

# Principles of Economics

Pairing MobLab with Macmillan Learning textbooks helps students build intuition on economic concepts. The MobLab platform offers games, experiments, and surveys for interactive learning in and out of the classroom. **MobLab Modules** combine these elements along with instructional PowerPoints for ready-to-use lessons.

## MUST PLAY GAMES FOR PRINCIPLES OF ECONOMICS

### MobLab Game Competitive Market



Students see first-hand how the equilibrium market-clearing price results from the valuations of different buyers and costs of different sellers. Use the Competitive Market when covering **Supply and Demand** or **Government Interventions in a Competitive Market**.



Module for lessons on **Market Forces, Shifts in Supply & Demand, Elasticity, Price Controls, and Taxes**.

### MobLab Game Comparative Advantage

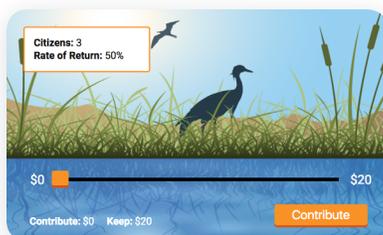


A notoriously difficult topic for students, students experience the distinction between **Absolute and Comparative Advantage** as well as the **Gains from Specialization and Trade**.



Module for lesson on **Economic Interdependence**.

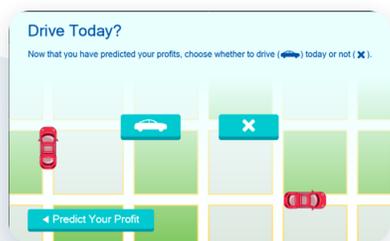
### MobLab Game Linear Public Goods



Students participate in a **Public Goods** game to clean up a water supply and experience the conflict between individual incentives and the collective interest.



Module for lesson on **Public Goods**.

**MobLab Game****Production, Entry & Exit**

By participating in a **Perfectly Competitive** ride-sharing market, students' decisions directly impact their earnings as they attempt to maximize their profit in the **Long-Run and Short-Run**.



Module for lesson on **Price Takers**.

**WE ALSO RECOMMEND**

Introduction to Markets

Adverse Selection & Market Failure

Game Theory

Monopoly & Oligopoly

Labor Markets

Money & Banking

MobLab Game: Private Value Sealed Bid Auction

MobLab Game: Market for Lemons

MobLab Game: Push-Pull (Prisoner's Dilemma)

MobLab Game: Cournot Competition

MobLab Game: Simple Labor Market

MobLab Game: Bank Run