## The Budget Constraint

- Opportunity Set

- The set of consumption bundles that are affordable.

- $P_x X + P_y Y \leq M.$

- Budget Line

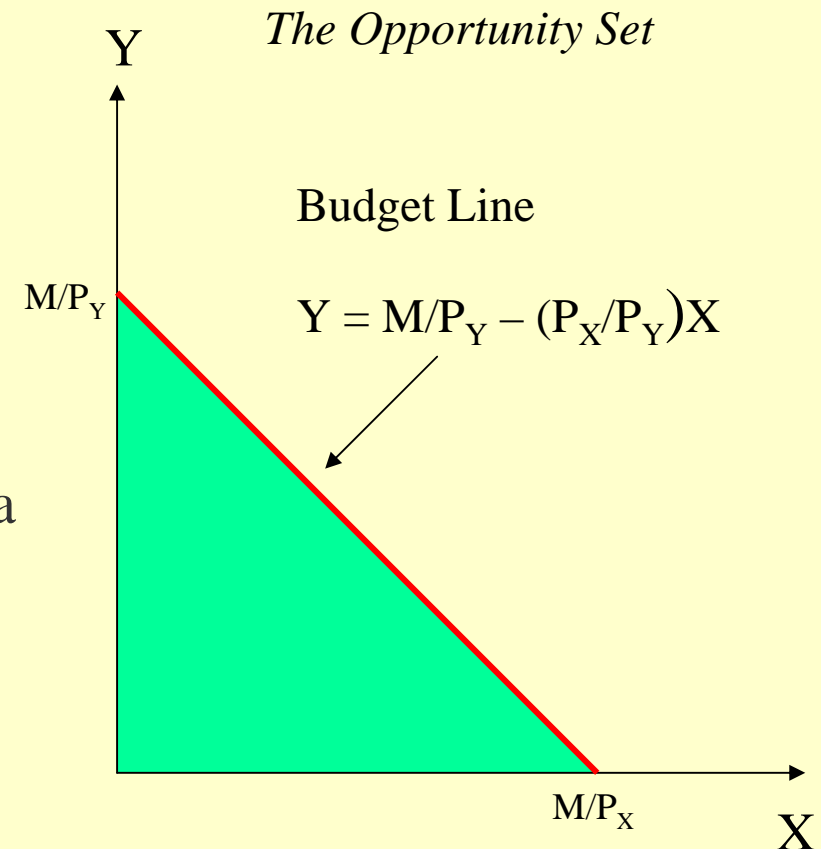
- The bundles of goods that exhaust a consumers income.

