

Nathan Gerard Jayy Hughes

Telephone: 07718208488

Email: sch538@york.ac.uk

5 North Lane, York, Yorkshire, YO24 2NS

Education	Mark
PhD in Intelligent Games and Games Intelligence (IGGI) – University of York – York <i>2018 - Present</i>	
A fully-funded 4 year EPSRC scholarship. The project is under the supervision of Prof Paul Cairns, and investigates the player experience of 'open world' games, specifically around choice behaviour.	<i>Pending</i>
Master of Psychology (MPsych) - University of York – York <i>2014 - 2018</i>	2:1
4 th Year Project: Trust in Autonomous Vehicles: How Perception Affects Proxemic Driving Behaviour	75
A and AS Levels - Cardinal Newman College – Preston <i>2012 - 2014</i>	
A Levels: Chemistry, Psychology, Sociology	A
AS Level: Biology	A
GCSEs - Holy Cross Roman Catholic High School – Chorley <i>2007-2012</i>	
GCSEs: Chemistry, Mathematics, Biology, Physics, English Literature, English Language, RE	A*- A
Diploma and BTECs: Environmental and Land Based Studies, ICT, PE	A*, Distinction
Research Experience	
Voluntary Research Assistant/Student Technician, July 2016 – October 2018 <i>Psychology Department, University of York</i>	
<ul style="list-style-type: none">• Voluntary Research Assistant for Dr Cade McCall• Student Technician July - September 2017 investigating the impact of autonomous vehicles on driving behaviour<ul style="list-style-type: none">○ Used a driving simulator and virtual reality to lead experiments with up to 4 simultaneous participants, having run over 100 participants independently○ Performed exploratory data analysis assessing the extent manipulation of instruction (e.g. drive fast, drive carefully) had on driving behaviour○ Assisted resolving coding errors e.g. incorrect scenario triggers from the script resulting in infinite values• Since July 2016 assisted in projects such as creating a Unity project to play 360° videos of pre-recorded social interactions on the inside of an inverted sphere	
Voluntary Research Assistant, May 2017 – October 2018 <i>Wolfson Centre, University of York</i>	
<ul style="list-style-type: none">• Assisting Dr Sophie Brigstocke with projects involving child diagnostic assessment data• Inputted diagnostic assessment data to create a database for future psychological research on correlations between diagnoses, Strengths and Difficulties Questionnaire (SDQ) scores, and attainment• Independently handled highly confidential information from 200 casefiles transferred from filing cabinets• Designing a psychoeducational website for children with attention difficulties to highlight their strengths and weaknesses<ul style="list-style-type: none">○ In collaboration with LimeTrees, a part of the Child & Adolescent Mental Health Service (CAMHS)	

Skills & Abilities

Computers and Coding

- Created a prototype decision-based story game built in Unity and written in C#, involving:
 - Coding of a dialogue parser and decision manager
 - Interface design for layout of the game window
 - Fictional writing of plot and choices
 - Character illustrations
 - <https://www.youtube.com/watch?v=WtpwxmtSWns>
- In-depth understanding of design programs such as Photoshop and Manga Studio 5.0 from work as a freelance graphic artist/illustrator taking commissions online

Research Analysis

- Proficient with data analysis systems such as RStudio and SPSS from degree work:
 - Wrote scripts in R to import, tidy and aggregate raw data from a driving simulator for analysis
 - Achieved 85% on the RStudio practical assessments for an Advanced Research Methods module
 - Computed a two-way repeated measures ANOVA on experimental reaction time data from E-Prime, testing the effect of sex on cuing attention via gaze

Communication

- Articulate and comfortable communicating in public and group settings across a variety of mediums
 - Examples include a TEDx talk, presenting posters of undertaken psychological projects, frequent lab discussion meetings and presentations to module groups

Public Engagement

LGBT Advocate

- TEDx University of York student speaker - *Fixing the SHELF (Apr 24th, 2016)*
 - Presented a talk on overcoming transgender inequalities in the UK bringing together personal experience and empirical research
 - <https://www.youtube.com/watch?v=JvMmPS03eX0>
- Volunteer for Lancashire LGBT, Preston
 - Delivered talks on transgender issues to police cadets and primary school teachers to highlight hate crimes and gender dysphoria in children
 - Conducted data analysis on group attendance at support groups to aid future planning by summarising and exploring demographical information
- Aided in publication of the updated Transgender Toolkit for schools in Lancashire, providing guidance for schools with gender variant pupils
- Panellist for a discussion on the Fluidity of Sexuality at the University of York, raising awareness of the intersectionality of gender and sexuality for transgender individuals
- Current member in the Trans Advisory Group for Lancashire LGBT, and the Research Advisory Board for Nottingham Centre for Gender Dysphoria
 - Offering feedback and advice on current research and events to aid in their conceptualisation

Freelance Illustrator and Writer

- Online graphic design artist taking commissions for a variety of illustrations such as icons, reference sheets
- Participant in NaNoWriMo (National Novel Writing Month) 2017, whereby wrote a 50,000-word novel draft within 30 days
- Creator and manager of an online blog dedicated to the development and progress of aforementioned novel series and associated illustrations
 - <http://terraneantales.tumblr.com/>

Publications

Scholten, O. J., Hughes, N. G. J., Deterding, S., Drachen, A., Walker, J. A., & Zendle, D. (2019, October). **Ethereum Crypto-Games: Mechanics, Prevalence, and Gambling Similarities**. In Proceedings of the Annual Symposium on Computer-Human Interaction in Play (pp. 379-389).

References available upon request

