Smile to save it: facial expressions for lifelogging
Current aim was to introduce and initially evaluate the performance of a system called Extended Cognition, which was
developed for enhancing the filtering of emotionally meaningful information from visual lifelogging data. The system is
proposed to add facial expression markers to the stream of visual lifelogging data in order to later find special, possibly
emotionally meaningful moments from the data. In an initial user study we collected subjective evaluations (N=10) about
the ergonomics of the data measurement setup and the use of voluntary smiles and frowns for adding markers.
Experience evaluations about the system were also collected. Results showed that data measurement setup was
ergonomic to use and the system was evaluated positively. Smiling was rated as pleasant, natural, and functional
expression for data marking purposes. Participants considered that, for example, the system would support memorization,
and that it could be used to share important memories with others.

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Authors: Venesvirta, H., Špakov, O., Gizatdinova, Y., Tuisku, O., Rantanen, V., Verho, J., Vetek, A., Lekkala, J., Surakka,
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MergeTree: A Fast Hardware HLBVH Constructor for Animated Ray Tracing
Ray tracing is a computationally intensive rendering technique traditionally used in offline high-quality rendering. Powerful
hardware accelerators have been recently developed that put real-time ray tracing even in the reach of mobile devices.
However, rendering animated scenes remains difficult, as updating the acceleration trees for each frame is a memory-
intensive process. This article proposes MergeTree, the first hardware architecture for Hierarchical Linear Bounding
Volume Hierarchy (HLBVH) construction, designed to minimize memory traffic. For evaluation, the hardware constructor is
synthesized on a 28nm process technology. Compared to a state-of-the-art binned surface area heuristic sweep (SAH)
builder, the present work speeds up construction by a factor of 5, reduces build energy by a factor of 3.2, and memory
traffic by a factor of 3. A software HLBVH builder on a graphics processing unit (GPU) requires 3.3 times more memory
traffic. To take tree quality into account, a rendering accelerator is modeled alongside the builder. Given the use of a
toplevel build to improve tree quality, the proposed builder reduces system energy per frame by an average 41% with
primary rays and 13% with diffuse rays. In large (> 500K triangles) scenes, the difference is more pronounced, 62% and
35%, respectively.

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Ethics as a skill of software engineer?

One problem of the increasing intelligence of the systems is that the number of decisions having an ethical component is increasing, too. Traditionally, the designers of the system seldom made ethical decisions; the ethics was left for the user. However, when the system itself makes decisions, the ethical consequences have to be solved when the system is made. Since these decisions are mostly implemented by software, it is often the programmers that have to make these decisions. Another problem is, if a programmer is asked to make illegal or unethical software. The well-known example of emission faking by car manufactures is an example of such software, but this seems to be far more common than this.

We have several ethic codes as the ethical guidelines for engineering. They give full ethical responsibility to engineers on the design and implementation of systems. The specific problem with software is that the programmers do not necessarily realise the ethical nature of the system; either they do not understand the application area enough to see it, or they do not know the full context of the piece of software they are implementing.

The conclusion discusses how to embed the awareness of ethical questions in software engineering education.
Towards Framework for Choosing 360-degree Video SDK

360-degree videos are gaining popularity among consumers. Still, software developers are early adopters of technology so it is important to map their needs for 360-degree video development. They use software development kits that help creating software on the 360-degree video software domain. We want to find out which factors developers need to take into account when choosing these software development kits. In this position paper we describe a preliminary 360-degree video SDK choosing criteria, based on literature and our own experiences, which we plan to evaluate with a survey.

Fast Hardware Construction and Refitting of Quantized Bounding Volume Hierarchies

There is recent interest in GPU architectures designed to accelerate ray tracing, especially on mobile systems with limited memory bandwidth. A promising recent approach is to store and traverse Bounding Volume Hierarchies (BVHs), used to accelerate ray tracing, in low arithmetic precision. However, so far there is no research on refitting or construction of such compressed BVHs, which is necessary for any scenes with dynamic content. We find that in a hardware-accelerated tree update, significant memory traffic and runtime savings are available from streaming, bottom-up compression. Novel algorithmic techniques of modulo encoding and treelet-based compression are proposed to reduce backtracking inherent in bottom-up compression. Together, these techniques reduce backtracking to a small fraction. Compared to a separate top-down compression pass, streaming bottom-up compression with the proposed optimizations saves on average 42% of memory accesses for LBVH construction and 56% for refitting of compressed BVHs, over 16 test scenes. In architectural simulation, the proposed streaming compression reduces LBVH runtime by 20% compared to a single-precision build, and 41% compared to a single-precision build followed by top-down compression. Since memory traffic dominates the energy cost of refitting and LBVH construction, energy consumption is expected to fall by a similar fraction.
Nursing students' experiential learning processes using an online 3D simulation game

The growing use of game-based simulation in healthcare education reflects the opportunities afforded to learners by serious games, which simulate real-world situations and enable students to emulate the roles of healthcare professionals in a safe and engaging learning environment. As part of a design-based research project to design, test, and evaluate an online 3D simulation game for use in game-based simulation in healthcare education, the present study applied Kolb's experiential learning theory to investigate nursing students' experiential learning processes during a 3D simulation game. The data, collected from eight nursing students, comprised audio and video recordings from gaming sessions and focus group interviews. The results indicate that in 3D simulation game, patient-related experiences were supported by audiovisual authenticity, the authenticity of scenarios, and interactivity. Feedback triggered students to reflect on their own learning processes. Students conceptualised knowledge by applying nursing theory, and they internalised procedures that can be used in real life. They also had an opportunity to experiment by exploring and making decisions in the gaming environment. One of the main issues arising from these findings is that 3D simulation games used in game-based simulation should share familiar characteristics of leisure games to ensure an engaging learning experience.
Project types and industrial collaboration in project-based learning

Project-based learning is important in engineering education as it makes the students test their skills in a real-life setting. We have organised project-based learning for software engineering students since 1991. Already in the early times, the projects were based on collaboration with nearby companies and other customers. This collaboration with external organisations, called customers in this paper, creates strong links between education and surrounding society.

In this paper, we report the experiences from our project courses. Especially we describe 1) how the courses have helped collaboration between students, teachers and companies, 2) the different categories for topics and goals of the projects. Based on the analysis, we outline a new project type, a technology exploration project.

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Low-energy algorithm for self-controlled wireless sensor nodes

In Internet of Things (IoT), the lifespan of Wireless Sensor Networks (WSN) has often become an issue. Sensor nodes are typically battery powered. However, high energy consumption by Radio Frequency (RF) module limits the lifespan of sensor nodes. In conventional WSN, the frequency of data transmission is normally fixed or adjusted according to requests from the gateway. In this paper, we present a WSN system for intelligent sensing. We propose a low-energy algorithm for sensor data transmission from sensor nodes for such system. In this algorithm, the sensor nodes are able to self-control their data transmission according to the trends of data. We adopt Adaptive Duty Cycle for adjustment of data transmission frequency and Compressive Sensing (CS) for sensor data compression. The simulation results show that Collective Transmission with CS-based data compression achieves 83.34% of RF energy reduction for the best-case transmission and 83.31% of RF energy reduction in the worst-case transmission, compared to the Continuous Transmission.