- $P_x X + P_y Y = M.$

- Market Rate of Substitution

- The slope of the budget line

- $-P_x / P_y$

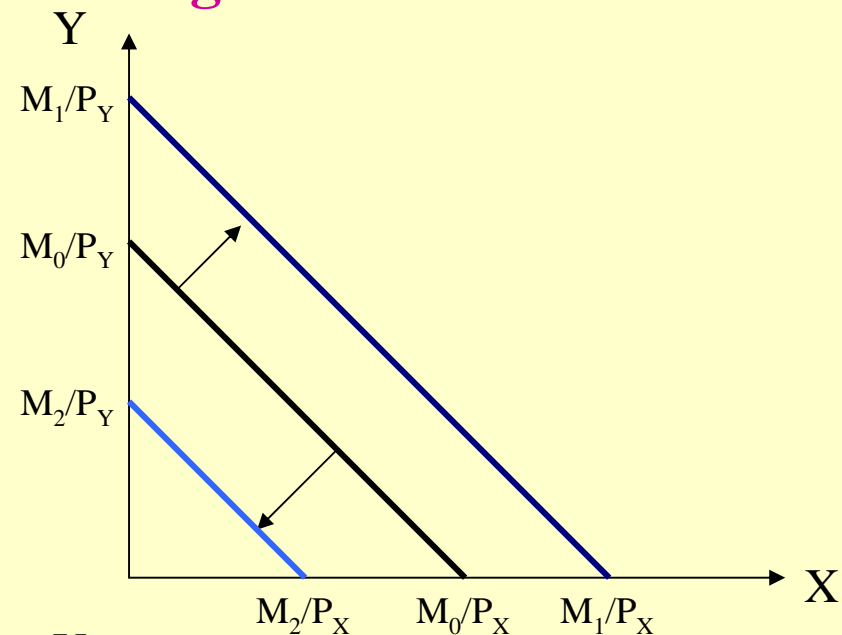


# 예산선의 변화

## Changes in the Budget Line

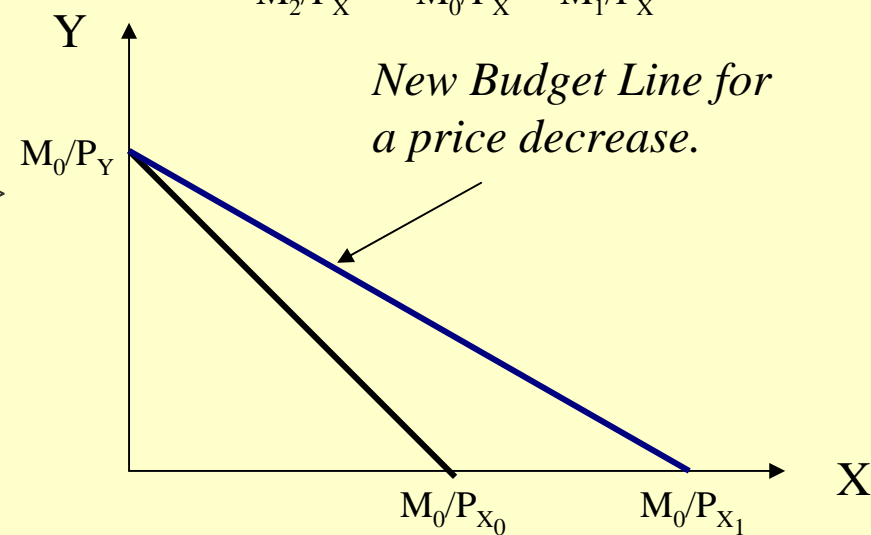
- Changes in Income

- Increases lead to a parallel, outward shift in the budget line ( $M_1 > M_0$ ).
- Decreases lead to a parallel, downward shift ( $M_2 < M_0$ ).



- Changes in Price

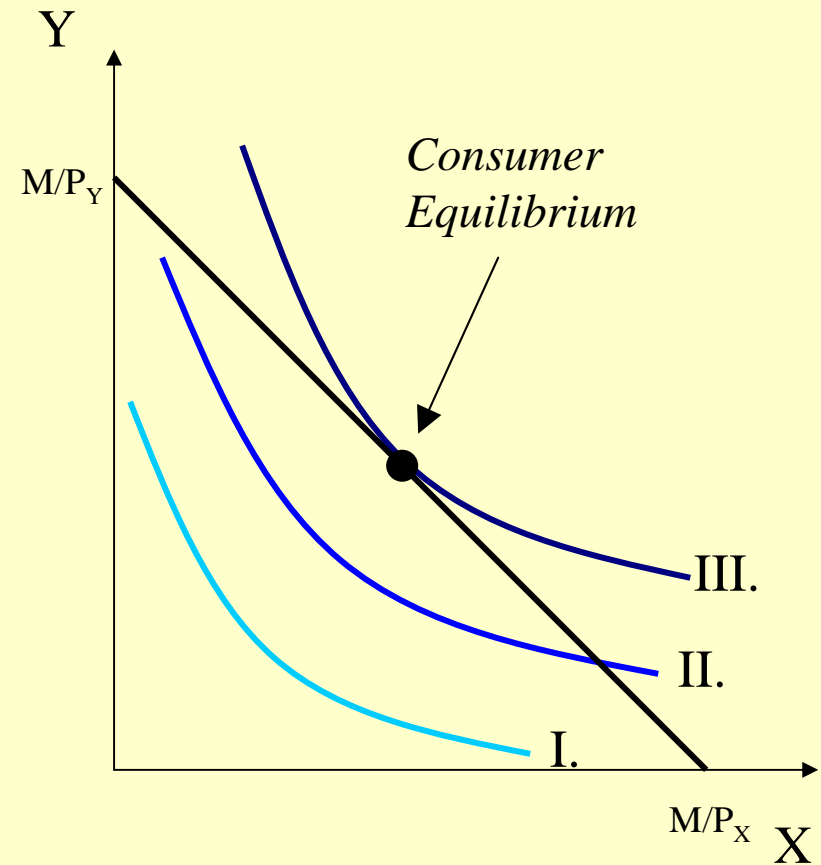
- A decrease in the price of good X rotates the budget line counter-clockwise ( $P_{X_0} > P_{X_1}$ ).
- An increase rotates the budget line clockwise (not shown).



