

## Session 9: Merchants vs. TSPs II

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HBS

June 23rd 2009

# Agenda

- Today:

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  - Merchants vs. two-sided platforms II

# Merchants vs. TSPs (Hagiu 2007)

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- When selling through a TSP:

$$\begin{aligned}\pi^P(n) &= p^P(n) N^C - P^S - f \\ &= p^P(n) F\left(V(n) - np^P(n) - P^C\right) - P^S - f\end{aligned}$$

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- 3 Consumers decide to affiliate with intermediary or not
- 4 If merchant, then intermediary sets price per product  $p^M(n)$ ; if TSP, then each affiliated seller sets price  $p^P(n)$ ; in both cases, affiliated consumers decide whether or not to buy seller products.

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- 2 With *unfavorable* seller expectations:  $P^S = pF(v_0 - P^C) - f$ , so that:

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- Clearly:  $\Pi_{NF}^P < \Pi_F^P$ .

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  - e.g. launch of new platform (videogame consoles; Palm)

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- $\Pi^M > \Pi^P$  (if products are complements then  $p^P(n) > p^M(n)$ ; if substitutes (business-stealing) then  $p^P(n) < p^M(n)$ ).

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- BUT seller investment incentives under merchant model?
- Example: why don't videogame console manufacturers simply buy all the games they need from third-party developers?

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- Anything shocking in this model?

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  - indirect network effects only appear when there are some membership benefits/costs
- Rochet and Tirole (2006) integrates the two models:

$$U_1 = B_1 + (b_1 - p_1) n_2 - P_1$$

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  - Are firms two-sided platforms?

Thank you for your attention.