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Industrial impact on topics and types of Master's theses: Empirical study of software engineering theses made in 1990-2016

One of the ways universities and industry co-operate is making the master’s theses on the topics of industrial partners. In this paper 578 theses on software engineering from 1990 until 2016 are evaluated to see how the needs of the industry on information technology in Finland have affected the topics, type, language and orientation of the theses. Also the size of the company and the gender of students were recorded as well. All the theses have been supervised by either of the authors and they represent about 30 percent of theses on software engineering at Tampere University of Technology. Our strongest hypothesis was that during 2000-2005 golden era of Nokia would affect greatly on the numbers so that the major part of the theses were made for a large company, mobility is one of the most general topics and there are several constructive theses that are part of bigger projects. Other initial hypotheses were that the number of theses in English has been increased since 1990, the number of females has been the same or increasing slightly, and the orientation of the theses (constructive or research-oriented) has not changed much, the constructive ones being much more common. The results partly proved the hypotheses, but interestingly enough, we got some surprises especially on the language of the theses and the gender on students.

Integrating mobile orienteering to team forming activity in a software engineering course

One of the most important skills software engineers need when entering work life is working in teams, including communicating, collaborating, as well as coordinating work in a team. This paper presents a team building activity aiming to support the first phases of team formation with a mobile orienteering activity. Created tasks at orienteering checkpoints were related to communication, collaboration and work division. Students were enthusiastic about the activity and expressed in their group reports on the activity that it supported the team building activity well, helped break the ice and supported agreeing the ways of working. Students also liked getting out of the classroom. The approach seems promising and we will investigate in the future similar type of activities in the first phases of team formation as well as will explore further integrating physical activity to the exercise sessions.
Longitudinal study on text entry by gazing and smiling

This study presents the results of a longitudinal study on multimodal text entry where objects were selected by gazing and smiling. Gaze was used to point at the desired characters and smiling movements were performed to select them. Participants (N=12) took part in the experiments where they entered text for a total of 2.5 hours in ten 15-minute-long sessions during one-month time period. The results showed that the text entry rate improved with practice from 4.1 to 6.7 words per minute. However, the learning curve had not reached its plateau phase at the end of the experiment. Subjective ratings showed that the participants appreciated this multimodal technique.

Design-inclusive UX research: design as a part of doing user experience research

Since the third wave in human–computer interaction (HCI), research on user experience (UX) has gained momentum within the HCI community. The focus has shifted from systematic usability requirements and measures towards guidance on designing for experiences. This is a big change, since design has traditionally not played a large role in HCI research. Yet, the literature addressing this shift in focus is very limited. We believe that the field of UX research can learn from a field where design and experiential aspects have always been important: design research. In this article, we discuss why design is needed in UX research and how research that includes design as a part of research aimed at supporting and advancing UX design practice. We do this by investigating types of design-inclusive UX research and by learning from real-life cases of UX-related design research. We report the results of an interview study with 41 researchers in three academic research units where design research meets UX research. Based on our interview findings, and building on existing literature, we describe the different roles design can play in research projects. We also report how design research results can inform designing for experience methodologically or by providing new knowledge on UX. The results are presented in a structured palette that can help UX researchers reflect and focus more on design in their research projects, thereby tackling experience design challenges in their own research.
Pointing and Selecting with Facial Activity

The aim of this paper was to evaluate the use of three facial actions (i.e. frowning, raising the eyebrows, and smiling) in selecting objects on a computer screen when gaze was used for pointing. Dwell time is the most commonly used selection technique in gaze-based interaction, and thus, a dwell time of 400 ms was used as a reference selection technique. A wireless, head-mounted prototype device that carried out eye tracking and contactless, capacitive measurement of facial actions was used for the interaction task. Participants (N=16) performed point-and-select tasks with three pointing distances (i.e. 60, 120 and 240 mm) and three target sizes (i.e. 25, 30 and 40 mm). Task completion times, pointing errors and throughput values based on Fitts' law were used to compare the selection techniques. The participants also rated the techniques with subjective ratings scales. The results showed that the different techniques performed equally well in many respects. However, throughput values varied from 8.38 bits/s (raising the eyebrows) to 15.33 bits/s (smiling) and were comparable to or, in the case of smiling, better than in earlier research with similar interaction techniques. The dwell time was found to be the least accurate selection technique in terms of the magnitudes of point-and-select errors. Smiling technique was rated as more accurate to use than the frowning or the raising techniques. The results give further support for methods that combine facial behavior to eye tracking when interacting with technology.
A Case Study on Participatory Approach to Support Shift to Experience Design of Work Tools in B2B Context

To support the shift from technology-driven to experience-driven design in a company developing work tools (materials handling equipment), we developed and applied a participatory approach to increase awareness and buy-in of experience design and related methods at the company. We 1) present user experience (UX) design guidelines developed for both designers and managers based on the participatory process, 2) report evaluation of the guidelines with designers, developers, and selected internal and external stakeholders, and 3) present a participatory approach to create personas and experience journey maps covering the product life-cycle. SWOT analysis of the guidelines revealed that guidelines need to be understandable without expert UX knowledge, managerial support is needed that was aimed to be supported by the guidelines developed for managers, and representative user participation is needed. Participants experienced positively the applied participatory approach, and the mindset change is proceeding in the case company.

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Digital storytelling promoting twenty-first century skills and student engagement

This article presents results on how students became engaged and motivated when using digital storytelling in knowledge creation in Finland, Greece and California. The theoretical framework is based on sociocultural theories. Learning is seen as a result of dialogical interactions between people, substances and artefacts. This approach has been used in the creation of the Global Sharing Pedagogy (GSP) model for the empirical study of student levels of engagement in learning twenty-first century skills. This model presents a set of conceptual mediators for student-driven knowledge creation, collaboration, networking and digital literacy. Data from 319 students were collected using follow-up questionnaires after the digital storytelling project. Descriptive statistical methods, correlations, analysis of variance and regression analysis were used. The mediators of the GSP model strongly predicted student motivation and enthusiasm as well as their learning outcomes. The digital storytelling project, using the technological platform Mobile Video Experience (MoViE), was very successful in teaching twenty-first century skills.
Embedded Linux Controlled Sensor Network
This study utilizes a simple model for constructing sensor nodes – master controller combinations in the Internet of Things. The model combines hardware and software for embedded systems which measure a predefined set of parameters. The master controller manages several sensor nodes, collects data from them and provides data for clients. The paper introduces a proof-of-concept implementation based on the model. The implementation uses an embedded Linux based small computer and microcontroller based sensor nodes in the context of condition measurement, and represents a way to use wireless data transfer between controller and nodes. The target of this study was to test the model, to determine how well a cost-efficient single-board computer could be used to gather sensory data from several sensor nodes, and how this data can be provided for clients over the public Internet.

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Enabling Centralised Management of Local Sensor Data Refinement in Machine Fleets
In modern mobile machines, a lot of measurement data is available to generate information about machine performance. Exploiting it locally in machines would enable optimising their operation and, thus, yield competitive advantage and reduce environmental load due to reduced emissions. However, optimisation requires extensive knowledge about machine performance and characteristics in various conditions. As physical machines may be located geographically far from each other, the management of ever evolving knowledge is challenging. This study introduces a software concept to enable centralised management of data refinement performed locally in the machines of a geographically distributed fleet. It facilitates data utilisation in end user applications that provide useful information for operators in the field. Whatever the further data analysis requirements are, multiple preprocessing tasks are performed: it enables outlier limit configuration, the calculation of derived variables, data set categorisation and context recognition. A functional prototype has been implemented for the refinement of real operational data collected from forestry machines. The results show that the concept has considerable potential to bring added value for enterprises due to improved possibilities in managing data utilisation.