# 소비자의 균형

## Consumer Equilibrium

- The equilibrium consumption bundle is the affordable bundle that yields the highest level of satisfaction.
  - ◻ Consumer equilibrium occurs at a point where
$$MRS = P_X / P_Y.$$
  - ◻ Equivalently, the slope of the indifference curve equals the budget line.



# 가격변화와 소비자 균형

## Price Changes and Consumer Equilibrium

- Substitute Goods 대체재

- An increase (decrease) in the price of good X leads to an increase (decrease) in the consumption of good Y.

- Examples:

- Coke and Pepsi.
      - KT and SKT or LGT.

- Complementary Goods 보완재

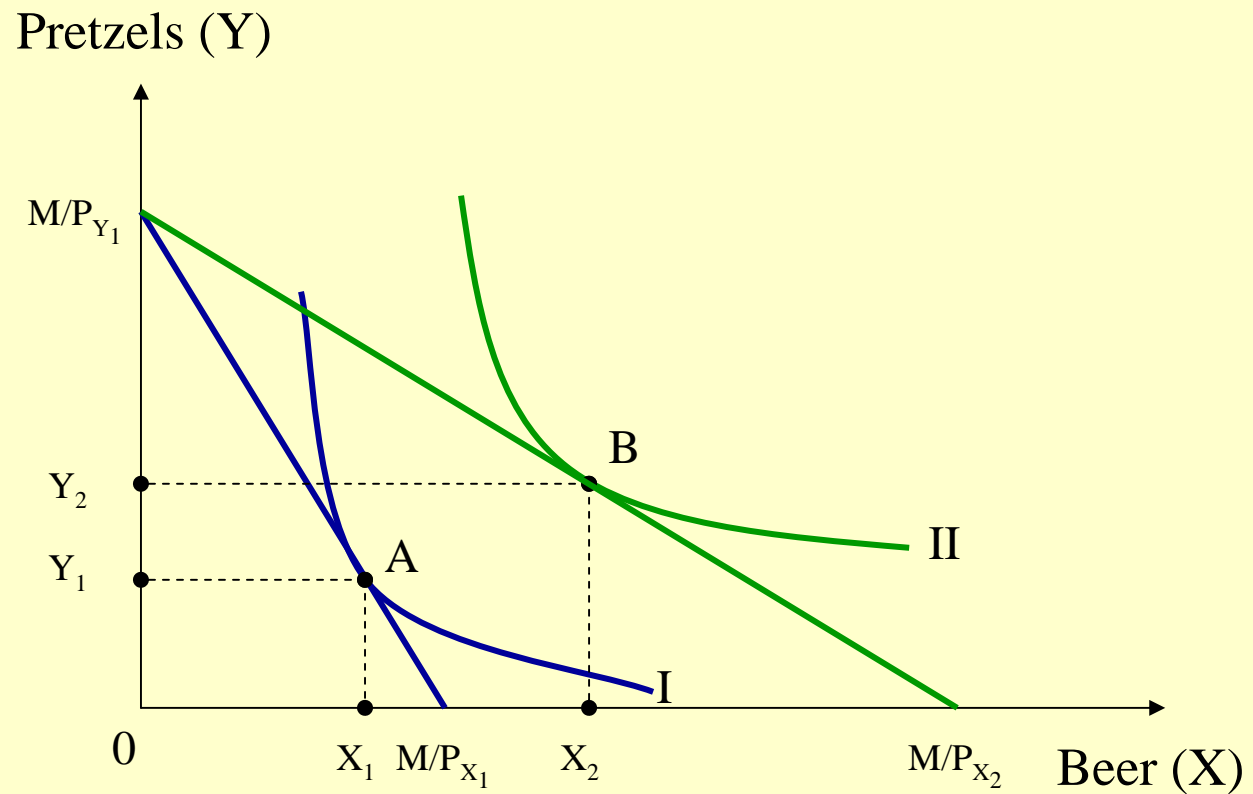
- An increase (decrease) in the price of good X leads to a decrease (increase) in the consumption of good Y.

