

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. 2019–2013

- Research areas: self-determination theory, game design, well-being & dysregulated gaming
- Supervisors: Dr Laurissa Tokarchuk (Queen Mary) and Dr Sebastian Deterding (University of York)

University of Cambridge

Cambridge, UK

MPHIL *with distinction* IN THEORETICAL AND APPLIED LINGUISTICS

Sep. 2017–Jul. 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

Sep. 2012–May. 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)

Queen Mary

University of London

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

PREPRINTS

Zendle, D., **Ballou, N.** & Meyer, R., (2019). 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. DOI: [10.31234/osf.io/u35kt](https://doi.org/10.31234/osf.io/u35kt).

Zendle, D., Meyer, R., Waters, S., **Ballou, N.** & Cairns, P., (2019). The Prevalence of Loot Boxes in Mobile and Desktop Games. DOI: [10.31234/osf.io/mkhp2](https://doi.org/10.31234/osf.io/mkhp2).

MEDIA ARTICLES TALKING ABOUT MY WORK

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>.