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Exploring ScrumBut—An empirical study of Scrum anti-patterns
Abstract The wide-spread adoption of the agile movement has rapidly changed the landscape of software industry. In particular, Scrum is an agile process framework that has become extremely popular in industry. However, the practical implementation of Scrum in companies rarely follows the text book ideals, as companies often deviate from the proposed Scrum practices for various reasons. While some deviations may be well motivated and reasonable, companies can also be tempted to adjust Scrum for the company without clearly understanding the consequences of the deviations. In this paper our aim is to identify ways of potentially harmful mishandling of Scrum in industry based on empirical data collected
in semi-structured interviews involving 18 teams in 11 companies. The (mal)practices that were identified at least in three different teams are presented in a semi-formal manner as anti-patterns. The study resulted in 14 anti-patterns that express the context of the deviation, the deviation itself, the broken core principles of Scrum, and the possible consequences of the deviation. In addition, where available, we have included company recommendations regarding the deviations. Furthermore, we identify potential risk areas in Scrum based on an analysis of the relationships between anti-patterns and Scrum concepts.

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How to Evaluate the Social Effects and User Experience of Systems Enhancing Collocated Interactions?
Enhancing collocated interactions with interactive technology has quickly gained plenty of interest in the HCI community. Our approach within this research domain is to design and study mobile and wearable technology that encourages and motivates social interaction between collocated people. This paper sheds light on the considerations related to evaluating systems that address the complex and delicate issues related to social interaction. How do we evaluate the effectiveness of enhancing social interaction? How do we know if a system or a prototype is of high quality? What are the quality attributes? We highlight various evaluation challenges we have encountered in our studies and provide considerations for future research.
Instrumentation-Driven Validation of Dataflow Applications

Dataflow modeling offers a myriad of tools for designing and optimizing signal processing systems. A designer is able to take advantage of dataflow properties to effectively tune the system in connection with functionality and different performance metrics. However, a disparity in the specification of dataflow properties and the final implementation can lead to incorrect behavior that is difficult to detect. This motivates the problem of ensuring consistency between dataflow properties that are declared or otherwise assumed as part of dataflow-based application models, and the dataflow behavior that is exhibited by implementations that are derived from the models. In this paper, we address this problem by introducing a novel dataflow validation framework (DVF) that is able to identify disparities between an application's formal dataflow representation and its implementation. DVF works by instrumenting the implementation of an application and monitoring the instrumentation data as the application executes. This monitoring process is streamlined so that DVF achieves validation without major overhead. We demonstrate the utility of our DVF through design and implementation case studies involving an automatic speech recognition application, a JPEG encoder, and an acoustic tracking application.
Mobile Interactions Augmented by Wearable Computing: a Design Space and Vision

Wearable computing has a huge potential to shape the way we interact with mobile devices in the future. Interaction with mobile devices is still mainly limited to visual output and tactile finger-based input. Despite the visions of next-generation mobile interaction, the hand-held form factor hinders new interaction techniques becoming commonplace. In contrast, wearable devices and sensors are intended for more continuous and close-to-body use. This makes it possible to design novel wearable-augmented mobile interaction methods—both explicit and implicit. For example, the EEG signal from a wearable breast strap could be used to identify user status and change the device state accordingly implicit and the optical tracking with a head-mounted camera could be used to recognize gestural input explicit. In this paper, the authors outline the design space for how the existing and envisioned wearable devices and sensors could augment mobile interaction techniques. Based on designs and discussions in a recently organized workshop on the topic as well as other related work, the authors present an overview of this design space and highlight some use cases that underline the potential therein.

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Private cloud deployment model in open-source mobile robots ecosystem
The focus of this paper is on secure cloud service platform for mobile robots ecosystem. Especially the emphasis is based on the scope of open-source software frameworks such as Apache Hadoop which offers numerous possibilities to employ open-source designing tools and deployment models for private cloud computing planning. This paper presents implementation of the OpenCRP (Open CloudRobotic Platform) locally-operated private cloud infrastructure and configuration methods by using Hadoop distributed file system (HDFS) for easing the ecosystem communications set-up in its entirety. For robot teleoperation, ROS (Robot Operating System) is used. The presented ecosystem utilizes security features for autonomous cloud robotic platform, software tools to manage user authentication and methods for large-scale robot-based data management and analysis. In addition to robot trial set-up of robot data storage and sharing, an
ecosystem built with two low-cost mobile robots is presented.

Software Developers as Users: Developer Experience of a Cross-Platform Integrated Development Environment

Software development is professional activity that demands a plethora of skills and qualities from the developer. For instance, developers need technical skills to create the code that implements the running software and social skills to be able to collaborate with peer developers and with various stakeholders. Development is an endeavor towards building complex systems that realize user and business requirements in technologically sophisticated manner. Considering the challenges of software development, developer experience is a highly unstudied topic. Developers are users of multifaceted development tools such as integrated development environments. Yet, little is known of how to support developers in their demanding tasks. This paper presents early results towards increasing the understanding of developer experience in order to enable improvement of development tools to better support software developers in their activities. We present qualitative results of a survey study with 45 developers from 21 countries considering developers’ perception of a particular integrated development environment.
Towards Agile Enterprise Data Warehousing

Traditional business intelligence and data warehouse projects are very much sequential in nature. The process starts with data preparation and continues with the reporting needed by business measurements. This is somewhat similar to the waterfall model of software development and also shares some of its problems: the work is done in serial manner and the reaction time for possible design changes is often long. Agile principles are not well supported by the traditional serial workflow. By making the data preparation and reporting tasks parallel, it is possible to gain several advantages, such as shorter lead time and shorter feedback cycle. The solution proposed in this paper is based on enriched conceptual model that enables the business intelligence implementation process of different teams to change from serial to parallel workflow.

Keywords–data w
outlined here. The same can be said of the other two navigation-related tasks examined in this thesis.

Dual-Mode Congestion Control Mechanism for Video Service
Video services represent over a half of Internet traffic. However, there is not any congestion control mechanism which would be suitable and widely used for all kinds of video services. This paper provides a study in which this kind of congestion control mechanism is further developed and improved based on the findings of our previous study. This mechanism offers a specific approach for congestion control because it can offer dual-mode congestion control services. There is a backward loading mode where the bandwidth is given away to other connections after the load level of a network exceeds a certain level. Instead, the other mode, a real-time mode, always wants its fair share of the bandwidth.
Priority Queue Classes with Priority Update

A limitation in the design of the interface of C++ containers (i.e., data structure implementations) is addressed. Priority queues and their use in Dijkstra's shortest path search algorithm are used as an example. Priority queues are often implemented using heaps. There is a problem, however: it may be necessary to change the priority of an element while it is in the queue, but finding the element from within a heap is costly. The problem may be solved by keeping track, in a variable that is outside the heap, of the position of the element in the heap. Unfortunately, this is impossible with the template class interface used by the C++ standard library priority queue. In this research, the problem is analysed in detail. Three interface designs and the corresponding implementations are suggested. They are compared experimentally to each other and the C++ design.

