Report on Bachelor Thesis

Institute of Economic Studies, Faculty of Social Sciences, Charles University in Prague

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Advisor:	**Andreas Ortmann**
Title of the thesis:	**Self-Regulation and Government Oversight**

OVERALL ASSESSMENT *(provided in English, Czech, or Slovak):*

The thesis submitted by Vojtěch Moravec analyzes outcome of a game experiment in which the author studied behavior of two potential regulatory authorities – self-regulators and governments. The paper deals with theory as well and very comprehensively describes the experimet and discuses its results. The author demonstrates his excellent command of game theory, quite impressive given this is a bachelor thesis. The thesis is written in (very good) English and uses appropriate literature. **Therefore, I recommend that the thesis is accepted for the final exam and I suggest grade A („výborně").** The first chapter discusses basic theoretical concepts (the DFH model). I missed a "motivation" part of the paper where the author would explain what might be real-world motivation for his model and why it may be relevant.

The second chapter discusses the experiment design and is very challenging for reader (it definitely was for me) and could be written more clearly. For example, I didn't quite understand how to interpret the government pay-off c_g or why it is higher that SRO's payoff c. Similarly, both payoffs are very high compared to w, which probably doesn't matter for the model but keeps me confused. (Perhaps, motivation would explain the relative weight of these parameters).

The third chapter describes the experiment itself. I would appreciate some more comparison on the robustness of author's results (30 participants, 7 games played by each). Is it enough observations to make relatively strong conclusions?

The fourth chapter presents results of the experiemnt and discusses them extensively. I find the results' presentations in tables challenging again (in other words, I am puzzled by these tables). I appreciated discussion of the SRO's and Government strategies in the first (general) game and I find it satisfying that experiments confirm theoretical expectations. I was not sure, however, about the author's motivation for the hypothesis that "column" and "row" strategies would differ and didn't find the discussion of his hypothesis in chapter four comprehensive.

As a conclusion, I would like to stress that the thesis more than satisfy conditions for a bachelor thesis and I was impressed by Vojtěch's work.

SUMMARY OF POINTS AWARDED *(for details, see below):*

CATEGORY		POINTS
Literature	*(max. 20 points)*	20
Methods	*(max. 30 points)*	30
Contribution	*(max. 30 points)*	22
Manuscript Form	*(max. 20 points)*	20
TOTAL POINTS	*(max. 100 points)*	**92**
GRADE	(1 – 2 – 3 – 4)	**1**

NAME OF THE REFEREE: *Ondřej Schneider*

DATE OF EVALUATION: *29. května 2009*

Referee Signature