

Report on Bachelor / Master Thesis

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

Student:	Tomáš Karhánek
Advisor:	Michal Šoltés
Title of the thesis:	Lottery premium in video gaming environment

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

Please provide a summary of the thesis, your assessment of each of the four key categories, and an overall evaluation and suggested questions for the discussion. The minimum length of the report is 300 words.

Short summary

I find the topic very interesting and like the author's attempt to address new questions in an underexplored environment. Furthermore, I appreciate the unique data collection and the author's effort to explain the key terms that are likely unfamiliar to many potential readers.

My primary concern is an insufficient link between the theory and the empirical exercises. As a result, many of the hypotheses tested do not seem well-reasoned. Additionally, I would appreciate a more detailed discussion of the main findings. For example, the author could include a chapter discussing the implications of the hypotheses.

Additionally, there are several minor issues. The introduction is not informative about the main results and main findings. A reader will not learn the results until Chapter 6. Tables and figures are not self-explanatory. For example, Table 4.3 is unclear about the units (USD? EUR? CZK? Not currency at all?) The same for figure 4.1.

I would also appreciate a discussion that would provide intuition and an explanation of the regression specification. In particular, while the author used *age* and *disposable_inc*, I would also expect age^2 and $disposable_inc^2$. And if there are good reasons not to include these, the author should explain. Additionally, I find it confusing that the author uses the *author* and *writer* to refer to himself. I would suggest he choose one and stick with it.

Some issues could have been addressed if I had the chance to see the thesis before it was submitted and if the author has cooperated more.

Contribution

In general, the video gaming environment seems to be both policy-relevant (or soon to be) and understudied. Therefore, I view the thesis as important and highly relevant. Additionally, I also appreciate that the author proposed a novel way to study the environment. The contribution is undoubtedly one of the best features of the thesis.

Methods

I think the methods and especially the link between the theory and the empirical exercises could be improved. In particular, I would find it appropriate to use the theory to narrow down the exact research question, ideally pinned down to one or two parameters and clear hypotheses saying that these parameters should be positive/negative; and under what circumstances. And then test these hypotheses empirically.

As for the empirical methods, there are some other concerns. First, as it is often an issue with online surveys, the collected data are unlikely representative even for the gaming community. The author could discuss the potential implications for his results. Second, the author could discuss the regression specification, i.e., why

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including only the linear terms of age and income. Third, I would not use the term "...have a significant influence..", as the results capture correlation and not causality.

Literature

The literature review seems to be carefully prepared, and the author knows the primary texts studying decisions under uncertainty. However, I miss more recent literature exploring: (i) gambling in general (as opposed to video gaming); (ii) behavioral biases in decisions under uncertainty.

Manuscript form

The thesis is well-written, and readers can easily follow the author's thoughts. The author has taken the time to read and edit the text carefully and think about the gaming environment. In particular, I appreciate the attention the author paid to the terms from the gaming environment. Some minor issues: tables and figures should be self-explanatory; I would appreciate if the main findings were already in the introduction; some paragraphs seem unnecessary; do not use two terms – the author and the writer interchangeably - it is not necessary, and it confuses readers; have the bibliography in one style; do not use commas instead of decimal points.

Overall evaluation and suggested questions for the discussion during the defense

In my view, the thesis fulfills the requirements for a bachelor thesis at IES, Faculty of Social Sciences, Charles University. I recommend it for the defense and suggest a grade B.

The results of the Urkund analysis do not indicate significant text similarity with other available sources.

Suggested Qs:

- What do you think would happen to the video gaming environment and players' behavior if players could sell their accounts? Do you expect some of your results could change?
- What do you think would happen to your results if you had a representative sample of respondents?
- Could you think of a design or experiment in which it would be possible to test causality in some of your hypotheses?

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

CATEGORY	POINTS
<i>Contribution (max. 30 points)</i>	29
<i>Methods (max. 30 points)</i>	24
<i>Literature (max. 20 points)</i>	16
<i>Manuscript Form (max. 20 points)</i>	18
TOTAL POINTS (max. 100 points)	87
GRADE (A – B – C – D – E – F)	B

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NAME OF THE REFEREE: *Mgr. Michal Šoltés, M.A.*

DATE OF EVALUATION:

Referee Signature

EXPLANATION OF CATEGORIES AND SCALE:

CONTRIBUTION: *The author presents original ideas on the topic demonstrating critical thinking and ability to draw conclusions based on the knowledge of relevant theory and empirics. There is a distinct value added of the thesis.*

METHODS: *The tools used are relevant to the research question being investigated, and adequate to the author's level of studies. The thesis topic is comprehensively analyzed.*

LITERATURE REVIEW: *The thesis demonstrates author's full understanding and command of recent literature. The author quotes relevant literature in a proper way.*

MANUSCRIPT FORM: *The thesis is well structured. The student uses appropriate language and style, including academic format for graphs and tables. The text effectively refers to graphs and tables and disposes with a complete bibliography.*

Overall grading:

TOTAL	GRADE
91 – 100	A
81 - 90	B
71 - 80	C
61 – 70	D
51 – 60	E
0 – 50	F