Rapid Customization of Image Processors Using Halide

Image processing applications typically involve data-oriented kernels with limited control divergence. In order to efficiently exploit the data level parallelism, image processors include SIMD instructions and other parallel computation resources. Generic processors that can be purchased off-the-shelf are adequate for most of the use scenarios of image processing. However, especially with embedded mobile devices, they might not be optimal for the algorithm, the environment, or the energy budget at hand. Such cases call for programmable customized architectures with just enough hardware resources to ensure the high priority applications reach their real time goals with minimal overheads. In order to maintain high engineer productivity, implementing image algorithms for customized processors should be as easy as with standard processors. This is emphasized at the processor codesign time; because the program is used to drive the processor design space exploration towards an optimized architecture, assembly programming is not feasible due to the required porting effort whenever the architecture is modified. In this paper we propose an image processor customization flow that exploits the domain-specific Halide language as an input to a processor co-design environment. In addition to efficiently exploiting standard resources in the customized processors, the flow provides an easy way to invoke special instructions from Halide programs. We validate the performance benefits of custom operations using example filters described with the Halide language.
Improving Code Density with Variable Length Encoding Aware Instruction Scheduling
Variable length encoding can considerably decrease code size in VLIW processors by reducing the number of bits wasted on encoding No Operations (NOPs). A processor may have different instruction templates where different execution slots are implicitly NOPs, but all combinations of NOPs may not be supported by the instruction templates. The efficiency of the NOP encoding can be improved by the compiler trying to place NOPs in such a way that the usage of implicit NOPs is maximized. Two different methods of optimizing the use of the implicit NOP slots are evaluated: (a) prioritizing function units that have fewer implicit NOPs associated with them and (b) a post-pass to the instruction scheduler which utilizes the slack of the schedule by rescheduling operations with slack into different instruction words so that the available instruction templates are better utilized. Three different methods for selecting basic blocks to apply FU prioritization on are also analyzed: always, always outside inner loops, and only outside inner loops only in basic blocks after testing where it helped to decrease code size. The post-pass optimizer alone saved an average of 2.4 % and a maximum of 10.5 % instruction memory, without performance loss. Prioritizing function units in only those basic blocks where it helped gave the best case instruction memory savings of 10.7 % and average savings of 3.0 % in exchange for an average 0.3 % slowdown. Applying both of the optimizations together gave the best case code size decrease of 12.2 % and an average of 5.4 %, while performance decreased on average by 0.1 %.

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Ratings:
Static multi-issue machines, such as traditional Very Long Instructional Word (VLIW) architectures, move complexity from the hardware to the compiler. This is motivated by the ability to support high degrees of instruction-level parallelism without requiring complicated scheduling logic in the processor hardware. The simpler-control hardware results in reduced area and power consumption, but leads to a challenge of engineering a compiler with good code-generation quality.

Transport triggered architectures (TTA), and other so-called exposed datapath architectures, take the compiler-oriented philosophy even further by pushing more details of the datapath under software control. The main benefit of this is the reduced register file pressure, with a drawback of adding even more complexity to the compiler side.

In this article, we propose an Integer Linear Programming (ILP)-based instruction scheduling model for TTAs. The model describes the architecture characteristics, the particular processor resource constraints, and the operation dependencies of the scheduled program. The model is validated and measured by compiling application kernels to various TTAs with a different number of datapath components and connectivity. In the best case, the cycle count is reduced to 52% when compared to a heuristic scheduler. In addition to producing shorter schedules, the number of register accesses in the compiled programs is generally notably less than those with the heuristic scheduler; in the best case, the ILP scheduler reduced the number of register file reads to 33% of the heuristic results and register file writes to 18%. On the other hand, as expected, the ILP-based scheduler uses distinctly more time to produce a schedule than the heuristic scheduler, but the compilation time is within tolerable limits for production-code generation.
Large-Scale Water Simulation in Games

Water is an important element in the nature. It is also often encountered in digital games and other virtual environments, but unfortunately interaction with it is typically very limited. The main reason for this is probably the immense computational cost of simulating water behavior. Simulating water and other fluids by numerically solving Navier-Stokes equations is commonplace for offline engineering applications such as bridge building, weather prediction, or aeronautics. Since the 1990s, these methods have also been applied to computer graphics, but the focus has been in offline applications such as movie special effects. Recent advances in programmable graphics hardware have facilitated real-time fluid simulation in a large enough scale to be applicable in games. This far these methods have been mostly used in games only for visual purposes. This thesis is motivated by the wish to see more games where also the gameplay is affected by water simulation.

The first part of this thesis studies the roles of interactive water in different kinds of games. Requirements for water simulation methods are formulated by examining those roles. The thesis then introduces some background theory and various methods for water simulation. The focus is in heightfield-based methods, which simplify the problem by assuming that the water surface can be represented as a vertical displacement from a neutral level. This assumption allows very large amounts of water to be simulated with the very limited resources available for this purpose in a typical game. Most of these methods work on a heightfield terrain and can be enriched with fully 3D effects such as splashes and waterfalls by adding a particle simulation system.

An important problem is coupling the water simulation with existing rigid body simulations that are largely used for the dynamics of game objects. The coupling includes effects such as floating, objects moving with the flow, and building dams out of bodies. The thesis introduces a new heightfield-based coupling method, which allows the building of dams from rigid bodies in the heightfield context, unlike the previous approaches. The proposed methods, including the underlying water simulation method and visualization, were implemented in parallel using graphics processing units. The methods were found to be fast enough to be applicable in games.

Finally, the most promising current simulation methods are compared from a games point-of-view using the criteria set in the beginning: performance, simplicity, visual quality, richness of behavior, and rigid body coupling. Since quality of experience is a subjective matter, user tests are recommended for comparison. Included in the thesis is one of the first such studies, which found out that leaving out the velocity self-advection step of a shallow water equation solver had no statistically significant effect on any of the measured psychological impacts. Based on the analysis, recommendations for the choice of simulation methods are given for different kinds of games.
Survey and evaluation of neural computation models for bio-integrated systems

Integrating neurobiological cultures with computer systems presents an opportunity to enhance computational energy efficiency. These Bio-Integrated Systems (BISs) require knowledge about structure and behavior of neural components and their interfacing. In the early design phases, modeling neurons offers cost, failure-free and retrial benefits compared to laboratory grown neural networks. The usefulness of these models lays in characteristics of being realistic but also computationally efficient.

This survey reviews computational models of spiking neurons and their changes in connections, known as plasticity. The review studies models that are faithful to real neural cultures, and are computational efficient for real-time BISs. Also, criteria and methods for comparing models with 'in-vitro' experiments are reviewed to conclude on the level of realism of models in comparison with biological setups. Izhikevich’s model of spiking neurons is recommended due to its accuracy in reproducing real neural firing patterns, computational efficiency, and ease of parameter adjustment. The model of Spike-timing dependent plasticity is recommended as current basis for representing neuron changes in connections. For the analysis of network connectivity and connectivity changes in BIS, the Cox method is recommended because it evaluates connections based on activities from all recorded neurons as opposed to pair-wise approaches.

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Authors: Christophe, F., Andalibi, V., Laukkarinen, T., Mikkonen, T., Koskimies, K.
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Research output: Scientific - peer-review › Conference contribution

Integrating UX Work in Agile Enterprise Software Development

Agile development methodologies have become the norm in software development. Simultaneously, user experience (UX) has become an increasingly important factor in the success or failure of software systems. However, agile methodologies do not give guidance on how to conduct UX work. Companies encounter challenges in UX work despite the previous academic research activities in order to integrate UX work with agile development practices.

This doctoral thesis investigates how to integrate UX work as part of agile development of enterprise software, where other factors such as business benefits often overrule end user needs. The thesis studies tasks and goals of which agile UX work consists of, challenges companies encounter while integrating UX work with agile development, and actions that support the integration. This thesis consists of nine publications and an introductory part. The research has been conducted in seven Finland-based international large- and middle-sized companies over the years 2011 to 2014. The research approach of the thesis is inductive, aiming at explaining and structuring the studied phenomena based on empirical findings. The research consists of three rounds of studies utilizing both qualitative and quantitative methods. The main data gathering methods include surveys and interviews. Most of the study participants were agile projects’ team members, but also end users and other roles significant to research and development activities in companies.

