

Student as a consumer from the perspective of behavioral economics

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Student



Customer



Homo Economicus

- 100% rational
- 100% focused on money



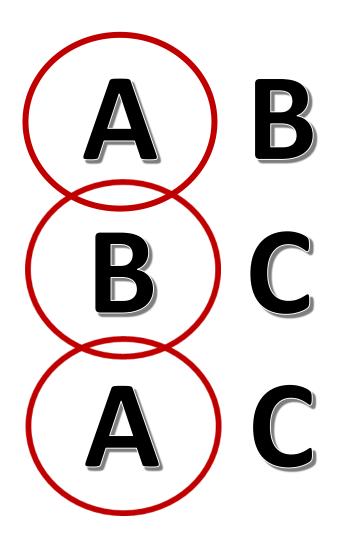
Customer

- Customer is a rational entity striving to achieve maximum benefits that under given conditions can be obtained from the consumption of goods.
- Customer has specific preferences regarding the goods consumed.
- Customer is a sovereign economic entity in the field of creating and shaping preferences in its consumption choice acts.

Customer

- Customer is emotionless.
- Customer never loses self-control.
- Customer is a total egoist.

Assumption of transitivity of consumer preferences



Behavioral economics



Behavioral economics

 Behavioral economics studies the effects of psychological, cognitive, emotional, cultural and social factors on the economic decisions of individuals and institutions and how those decisions vary from those implied by classical theory.

Richard H. Thaler

Ekons are like unicorns



Decision making

Decision making in the real world

- there is too much information to process;
- there are elements of uncertainty;
- time to make a decision is limited.

What if we don't have time to think?

How will we react if a stone flies towards us?



How does a person decide about choosing a workplace?

How does a person decide about the direction of his or her education?

Volunteering

Fair treatment

"Ultimatum" Game

- Players are divided into pairs.
- Each pair receives a fixed amount of money -\$10 in one-dollar bills.
- Player 1. offers x units of money to the second player and keeps m-x units.
- Player 2. either accepts the offer or rejects it, in which case neither party receives any money.

"Ultimatum" Game

- According to the completely rational approach, player 2 should accept any offer greater than zero, because his or her wealth will increase anyway.
- However, such games often end with the offer not being accepted due to a feeling of "injustice".
- Players reject an offer if they believe the offeror is being too greedy.

Casino

Casino

I withdrew all my savings from my account and went to the casino yesterday to win at least some money. At first, I didn't win much. However, when I started losing, I kept playing, wanting to get back at it. I was losing more and more. However, the more I lost, the more I wanted to get back. So, I continued playing until I lost everything.



The more money, time, energy, etc. we devote to unsuccessful attempts to implement a project that brings losses, the more difficult it is for us to withdraw from it.

We still hope that we will regain what we have lost.



The sunk cost fallacy

Status quo

Perspective theory

Let's imagine that...

- You are in your office equipped with efficient air conditioning that maintains a pleasant temperature.
- You leave your office and go to the lecture hall.
- How will you react to the temperature inside the lecture hall?

Perspective theory

- Perspective theory a psychological theory by Daniel Kahneman and Amos Tversky.
- Shifting attention from wealth levels to its changes.
- Changes make people feel happy or depressed.

Joy and sadness

- We feel joy when we make profits.
- We feel sadness when we suffer losses.
- Losses "hurt" much more than profits of similar value bring joy.

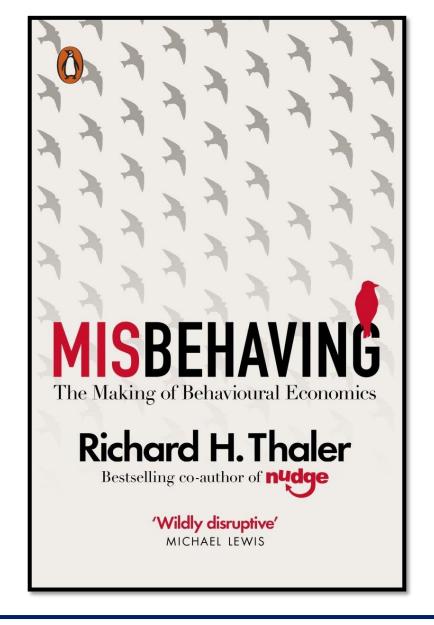
Joy and sadness

If I break a bottle of wine worth PLN 100 and someone gives me the same bottle as compensation, I will not feel joy. Joy will only appear when someone hands me a bottle of wine worth, for example, PLN 200.

Adolf Merckle

Adolf Merckle

- A German billionaire who committed suicide in 2009 due to the large losses his business suffered.
- In 2008, he was ranked 97th on the list of the richest people in the world published by Forbes magazine and was also one of the 5 richest Germans.





The End

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