- Examples:

- Cars and Gasoline/ Diesel.
      - Digital Camera and Memory card.

# Complementary Goods

*When the price of good X falls and the consumption of Y rises, then X and Y are complementary goods. ( $P_{X_1} > P_{X_2}$ )*



# 소득의 변화와 소비자 균형

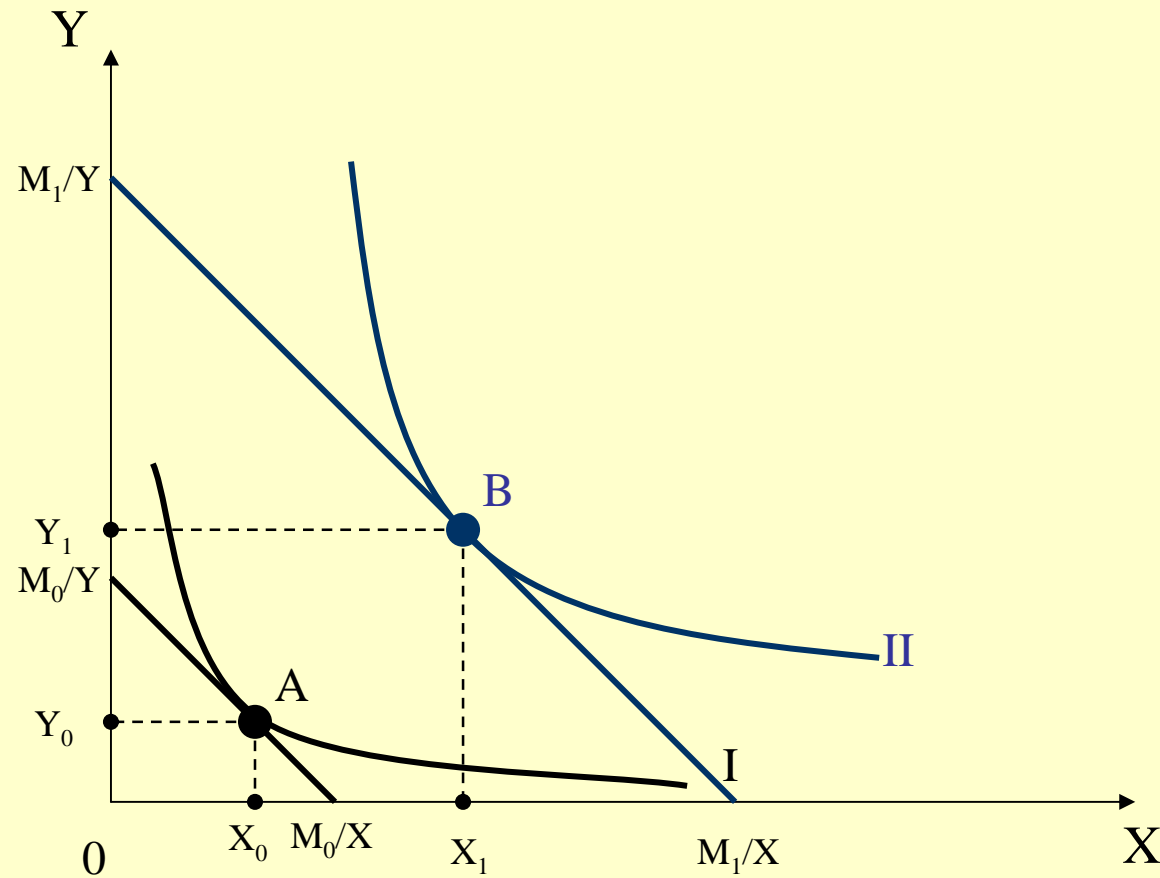
## Income Changes and Consumer Equilibrium

- Normal Goods 정상재
  - Good X is a normal good if an increase (decrease) in income leads to an increase (decrease) in its consumption.
  - Most of commodities
- Inferior Goods 열등재
  - Good X is an inferior good if an increase (decrease) in income leads to a decrease (increase) in its consumption.
  - Some items welcomed in the time of economic downturns (mainly low quality products)

# Normal Goods

*An increase in income increases the consumption of normal goods.*

$(M_0 < M_1)$ .