The main contributions of this thesis address the research questions of challenging issues in the integration of agile development and UX, tasks and goals related to UX, and activities that support the integration. We present a framework called BoB (Best of Both Worlds) for integrating UX work in agile enterprise software development. While most of the previous models for agile UX concentrate on integrating the role of UX specialist responsible for the UX work, BoB approaches the integration via UX tasks and shared ownership of the cross-functional team including software developers and UX specialists.

The results convey the conclusion that agile UX work should be collaborative effort with several contributing roles. BoB structures UX work via UX tasks unlike the previous models for agile UX work and partially merges upfront design work with development iterations.
MergeTree: a HLBVH Constructor for Mobile Systems

Powerful hardware accelerators have been recently developed that put interactive ray-tracing even in the reach of mobile devices. However, supplying the rendering unit with up-to date acceleration trees remains difficult, so the rendered scenes are mostly static. The restricted memory bandwidth of a mobile device is a challenge with applying GPU-based tree construction algorithms. This paper describes MergeTree, a BVH tree constructor architecture based on the HLBVH algorithm, whose main features of interest are a streaming hierarchy emitter, an external sorting algorithm with provably minimal memory usage, and a hardware priority queue used to accelerate the external sort. In simulations, the resulting unit is faster by a factor of three than the state-of-the art hardware builder based on the binned SAH sweep algorithm.

Refactoring - a Shot in the Dark?

A study performed semistructured interviews of 12 seasoned software architects and developers at nine Finnish companies. Its main goals were to find out how the practitioners viewed the role and importance of refactoring, and how and when they refactored. Another goal was to see whether shortened cycle times and, especially, continuous-deployment practices affected how and when refactoring was done. The results paint a multifaceted picture with some common patterns. The respondents considered refactoring to be valuable but had difficulty explaining and justifying it to management and customers. Refactoring often occurred in conjunction with the development of new features because it seemed to require a clear business need. The respondents didn't use measurements to quantify the need for or impact of refactoring. This article is part of a special issue on Refactoring.
Exercise apps cure the sitting disease
A sedentary lifestyle is the bane of our modern society and affects both body and mind. But help may be closer than you think – in your pocket. Can a mobile application get us up from our office chairs and start exercising?

LOGDIG Log File Analyzer for Mining Expected Behavior from Log Files
Log files are often the only way to identify and locate errors in a deployed system. This paper presents a new log file analyzing framework,
LOGDIG, for checking expected system behavior from log files. LOGDIG is a
generic framework, but it is motivated by logs that include temporal data
(timestamps) and system-specific data (e.g. spatial data with coordinates of
moving objects), which are present e.g. in Real Time Passenger Information
Systems (RTPIS). The behavior mining in LOGDIG is state-machine-based,
where a search algorithm in states tries to find desired events (by certain accuracy) from log files. That is different from
related work, in which transitions are directly connected to lines of log files. LOGDIG reads any log files and uses
metadata to interpret input data. The output is static behavioral knowledge and
human friendly composite log for reporting results in legacy tools. Field data
from a commercial RTPIS called ELMI is used as a proof-of-concept case
study. LOGDIG can also be configured to analyze other systems log files by its
flexible metadata formats and a new behavior mining language.
Collecting issue management data for analysis with a unified model and API descriptions

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Authors: Hylli, O., Mattila, A., Systä, K.
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Decision-Making Framework for Refactoring
Refactoring has been defined as improving code quality without affecting its functionality. When refactoring is overlooked in daily development, the likelihood of larger refactorings increases with time. Disadvantages of larger refactorings include that they disrupt the daily work, require additional planning effort, and often they need to be justified to stakeholders. In this paper, we investigate with interviews how professionals make refactoring decisions. As a result, we present a framework for decision making for larger refactoring operations describing the key stages in a refactoring workflow. Furthermore, one actual industry case of refactoring decision making is presented in detail.

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Authors: Leppänen, M., Lahtinen, S., Kuusinen, K., Mäkinen, S., Männistö, T., Itkonen, J., Yli-Huumo, J., Lehtonen, T.
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Mobile Applications to Support Physical Exercise - Motivational Factors and Design Strategies

The growing incidence of health problems attributed to contemporary lifestyles, and the limited resources of healthcare, has led several stakeholders to look for alternative preventive healthcare methods. Physical exercise has many good effects for health, but people often lack motivation towards it. Smartphone applications can act as motivational tools, as they are accessible, mobile, and have suitable technological abilities. During past 10 years, a large number of mobile exercise applications have been launched and, increasingly, wellness technologies have been researched in the field of human-computer interaction (HCI). However, the field lacks a comprehensive overview of the design strategies related to motivational exercise applications. Additionally, research in the field has mostly been conducted in western cultures, and perspectives from the developing world are missing.

This thesis explores the design space of mobile applications that aim to motivate the users to engage in physical exercise. The main foci of the research were to identify the motivational factors towards the use of mobile exercise applications and to formulate a comprehensive overview of design strategies for motivational, mobile exercise applications. The results were gained from a constructive design research process that included user studies, concepting and evaluation of motivational exercise applications, a cross study analysis of motivational factors, and formulating design strategies. The user studies were conducted in Finland and India with working-age participants.

Based on a rich set of empirical studies, this research produces insights for a wide set of motivational factors towards the use of mobile exercise applications. It points out differences in motivational factors between Finnish and Indian participants. For example, the use of surprising elements and certain playful elements as sources of motivation appealed to Indian participants more than Finns, who, in general, had a more pragmatic perspective towards the exercise applications. Finns were motivated by viewing their goals and progress by numbers and graphs, while Indians did not adopt the numerical approaches. The second outcome of the research is a comprehensive, structured and focused model of design strategies for motivational, mobile exercise applications. The model includes 34 design strategies divided into six dimensions. Nine of the strategies are India specific. The design strategies can be utilised in the design work of future exercise applications.
Visualizing Big Data with Augmented and Virtual Reality: Challenges and Research Agenda

This paper provides a multi-disciplinary overview of the research issues and achievements in the field of Big Data and its visualization techniques and tools. The main aim is to summarize challenges in visualization methods for existing Big Data, as well as to offer novel solutions for issues related to the current state of Big Data Visualization. This paper provides a classification of existing data types, analytical methods, visualization techniques and tools, with a particular emphasis placed on surveying the evolution of visualization methodology over the past years. Based on the results, we reveal disadvantages of existing visualization methods. Despite the technological development of the modern world, human involvement (interaction), judgment and logical thinking are necessary while working with Big Data. Therefore, the role of human perceptual limitations involving large amounts of information is evaluated. Based on the results, a non-traditional approach is proposed: we discuss how the capabilities of Augmented Reality and Virtual Reality could be applied to the field of Big Data Visualization. We discuss the promising utility of Mixed Reality technology integration with applications in Big Data Visualization. Placing the most essential data in the central area of the human visual field in Mixed Reality would allow one to obtain the presented information in a short period of time without significant data losses due to human perceptual issues. Furthermore, we discuss the impacts of new technologies, such as Virtual Reality displays and Augmented Reality helmets on the Big Data visualization as well as to the classification of the main challenges of integrating the technology.

