

Report on Bachelor / Master Thesis

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

Student:	Michal Bureš
Advisor:	PhDr. Jiří Kukačka
Title of the thesis:	Agent-based model of the Software Market

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

In his thesis the author applies agent-based modelling methodology on the software market. He derives and implements an original model and focuses mainly on the derivation of the model and explanation of the methodology. Specific features of the software market are discussed and presented as assumptions of the model. Based on these principles the author constructs a model of the software market with complex customer behaviour. In the end he tests the model in an application he developed for this purpose. Responses of the model to dynamic modifications of individual parameters are tested using the application. A simple case scenario in which the author applies the model on the dynamic market of game engines is presented.

The model was programmed in C++ and I highly appreciate the amount of original work needed to create the computational model. Moreover, the fact that all supporting materials (mostly the source code) are included in the submission makes the research transparent and reproducible. On the other hand, the literature review could have been more elaborate and less general.

The thesis is well structured and it is written in good English. The manuscript includes all the formal requirements such as lists of tables and figures and outputs in appendices. The figures and tables are clear and properly titled.

I consider this thesis **very good**.

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

CATEGORY	POINTS
<i>Literature</i> (max. 20 points)	10
<i>Methods</i> (max. 30 points)	20
<i>Contribution</i> (max. 30 points)	28
<i>Manuscript Form</i> (max. 20 points)	18
TOTAL POINTS (max. 100 points)	76
GRADE (1 – 2 – 3 – 4)	2

NAME OF THE REFEREE: *Tomas Klinger*

DATE OF EVALUATION: 10.6.2015



Referee Signature