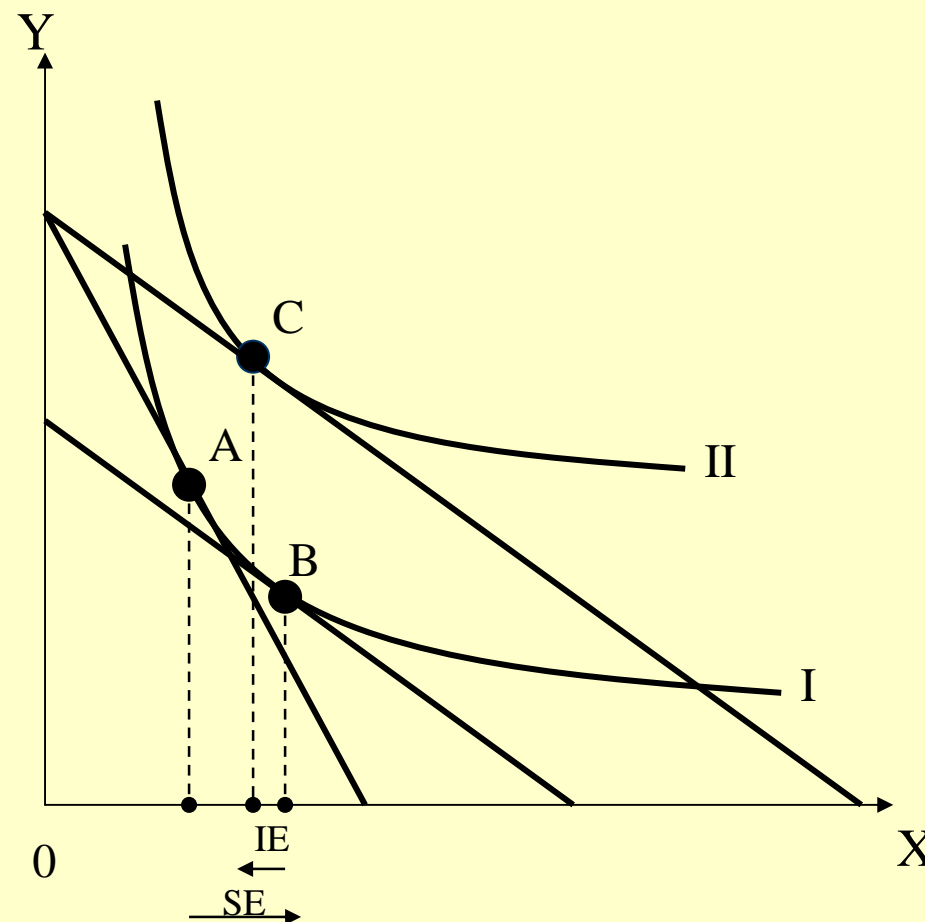
# Decomposing the Income and Substitution Effects

*Initially, bundle A is consumed. A decrease in the price of good X expands the consumer's opportunity set.*

*The substitution effect (SE) causes the consumer to move from bundle A to B.*

*A higher "real income" allows the consumer to achieve a higher indifference curve.*

*The movement from bundle B to C represents the income effect (IE). The new equilibrium is achieved at point C.*

