Discussion: Tipping and Concentration in Markets with Indirect Network Effects

Jean-Pierre Dubé, Günter J. Hitsch, Pradeep Chintagunta

Discussant: Robin S. Lee

November 7, 2008

FTC Microeconomics Conference

Overview

- On tipping, network effects:
 - Simple case (Standards, "One sided" networks):
 - Platforms non-strategic, no stand-alone value
 - Value from # of users/adopters
 - Failure to tip usually result of coordination failure

Overview

- On tipping, network effects:
 - Simple case (Standards, "One sided" networks):
 - Platforms non-strategic, no stand-alone value
 - Value from # of users/adopters
 - Failure to tip usually result of coordination failure
 - Multi-sided Networks:
 - Platforms strategic and differentiated; exclusive contracting
 - Heterogeneity in SW and preferences for SW
 - Consumers and firms can multihome
 - Same-side congestion effects
 - ⇒ Markets need not completely tip, despite strong network effects

Overview

- On tipping, network effects:
 - Simple case (Standards, "One sided" networks):
 - Platforms non-strategic, no stand-alone value
 - Value from # of users/adopters
 - Failure to tip usually result of coordination failure
 - Multi-sided Networks:
 - Platforms strategic and differentiated; exclusive contracting
 - Heterogeneity in SW and preferences for SW
 - Consumers and firms can multihome
 - Same-side congestion effects
 - ⇒ Markets need not completely tip, despite strong network effects
- Questions:
 - Do network effects still matter?
 - What does it mean to "reduce" network effects?



Application: Video Games

- Are videogames "tippy"?
 - Platforms are horizontally differentiated
 - Consumers and software are heterogeneous
 - Consumers and software multihome
- (⇒) Adoption decisions driven by more than software availability

Application: Video Games

- Are videogames "tippy"?
 - Platforms are horizontally differentiated
 - Consumers and software are heterogeneous
 - Consumers and software multihome
- (⇒) Adoption decisions driven by more than software availability
- Main modeling points:
 - No heterogeneity, multihoming
 - Consumers only care about # of SW products
 - Allow γ to be platform specific?
 - Consumers care about platform installed base?
 - ξ's are i.i.d.
 - Allow for persistence?



Final Remarks

- Main contributions:
 - Framework to measure importance of network effects: compare to reasonable counterfactual
 - Dynamic demand, pricing
 - Penetration pricing
- Future Directions:
 - Pricing:
 - Allow for richer model of declining MC
 - Currently holding fixed royalties on SW side; endogenize?
 - Network effects as BTF?