

# 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.**, Deterding, S., Iacovides, I. & Helsby, L. (2022) Do People Use Games to Compensate for Psychological Needs During Crises? A Mixed-Methods Study of Gaming During COVID-19 Lockdowns

*CHI '22 Conference on Human Factors in Computing Systems*, 2022, New Orleans, DOI: [10.1145/3491102.3501858](https://doi.org/10.1145/3491102.3501858)

- 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)

## TEAM SCIENCE AND CONSORTIA

- Parsons, S., Azevedo, F., Elsherif, M. M. & **110 others including Nick Ballou**, (2022). A Community-Sourced Glossary of Open Scholarship Terms.  
*Nature Human Behaviour*, 6(3), pp. 312–318, 2022, DOI: [10.1038/s41562-021-01269-4](https://doi.org/10.1038/s41562-021-01269-4)
- Stewart, S., Pennington, C. R. & **8 other UKRN leads, including Nick Ballou**, (2022). Reforms to Improve Reproducibility and Quality Must Be Coordinated across the Research Ecosystem: The View from the UKRN Local Network Leads.  
*BMC Research Notes*, 15(1), p. 58, 2022, DOI: [10.1186/s13104-022-05949-w](https://doi.org/10.1186/s13104-022-05949-w)

## PRE-PRINTS AND JURIED WORK

- Ballou, N.** et al. (2022) Self-Determination Theory in HCI : Shaping a Research Agenda  
*CHI '22 Extended Abstracts*, 2022, New Orleans, DOI: [10.1145/3491101.3503702](https://doi.org/10.1145/3491101.3503702)
- 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

- |             |   |                          |
|-------------|---|--------------------------|
| <b>2022</b> | <b>£4k</b> , Awarded to conduct research objective logging of Xbox gaming                       | IGGI CDT                 |
| <b>2021</b> | <b>£2k</b> , Awarded to conduct research on objective logging of Xbox gaming (lead grantwriter) | Centre for Future Health |
| <b>2015</b> | <b>\$1k</b> , Devlin Internship Grant   | Tulane University        |

## Scholarships

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|----------------|--|------------------------|
| <b>2019–23</b> | <b>£69k</b> , EPSRC PhD Funding - CDT in Intelligent Games and Games Intelligence (IGGI) | QMUL                   |
| <b>2018</b>    | <b>€7k (declined)</b> , AIPHEs Pre-doctoral Training Grant                               | Universität Heidelberg |
| <b>2012–16</b> | <b>\$108k</b> , Presidential Merit Scholarship   | Tulane University      |

## Other Academic Work

## ReproducibiliTea, QMUL Chapter

ORGANISER

Sep. 2020–present

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

## UK Reproducibility Network

LOCAL NETWORK LEAD

March 2021–present

- Responsible for coordinating open science-related groups at QMUL
- Coordinated and analyzed survey on awareness and use of open sciences practices 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