

# Nick Ballou

## PHD CANDIDATE - MOTIVATIONAL PSYCHOLOGY OF VIDEO GAMES

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## Education

### Queen Mary, University of London

#### CDT in Intelligent Games and Game Intelligence (IGGI)

London, UK

PHD IN VIDEO GAME PSYCHOLOGY

Sep. 2019–present

- **Topic:** When does frustration in games motivate and support well-being, and when not?
- **Themes:** self-determination theory, dysregulated gaming (aka gaming disorder), player experience
- **Supervisors:** Prof Sebastian Deterding (University of York), Dr Laurissa Tokarchuk (Queen Mary), and Dr David Zendle (University of York)

### University of Cambridge

Cambridge, UK

MPhil with distinction IN THEORETICAL AND APPLIED LINGUISTICS

2017–2018

- Research areas: phonetics, second language acquisition, computer-assisted language learning
- Supervisor: Dr Calbert Graham

### Tulane University

New Orleans, LA, USA

BS magna cum laude IN LINGUISTICS AND ENVIRONMENTAL STUDIES

2012–2016

## Skills

<b>Programming</b>	R(Markdown), LaTeX, Python (Basic), SQL (Basic)
<b>Research Methods</b>	Inferential Statistics, Structural Equation Modeling, Multi-level models
<b>Open Science</b>	Data Sharing/Management, Preregistration, Questionable Research/Measurement Practices
<b>Languages</b>	German (C1), Dutch (B2), French (B1)
<b>Games</b>	Game Design, Game Development (Unity/C#), User Research

## Publications

### JOURNAL ARTICLES

**Ballou, N.** & Van Rooij, A. J., (2021). The Relationship between Mental Well-Being and Dysregulated Gaming: A Specification Curve Analysis of Core and Peripheral Criteria in Five Gaming Disorder Scales.

*Royal Society Open Science*, 8(5), pp. 1–28, 2021, DOI: [10.1098/rsos.201385](https://doi.org/10.1098/rsos.201385)

**Ballou, N.** & Zendle, D., (2021). “Clinically Significant Distress” in Internet Gaming Disorder: An Individual Participant Meta-Analysis.

*Computers in Human Behavior*, p. 107140, 2021, DOI: [10.1016/j.chb.2021.107140](https://doi.org/10.1016/j.chb.2021.107140)

Vuorre, M., Zendle, D., Petrovskaya, E., **Ballou, N.** & Przybylski, A. K., (2021). A Large-Scale Study of Changes to the Quantity, Quality, and Distribution of Video Game Play during a Global Health Pandemic.

*Technology, Mind, and Behavior*, 2(4), 2021, DOI: [10.1037/tmb0000048](https://doi.org/10.1037/tmb0000048)

Zendle, D., Meyer, R. & **Ballou, N.**, (2020). “The Changing Face of Desktop Video Game Monetisation: An Exploration of Trends in Loot Boxes, Pay to Win, and Cosmetic Microtransactions in the Most-Played Steam Games of 2010-2019”.

*PLOS ONE*, 2020, DOI: [10.1371/journal.pone.0232780](https://doi.org/10.1371/journal.pone.0232780)

Zendle, D., Meyer, R., Cairns, P., Waters, S. & **Ballou, N.**, (2020). “The Prevalence of Loot Boxes in Mobile and Desktop Games”.

*Addiction*, 2020, DOI: [10.1111/add.14973](https://doi.org/10.1111/add.14973)

### CONFERENCE PAPERS

**Ballou, N.**, Breitsohl, H., Kao, D., Gerling, K. & Deterding, S. (2021) Not Very Effective: Validity Issues of the Effectance in Games Scale

*CHI PLAY '21 Extended Abstracts*, 2021, DOI: [10.1145/3450337.3483492](https://doi.org/10.1145/3450337.3483492)

**Ballou, N.**, Warriar, V. R. & Deterding, S. (2021) “Are You Open? A Content Analysis of Transparency and Openness Guidelines in HCI Journals”

CHI '21 Conference on Human Factors in Computing Systems, 2021, Yokohama, DOI: [10.1145/3411764.3445584](https://doi.org/10.1145/3411764.3445584)

Ratcliffe, J., **Ballou, N.** & Tokarchuk, L. (2021) Actions, Not Gestures: Contextualising Embodied Controller Interactions in Immersive Virtual Reality

*Proceedings of the 27th ACM Symposium on Virtual Reality Software and Technology*, 2021, Osaka Japan, DOI: [10.1145/3489849.3489892](https://doi.org/10.1145/3489849.3489892)

## PRE-PRINTS

**Ballou, N.**, Gbadamosi, C. & Zendle, D., (2020). “The Hidden Intricacy of Loot Box Design: A Granular Description of Random Monetized Reward Features”.

*Under review. Preprint available on PsyArXiv*, 2020, DOI: [10.31234/osf.io/xeckb](https://doi.org/10.31234/osf.io/xeckb)

## WRITTEN EVIDENCE

Petrovskaya, E., **Ballou, N.** & Zendle, D. (2021) ASA Consultation on In-Game Purchasing.

*Advertising Standards Authority (UK)*, 2021

Zendle, D., **Ballou, N.** & Petrovskaya, E. (2020) Loot Boxes in Video Games: Call for Evidence.

*Department for Digital, Culture, Media and Sport (UK)*, 2020

## Grants

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**2021**     **£2k**, CFH award for research on objectively logged gaming behavior on Xbox (lead grantwriter)

*Centre for Future Health*

**2015**     **\$1k**, Devlin Internship Grant

*Tulane University*

## Scholarships

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**2019–23**     **£69k**, EPSRC PhD Funding - CDT in Intelligent Games and Games Intelligence (IGGI)

*QMUL*

**2018**     **€7k (declined)**, AIPHEs Pre-doctoral Training Grant

*Universität Heidelberg*

**2012–16**     **\$108k**, Presidential Merit Scholarship

*Tulane University*

## Other Academic Work

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### ReproducibiliTea, QMUL Chapter

ORGANISER

*Sep. 2020–present*

- Founder and organizer of local journal club chapter for monthly discussions of science reform
- Grew attendance to 15+ across disciplines and career stages
- Initiated collaborations with faculty members at QMUL, the library, and ReproTea organisers at other institutions

### UK Reproducibility Network

LOCAL NETWORK LEAD

*March 2021–present*

- Responsible for coordinating open science-related groups at QMUL
- Active efforts to reform which metrics are used to evaluate faculty

## Work Experience

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### Rainbow Primary School

*Hong Kong*

PRIMARY ENGLISH TEACHER

*Aug. 2018–Jul. 2019*

- Designed and delivered up to 20 English lessons per week for grades 2 and 6
- Evaluated and introduced e-learning resources for grammar and phonics acquisition

### University of Cambridge

*Cambridge, UK*

PHONETICS RESEARCH ASSISTANT

*Jul. 2018–Aug. 2018*

- Conducted comprehensive literature review and paper annotation for the summary article of a *Phonetica* special issue, spanning topics in phonetics, phonology, and psycholinguistics