

# Nick Ballou

## PHD CANDIDATE - MOTIVATIONAL PSYCHOLOGY OF VIDEO GAMES

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## Education

### Queen Mary, University of London - Centre for Doctoral Training in Intelligent Games and Game Intelligence (IGGI)

London, UK

PHD IN VIDEO GAME PSYCHOLOGY

Sep. 2019–present

- Research areas: self-determination theory, game design, well-being & dysregulated gaming
- Supervisors: Dr Laurissa Tokarchuk (Queen Mary), Dr Sebastian Deterding (University of York), 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 (intermediate), LaTeX, Python (basic)
<b>Research Methods</b>	Inferential Statistics, Robust and Reproducible Science
<b>Linguistics</b>	Phonetic Analysis, Transcription, NLTK
<b>Languages</b>	German (C1), Dutch (B2), French (B1)
<b>Games</b>	Game Design, Game Development (Unity/C#), User Research

## Experience

### 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

## Grants

**2019–23 £63k**, 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

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

Tulane University

## Publications

### JOURNAL ARTICLES

**Ballou, N.**, Gbadamosi, C. T. T. & Zendle, D., (2020). The Hidden Intricacy of Loot Box Design: A Granular Description of Random Monetized Reward Features. *Preprint, under review. Available on PsyArXiv*. DOI: [10.31234/osf.io/xeckb](https://doi.org/10.31234/osf.io/xeckb).

**Ballou, N.** & Van Rooij, A. J., (2020). The Relationship between Mental Well-Being and Dysregulated Gaming: A Specification Curve Analysis of Core and Peripheral Criteria in Five Gaming Disorder Scales. *Preprint, under review. Available on PsyArXiv*. DOI: [10.31234/osf.io/bvyhc](https://doi.org/10.31234/osf.io/bvyhc).

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

#### MEDIA ATTENTION

Busby, M., (2019). Loot Boxes Increasingly Common in Video Games despite Addiction Concerns. *The Guardian*.  
URL: <https://www.theguardian.com/games/2019/nov/22/loot-boxes-increasingly-common-in-video-games-despite-addiction-concerns>.