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ORG=tie,0.25
Research output: Scientific - peer-review › Review Article

Global vs. Local - Experiences from a Distributed Software Project Course Using Agile Methodologies
Global software engineering (GSE) has become common in the software industry. Distributed development work comes with many challenges, especially related to communication and coordination. Thus, it is essential to also teach and prepare the new population of software engineers to be aware of – and familiar with – these hurdles. We addressed this need by arranging a joint (agile) software project course between universities in Finland and Norway. We had three teams – one with students from both countries and two with students from the Norwegian university only. The students were given a teacher mentor, a handbook on agile practices and state-of-the-art tools for project management and software development. Apart from monitoring the teams' progress, we also collected data from emails, questionnaires, student reports and interviews during and after the project. The main lesson learned is that the global and local teams are mostly facing the same challenges - especially when it comes to team building, clear project roles, and communication and management issues. Ultimately, our results show that the challenges were harder to solve by the global team and that not solving challenges in a timely manner had more serious consequences.
Continuous User Experience Development

Continuous approaches for software engineering such as continuous planning, development, and operations are becoming increasingly popular in agile software companies. It means that also user-centered design practitioners and practices need to adapt to both possibilities and challenges the increasingly rapid and more tightly integrated software engineering environment induces. Such issues include planning continuously throughout the life cycle instead of upfront planning, delivering user value whenever something is ready instead of delivering working software at the end of time-boxed iterations, and experimenting with real users instead of conducting traditional user studies and tests. In this position paper we discuss how user experience work can be organized with continuous software development.
Task allocation between UX specialists and developers in agile software development projects
Synchronizing efforts between developers and user experience (UX) specialists is one of the major challenges in agile UX work. In this paper, we report results of a study conducted over a release cycle of six agile software development projects in five companies, considering the task allocation and cooperation in the team. Team members (N = 31), including product owners, UX specialists, and developers, reported weekly on the UX-related tasks they had contributed to and whether the UX specialist had participated. We identified three forms of cooperation: minimal, product owner–UX specialist, and developer–UX specialist. Our study suggests that for projects operating in the minimal cooperation mode, the collaboration concentrates on the user interface (UI) design, while other aspects of UX work are downplayed. At the same time, many UX-related tasks were successfully handled by developers alone. Therefore, to support UX work integration, we suggest a task-oriented integration approach for projects with minimal UX resources.

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Research output: Scientific - peer-review › Conference contribution

The Next Level of User Experience of Cloud Storage Services: Supporting Collaboration with Social Features
Nowadays, individuals' personal data is at their disposal real-time from any device through cloud storage services (CSS). Such services enable new kinds of collaboration between individuals and have fundamental impact on how we organize and share our data. Nevertheless, only a few studies have been made on the user experience (UX) of such services. This paper reports the user experience of different CSSs (focusing on Drop box, Google Drive, One Drive, and iCloud) based on 19 interviews and 65 survey responses. The results include reasons for the most positive and negative experiences and descriptions of current habits and motivations of the CSS users. As the current use of CSSs is still mostly individual we investigate the potential of taking the UX of CSSs to the next level by integrating different social features to current CSSs. We conclude the paper by explaining the importance of different Cloud UX aspects in CSS context and suggesting design implications improving UX for CSSs.

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Augmenting Technology Trees: Automation and Tool Support

Unified Model for Software Engineering Data

Overcoming challenges in agile user experience work: Cross-case analysis of two large software organizations
Surveys of daily information security of citizens in Finland

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Understanding the most influential user experiences in successful and unsuccessful technology adoptions

Abstract Understanding processes underlying technology adoption or non-adoption is an important research theme often addressed using the technology acceptance model (TAM) approach. The objective of this research was to investigate most influential user experiences in successful and unsuccessful technology adoptions using user experience related concepts and methods in conjunction with the TAM. Participants (N = 76) described their most influential user experiences related to one successful and one unsuccessful technology adoption process and evaluated both experiences using rating scales, including the central TAM related scales and user experience related scales probing emotions, psychological needs, user values, task load, and the impact of technology on the user's well-being. The results suggested that user experience and technology acceptance related viewpoints can complement each other in order to gain a more holistic understanding of the factors affecting the success or failure of technology adoptions, and the results showed how these variables typically behave in both contexts. The overall valence of user experience was significantly affected by perceived usefulness, the fulfillment of psychological needs, and the salience of negative emotions in the most influential user experiences of successful adoptions, and by perceived usefulness, output quality, and the salience of negative emotions in the unsuccessful adoptions.

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Mashing Up Software Issue Management, Development, and Usage Data

Modern software development approaches rely extensively on tools. Motivated by practices such as continuous integration, deployment and delivery, these tools are used in a fashion where data are automatically accumulated in different databases as a side-effect of everyday development activities. In this paper we introduce an approach for software engineering data visualization as a mash up that combines data from issue management, software development and production use. The visualization can show to all stakeholders how well continuous delivery is realized in the project. The visualization clearly shows the time spent to specify and develop the features as well the length of the delivery cycle. Furthermore, the visualization shows how much work is unfinished and waiting for delivery. This can help the development team to decrease the amount of unfinished work and by that help them to keep up in continuous delivery mindset. In addition to development data usage of the features is also visualized.

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Authors: Mattila, A., Lehtonen, T., Terho, H., Mikkonen, T., Systä, K.
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Research output: Scientific - peer-review › Conference contribution
Gathering useful programming data; Analysis and insights from real-time collaborative editing

Traditionally, collaborative coding has been practiced in open source communities where cooperation has mostly taken place on a coordination level. Nowadays, web technology is sufficiently advanced to enable collaborative coding in real-time as group work, which eases communication in software development. In this paper this phenomenon has been studied from a knowledge transfer and learning perspective. With the aid of two different example cases (code camps), we have examined the possibilities and challenges in learning during real-time group work. Additionally, we have evaluated the effect of the structure of log data created during software development. The research frame for this study is the utilization of log data visualization in evaluating group work and further improvement of the visualization in order to support software development.

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Authors: Rantala, M., Soini, J., Kilamo, T.
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Data Intensive Computing: From Modeling to Implementation

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Collaborative cloud-based management of home networks

Future home networks are expected to become extremely sophisticated, yet only the most technically adept persons are equipped with skills to manage them. In this paper, we provide a novel solution as to how complex smart home networks can be collaboratively managed with the assistance of operators and third party experts. Our solution rests in separating the management and control functionalities of the home access points and routers, away from the actual connectivity, traffic forwarding and routing operations within the home network. By so doing, we present a novel REST-based architecture in which the management of the home network can be hosted in an entirely separate, external cloud-based infrastructure, which models the network within the home as a resource graph.

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Source-ID: 84942601939
Research output: Scientific - peer-review › Conference contribution

E-learning of ethics, awareness, hacking and research by information security majors
Some earlier courses were reorganized in 2013 to construct a syllabus for the information security major at Tampere University of Technology, a 30 ECTS credit unit package in the 300-cu master's degree. As their other subjects the students may have for instance communications or software engineering, or information management. This paper describes how the compulsory courses introduce four important but not very technical engineering skills using mainly an e-learning approach. The reasons for such an approach is to save resources in the very beginning – because of the large number of students heading for other majors – and after that to offer flexibility in scheduling to serve the elective courses, as well as the studies of other disciplines – those that provide a need for security. The four topic areas are ethics of
individuals and organizations, personal awareness of security issues, hacking, i.e. offensive way of thinking, and The described introductory stage of exposing the students' minds to these matters does not forget innovativeness, but that remains more in the background before the students start working with cases and hands-on experiments later. The description covers four separate courses, forming a prerequisite chain. The first and last one are lecture-based and it takes at least two years to pass them; 3–4 years is more normal. The academic units are not essential here. Instead, one of the main points is the repeated exposure to the various ways of thinking. In the following summary of the succession the numbers 1–4 refer to the courses, but they can be just thought of as time-separated occasions: Ethics: 1. Laws 2. Laws 3. Ethical questions in one's own environment – technology-related ethical questions for individuals – ethical questions for organizations. 4. Interview a security professional, ethical point of view included. Awareness: 1 & 2. Policies, guidelines and web-sites of security information. 3. Daily observations (own or from news) and actions regarding information security, 4. Campaigns etc. Hacking: 1. By-pass authentication by changing the source code of a web page. 2. -- 3. Carry out and report an exercise found at one of listed sites. 4. Laboratory exercises in hacking. Research: 1. Fill in a questionnaire resembling the one from 3rd stage. 2. -- 3. A questionnaire to five acquaintances, completed by interviewing them; deal with the results. 4. Read research papers, interview a security professional trying to generalize together with peers. The paper explains the rationale of these exposures and how they are delivered. It must be noted that not everything is compulsory for passing the courses. The paper reports observations concerning the student choices and feedback. The course #3 appears in its earlier form in [1]. The current version was updated to be two times larger and more professionally oriented. Reference: [1] Jukka A. Koskinen, Tomi O. Kelo: Pure e-learning course in information security. Proc. 2nd Int. Conf. on Security of Information and Networks, 2009. 8–13.

