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

Programming	R (intermediate), LaTeX, Python (basic)
Research Methods	Inferential Statistics, Robust and Reproducible Science
Linguistics	Phonetic Analysis, Transcription, NLTK
Languages	German (C1), Dutch (B2), French (B1)
Games	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

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.

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.

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.