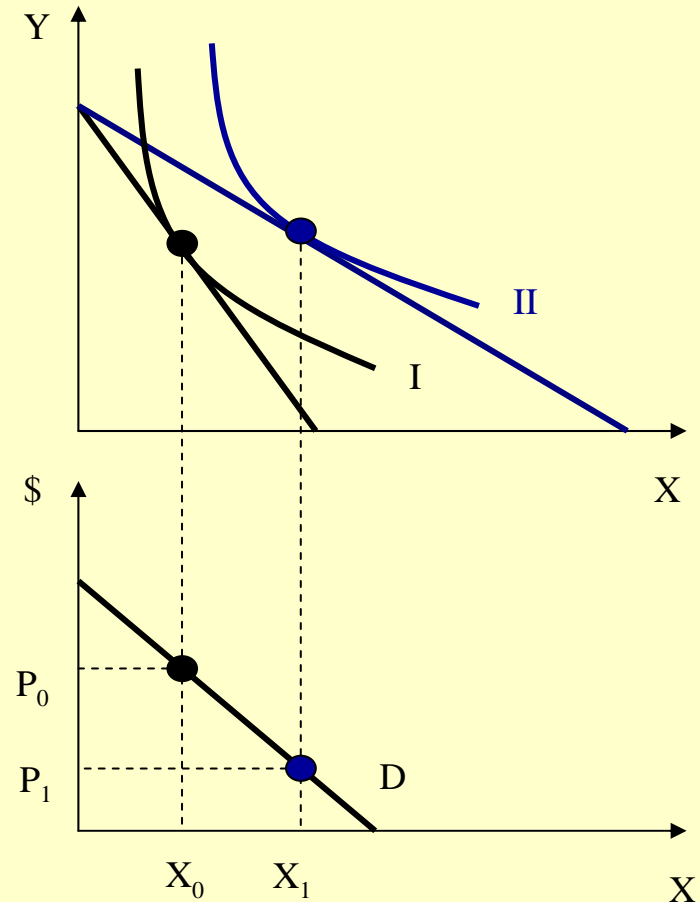




# 개별수요곡선

## Individual Demand Curve

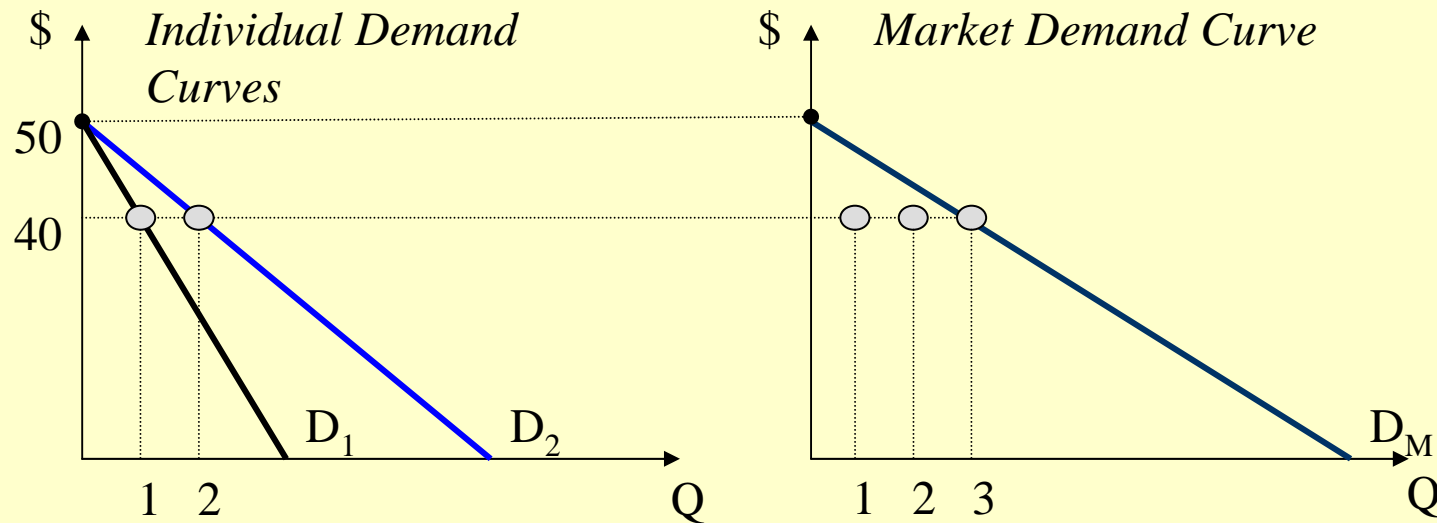
- An individual's demand curve is derived from each new equilibrium point found on the indifference curve as the price of good X is varied.



# 시장수요곡선

## Market Demand

- The market demand curve is the horizontal summation of individual demand curves.
- It indicates the total quantity all consumers would purchase at each price point.



# 마케팅에의 응용

## A Classic Marketing Application

*A buy-one,  
get-one free  
pizza deal.*

