1. Using an appropriate supply diagram, explain the impact on the supply of educational computer games in the following cases:
2. The government provides subsidies for the purchase of educational computer games. [4]
3. There is an increase in the rate of commission paid to creators and the fee paid to distributors of educational computer games. [4]
4. The government introduces a 15 per cent sales tax on all computer games. [4]
5. There are technological advances in the production of educational computer games. [4]
6. Using an appropriate diagram, explain how the following changes affect the supply or the quantity supplied in each scenario:
7. Beijing raises the minimum wage for factory workers by 20 per cent. [4]
8. Drought causes vegetable prices to soar in France. [4]
9. New technology boosts productivity at Tata Motors, India's largest car-maker. [4]
10. The US government subsidises the output of hybrid cars. [4]
11. South Korea's Samsung launches new tablet computers to rival Apple's iPad. [4]