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: Information security, Intelligent dexterity for secure networked infrastructure and applications (IDSNIA)
Authors: Koskinen, J. A.
Number of pages: 8
Publication date: 29 Jun 2015

Host publication information
Title of host publication: Proceedings of SEFI Annual Conferences
Publisher: European Society for Engineering Education SEFI
Research output: Scientific - peer-review ▶ Conference contribution

Inviting the Audience: – Interactive, Participatory, and Social Television in Finland

General information
State: Published
Ministry of Education publication type: G5 Doctoral dissertation (article)
Organisations: University of Turku
Authors: Tuomi, P.
Number of pages: 214
Publication date: 6 Jun 2015

Publication information
Place of publication: Suomen Yliopistopaino Oy, Juvenes Print, Turku, Finland 2015
Publisher: Turun yliopisto - Annales Universitatis Turkuensis
ISBN (Print): 978-951-29-6138-2
Original language: English
Links:
http://www.doria.fi/handle/10024/104891
Research output: Collection of articles ▶ Doctoral Thesis

Embedded Multi-Core Systems Dedicated to Dynamic Dataflow Programs
Multimedia applications and embedded platforms are both becoming very complex in order to improve user experience. Thus, multimedia developers need high-level methods to automate time-consuming and error-prone tasks. Dynamic dataflow modeling is attractive to describe complex applications, such as video codecs, at a high level of abstraction. This paper presents a dataflow-based design approach to implement video codecs on embedded multi-core platforms. First, we introduce a custom architecture model to design low-power multi-core chips based on distributed memory and Transport-Triggered Architecture processor cores. Then, we describe software synthesis techniques to improve dynamic dataflow implementations. This methodology has been implemented into open-source tools and demonstrated on video decoders based on the MPEG-4 Visual standard and the new High Efficiency Video Coding standard. The simulations achieve real-time decoding (40FPS) of high definition (720P) MPEG-4 Visual video sequences on a custom multi-core platform clocked at 1Ghz, which is an improvement of more than 100 % over previously proposed implementations.
On the Socio-Technical Dependencies in Free/Libre/Open Source Software Projects

During the course of the past two decades, Open Source Software (OSS) development model has lead to a number of projects which have produced software that rivals and in some cases even exceeds the scale and quality of the traditional software projects. Among others, Eclipse, Apache, Linux, and BSD operating system are representative examples of such success stories.

However, OSS project like traditional in-house projects, often pose the potential for enormous problems, whose effects run the gamut from immense cumulative delay through complete breakdown and failure. This situation is evident, as OSS development is a socio-technical endeavor and is non-trivial. Such development occurs within an intensively collaborative process, in which technical prowess must go hand in hand with the efficient coordination and management of a large number of social, inter-personal interactions across the development organization. Furthermore, those social and technical dimensions are not orthogonal. It has been recognized that the structure of a software product and the layout of the development organization working on that product correlate.
Therefore this thesis argue that a comprehensive understanding on the sustainable evolution of OSS projects can be gained through the examination of the mutual influence of social and technical dimensions in OSS development. Thus, the goal of this thesis is the verification and reasoning of the following proposition,

“The evolution of the Open Source Software (OSS) project is constrained by the non-orthogonal evolution of Social and Technical dimensions (often termed as Socio-Technical dependency) of such projects”.

In concrete terms, this thesis investigates and measures empirically the extent to which the two dimensions of OSS projects, social and technical, approximate and influence each other during the evolution of the projects. Perceived insight is then used to build proposals that would provide empirical basis to frame theory around the affirmed proposition.

Moving towards this goal, this thesis proposes models, methods, frameworks and tool supports to measure, assess, and reason the socio-technical dependency within OSS project context. The starting point is to propose a data model to mimic the social and technical dimensions and their inter-relationships. This model is instantiated through the repository data of OSS projects that represent each of these dimensions. Then, methods and a mathematical model are proposed to derive dependency between the two dimensions, and to utilize them in measuring socio-technical dependency quantitatively. These proposals are then put into practice within distinct OSS project contexts to empirically measure and investigate socio-technical dependency. Along the process, frameworks, architectural design and corresponding tool implementations are provided to automate the analysis and visualization of such dependency.

Reported results suggest that high degree of socio-technical congruence can be considered as the implicit underlying principle for building team collaboration and coordination within the developer community of long lived OSS projects. Even being highly distributed community of developers, and mostly using passive communication channels, OSS communities are tied together by maintaining task dependent communication. Such communication is often ad-hoc, adaptive and situated as it cope with rapid and continuous changes in the underlying software.

Additionally, collaboration among projects are significantly influenced by the resembling properties among the projects. Resembling properties (e.g., project domain, size, and programming language) often form a favorable ground, thus creating a stimuli for developers to participate in those projects.

**General information**
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Organisations: Department of Pervasive Computing, Research area: Software engineering
Authors: Syeed, M. M. M.
Publication date: 29 May 2015

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Awarding institution: Tampere University of Technology
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Research output: Collection of articles › Doctoral Thesis

**Efficient Use of Teaching Technologies with Programming Education**
Learning and teaching programming are challenging tasks that can be facilitated by using different teaching technologies. Visualization systems are software systems that can be used to help students in forming proper mental models of executed program code. They provide different visual and textual cues that help student in abstracting the meaning of a program code or an algorithm. Students also need to constantly practice the skill of programming by implementing programming assignments. These can be automatically assessed by other computer programs but parts of the evaluation need to be assessed manually by teachers or teaching assistants.
There are a lot of existing tools that provide partial solutions to the practical problems of programming courses: visualizing program code, assessing student programming submissions automatically or rubrics that help keeping manual assessment consistent. Taking these tools into use is not straightforward. To succeed, the teacher needs to find the suitable tools and properly integrate them into the course infrastructure supporting the whole learning process. As many programming courses are mass courses, it is a constant struggle between providing sufficient personal guidance and feedback while retaining a reasonable workload for the teacher.

This work answers to the question "How can the teaching of programming be effectively assisted using teaching technologies?" As a solution, different learning taxonomies are presented from Computer Science perspective and applied to visualization examples so the examples could be used to better support deeper knowledge and the whole learning process within a programming course. Then, different parts of the assessment process of programming assignments are studied to find the best practices in supporting the process, especially when multiple graders are being used, to maintain objectivity, consistency and reasonable workload in the grading.

