

Kfar Giladi Quarries: Crisis During an Economic Recession

Opportunity Cost

In the gaming industry, there are many factors that they have to take into account. For example, if game developers spend time on a game franchise, then they can't have time to spend when it comes to other projects.



Aggregate Supply & Demand

If people bought more games, then the supply of the games would decrease and the price of games would increase. The aggregate supply curve would shift to the right, and the price of games would increase. If people don't like the game, GDP will decrease and the price of games will increase. Many people are willing to purchase the game, which will lead to an increase in the price of the game, and a decrease in the price of the game.



Employment/Unemployment

If a company is successful at selling a game, then they are able to make more money. This would allow more employment into the company and cause unemployment rates to decrease. If a game fails to sell, then employment for the company would decrease.



Factors of Production

- Labor - Development teams, beta testers, company workers
- Entrepreneurship - vision and advertisement
- Capital - Money, developer's software and equipment, resources



Productions Possibilities Curve

The production possibilities curve shows the trade-off between two goods. In the case of game development, it shows the trade-off between the number of games developed and the number of other projects. The curve is concave to the origin, indicating that the opportunity cost of producing more games increases as the number of games produced increases.



Supply & Demand

If the demand for games would increase, then the supply of games would decrease. The price of games would increase, and the price of other goods would decrease. If the supply of games would increase, then the price of games would decrease, and the price of other goods would increase. If the demand for games would decrease, then the price of games would decrease, and the price of other goods would increase.



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Supply & Demand

If the demand for games would increase, then the supply of games would increase. The price of games would increase, and the price of other goods would decrease. If the supply of games would increase, then the price of games would decrease, and the price of other goods would increase. If the demand for the game would increase, then the price of the game would increase, and the price of other goods would decrease.



Supply & Demand

If the demand of games would increase, then the supply of games would decrease. The price of games would decrease due to a rightward shift of supply curve. For example, if GTA V were to go on sale, then the demand for the game would increase. The opposite would happen if game prices raise.



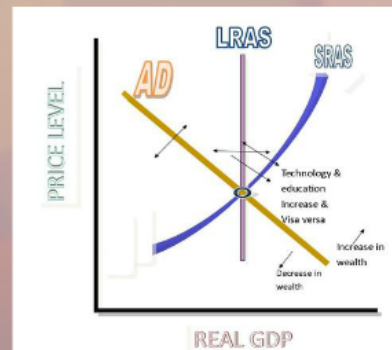
Opportunity Cost

In the Gaming Industry, there are many factors that they have to take into account. For example, if game developers spent time on a game franchise, then they won't have time to spend when it comes to other projects.



Aggregate Supply & Demand

If people bought more games, then the supply of the games would decrease and the price of games would increase. The GDP would increase because people are consuming more. People will want to invest more in game development since the industry will grow. If people don't like the game, GDP will decrease since there aren't many people who are willing to purchase the game. Which will lead to less consumerism, less investment, and an overall price drop.



Productions

Possibilities Curve

PS4 is better in terms of overall family entertainment. On the other side, Xbox One is better in terms of gaming experience. PS4 is more focused on family entertainment while Xbox is more catered to the gaming market. This means that both systems concentrate on different aspects to be more efficient. (Since they have development teams for the respective ideas.)



VS



Factors of Production

- Labor - Development teams, beta testers, company members
- Entrepreneurship - sponsors and advertisement
- For Nature/Land developers would need a company to make a game
- Capital - Money, development software and equipment, resources.



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