


Chaudhary, S., Li, L., Berki, E., Helenius, M., Kela, J., & Turunen, M. (2015). Applying finite state process algebra to formally specify a computational model of security requirements in the key2phone-mobile access solution. In Lecture Notes in Computer Science (pp. 128-145). (Lecture Notes in Computer Science; Vol. 9128). Springer Verlag. DOI: 10.1007/978-3-319-19458-5_9


Vepsäläinen, T., & Kuikka, S. (2015). Design Patterns for Model-Driven Development. Communications in Computer and Information Science, 555, 21-38. DOI: 10.1007/978-3-319-25579-8_2


Raunio, J-P., Ritala, R., & Välimäki, T. (2015). Optimal operation of a three camera system on a four-wheel robot. In IMEKO XXI World Congress, Fundamental and Applied Metrology, Proceedings, August 31-September 4, 2015, Prague, Czech Republic (pp. 968-973)


Saarinen, M-J. O., & Brumley, B. B. (2015). WHIRLBOB, the Whirlpool Based Variant of STRIBOB. In S. Buchegger, & M. Dam (Eds.), *Secure IT Systems - 20th Nordic Conference, NordSec 2015, Stockholm, Sweden, October 19-21, 2015, Proceedings* (pp. 106-122). (Lecture Notes in Computer Science; Vol. 9417). Springer Verlag. DOI: 10.1007/978-3-319-26502-5_8


Kiili, K., Ketamo, H., & Kickmeier-Rust, M. D. (2014). Eye Tracking in Game-based Learning Research and Game Design. International Journal of Serious Games, 1(2), 51-65. DOI: 10.17083/ijsg.vi2i.15


Kiili, K., & Perttula, A. (2014). Flow in SGs. Game and Learning Alliance GALA.


