Nick **Ballou**

PHD CANDIDATE - MOTIVATIONAL PSYCHOLOGY OF VIDEO GAMES

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Education

PhD in Video Game Psychology   2019–present

QUEEN MARY UNIVERSITY OF LONDON

CDT IN INTELLIGENT GAMES AND GAME INTELLIGENCE (IGGI)

- **Topic**: When do games motivate and support well-being, and when not?
- **Themes**: self-determination theory, digital trace data, player experience
- **Supervisors**: Prof Sebastian Deterding (Imperial College London), Dr Laurissa Tokarchuk (Queen Mary), and Dr David Zendle (University of York)

MPhil *with distinction* in Theoretical and Applied Linguistics   2017–2018

UNIVERSITY OF CAMBRIDGE

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

BS *magna cum laude* in Linguistics and Environmental Studies   2012–2016

TULANE UNIVERSITY

Skills

Open Science	Data sharing/management, preregistration, questionable research practices (QRPs)
Research Methods	Digital trace data, surveys, longitudinal studies, qualitative methods (e.g., grounded theory)
Programming	R(Markdown), LaTeX, Python (Basic), SQL (Basic)
Statistics	Multilevel models, structural equation modeling

Selected Publications

For a complete list of publications, please see my 8 Google Scholar page. Open access versions are available by clicking the 🔓 icons.

JOURNAL ARTICLES

🔓 **Ballou**, **N.** & Zendle, D. (2022). "Clinically Significant Distress" in Internet Gaming Disorder: An Individual Participant Meta-Analysis.
Computers in Human Behavior, p. 107140, 2022, DOI: 10.1016/j.chb.2021.107140

🔓 **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

🔓 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

🔓 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

🔓 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

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, DOI: `10.1145/3491102.3501858`

Ballou, **N.**, Gbadamosi, C. & Zendle, D. (2022). "The Hidden Intricacy of Loot Box Design: A Granular Description of Random Monetized Reward Features".
In press at DiGRA, 2022, DOI: `10.31234/osf.io/xeckb`

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`

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, DOI: `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, DOI: `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`

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`

Pre-prints and Juried Work

Ballou, **N.** (2022). A Manifesto for More Productive Psychological Games Research.
2022, DOI: `10.31234/osf.io/fp89z`

Ballou, **N.** et al. (2022) Self-Determination Theory in HCI : Shaping a Research Agenda
CHI '22 Extended Abstracts, 2022, DOI: `10.1145/3491101.3503702`

Zendle, D. et al. (2022). Understanding Whether Lockdowns Lead to Increases in the Heaviness of Gaming Using Massive-Scale Data Telemetry: An Analysis of 251 Billion Hours of Playtime.
Preprint, 2022, DOI: `10.31234/osf.io/fm8gk`

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

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

Scholarships

2019–23	**£69k**, EPSRC PhD Funding, IGGI Centre for Doctoral Training	*QMUL*
2018	**€7k (declined)**, AIPHES Pre-doctoral Training Grant	*Universität Heidelberg*
2012–16	**$108k**, Presidential Merit Scholarship	*Tulane University*

Other Academic Work

Research Development Instructor
QMUL Researcher Development Programme

2021–present

- Propose, design, and lead workshops on peer review/publication bias, and questionable research practices
- Address open research issues with PhD students and postdocs across a wide range of disciplines

Organiser and Founder
ReproducibiliTea, QMUL Chapter

2020–present

- Established local chapter of global ReproducibiliTea journal club 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

Local Network Lead
UK Reproducibility Network

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

Non-Academic Experience

Primary English Teacher
Rainbow Primary School

2018–2019

Hong Kong

- 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

Phonetics Research Assistant
University of Cambridge

Jul. 2018–Aug. 2018

Cambridge, UK

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