The results of the work show that teaching technologies can be a valuable aid for the teacher to support the learning process of the students and to help in the practical organization of the course without hindering the learning results or personalized feedback the students receive from their assignments. This thesis presents new visualization categories that allow deeper cognitive development and examples on how to integrate them efficiently into the course infrastructure. This thesis also presents a survey of computer-assisted assessment tools and assessable features for teachers to use in their programming assignments. Finally, the concept of rubric-based assessment tools is introduced to facilitate the manual assessment part of programming assignments.

**General information**

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Ministry of Education publication type: G5 Doctoral dissertation (article)  
Organisations: Department of Pervasive Computing  
Authors: Ahoniemi, T.  
Number of pages: 133  
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Original language: English

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**Bibliographical note**

Awarding institution: Tampere University of Technology  
Versio ok 16.12.2015  
Research output: Collection of articles > Doctoral Thesis

**Techniques and Practices for Software Architecture Work in Agile Software Development**

Since the publishing of Agile Manifesto in 2001, the agile software development has taken the world by storm. Agile software development does not emphasize the importance of software architecture, even though software architecture is often seen as a key factor for achieving the quality goals set for the software system. It has been even said that agile software development and software architecture are a clash of two cultures.

In many software projects there is no need to consider software architecture anymore. For example, when designing a mobile application, the ecosystem forces the developer to use certain architecture style provided by the platform. In web development ready-made frameworks and project templates are available offering complete software architecture designs for the application developer.

There are still domains and systems where careful architecture design is needed. When developing complex systems or systems with a long lifecycle, diligent software architecture design is a key to avoid massive rework during the development. It cannot be a coincidence that companies developing these kinds of systems struggle with agile software development the most.
On the one hand, the goal of this thesis was to study software architecture practices used in agile software development in the industry. On the other hand, the goal was to develop new methods and techniques to support incremental software architecture working practices which can be aligned with agile methods such as Scrum. The study applied case study, interviews and design science as the main research methods.

The results show that there are four main ways to carry out software architecture work while using agile methods. Basing on this result, models for aligning software architecture knowledge management were developed. These models can be used as guidelines for selecting the appropriate software architecture practices in an organization.

As a part of the research work, an architecture knowledge repository was developed for sharing the knowledge in agile projects and for automatic software architecture document generation. Additionally, the results of this study show that by taking a decision-centric approach to software architecture evaluation, the evaluation method can be lightweight enough to make incremental evaluation a viable option. Similarly, existing software architecture evaluation methods can be boosted to fit agile software development by utilizing domain knowledge.
From the Internet of Things to the Internet of People
There's growing interest in developing applications for the Internet of Things. Such applications' main objective is to integrate technology into people's everyday lives, to be of service to them en masse. The form in which this integration is implemented, however, still leaves much room for improvement. Usually, the user must set parameters within the application. When the person's context changes, they have to manually reconfigure the parameters. What was meant to be a commodity in an unforeseen situation then becomes extra noise. This article describes a reference architecture that improves how people are integrated with the IoT, with smartphones doing the connecting. The resulting integration opens the way to new IoT scenarios supporting evolution towards the Internet of People.

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State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing, Research area: Software engineering, University of Extremadura, University of Malaga, Spain, Gloin
Authors: Miranda, J., Mäkitalo, N., Garcia-Alonso, J., Berrocal, J., Mikkonen, T., Canal, C., Murillo, J. M.
Number of pages: 8
Pages: 40-47
Publication date: 1 Mar 2015
Peer-reviewed: Yes

Publication information
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Scopus rating (2015): SJR 0.683 SNIP 2.125 CiteScore 2.81
Scopus rating (2014): SJR 0.712 SNIP 2.581 CiteScore 2.59
Scopus rating (2013): SJR 0.776 SNIP 2.764 CiteScore 2.9
Scopus rating (2012): SJR 0.733 SNIP 2.874 CiteScore 3.37
Scopus rating (2011): SJR 0.825 SNIP 3.718 CiteScore 3.64
Scopus rating (2010): SJR 1.049 SNIP 3.617
Scopus rating (2009): SJR 0.925 SNIP 3.415
Scopus rating (2008): SJR 1.097 SNIP 2.667
Scopus rating (2007): SJR 1.275 SNIP 4.168
Scopus rating (2006): SJR 1.298 SNIP 3.584
Scopus rating (2005): SJR 1.543 SNIP 4.525
Scopus rating (2004): SJR 1.401 SNIP 3.771
Scopus rating (2003): SJR 1.853 SNIP 4.417
Scopus rating (2002): SJR 1.112 SNIP 2.4
Scopus rating (2001): SJR 0.916 SNIP 2.164
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Original language: English
ASJC Scopus subject areas: Computer Networks and Communications
Keywords: adaptation to user state, affective computing, Internet of People, Internet of Things, Internet/Web technologies, mobile devices, pervasive computing, sensors, sociological profiles
DOIs: 10.1109/MIC.2015.24
Source: Scopus
Source-ID: 84925882350
Research output: Scientific - peer-review › Article

The highways and country roads to continuous deployment
As part of a Finnish research program, researchers interviewed 15 information and communications technology companies to determine the extent to which the companies adopted continuous deployment. They also aimed to find out why continuous deployment is considered beneficial and what the obstacles are to its full adoption. The benefits mentioned the most often were the ability to get faster feedback, the ability to deploy more often to keep customers satisfied, and improved quality and productivity. Despite understanding the benefits, none of the companies adopted a fully automatic deployment pipeline. The companies also had higher continuous-deployment capability than what they practiced. In many cases, they consciously chose to not aim for full continuous deployment. Obstacles to full adoption
included domain-imposed restrictions, resistance to change, customer desires, and developers' skill and confidence.

**A Comparison of Methods to Move Visual Objects Between Personal Mobile Devices in Different Contexts of Use**

As people increasingly own multiple mobile and portable devices (such as smartphones, tablets, and laptops), situations where several devices are used together have become more common. A frequent problem in such situations is how to move virtual visual objects (such as content items or application windows) between device displays. We present a comparative evaluation of three methods for moving objects between personal mobile devices: Tray, Transfer Mode, and Device Touch. The participants' preferences of the methods in different real-life scenarios were found to strongly depend on the task and the context of use, making the design of a single optimal cross-display object movement method a challenging task. We identify several clusters of contextual factors that influenced the users' preferences. We also report more detailed differences in efficiency, novelty, learnability, physical device handling, and task completion strategies between the three methods included in the evaluation.

**General information**
A conceptual model towards the scaffolding of learning experience

The challenge of delivering personalized learning experiences is amplified by the size of classrooms and of online learning communities. In turn, serious games are increasingly recognized for their potential to improve education, but a typical requirement from instructors is to gain insight into how the students are playing. When we bring games into the rapidly growing online learning communities, the challenges multiply and hinder the potential effectiveness of serious games. There is a need to deliver a comprehensive, flexible and intelligent learning framework that facilitates better understanding of learners’ knowledge, effective assessment of their progress and continuous evaluation and optimization of the environments in which they learn. This paper aims to explore the potential in the use of games and learning analytics towards scaffolding and supporting teaching and learning experience. The conceptual model discussed aims to highlight key considerations that may advance the current state of learning analytics, adaptive learning and serious games, by leveraging serious games as an ideal medium for gathering data and performing adaptations. This opportunity has the potential to affect the design and deployment of education and training in the future.
A Cross-Cultural and Gender-Based Perspective for Online Security: Exploring Knowledge, Skills and Attitudes of Higher Education Students.

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing, Research area: Information security
Authors: Chaudhary, S., Zhao, Y., Berki, E., Valtanen, J., Li, L., Helenius, M., Mystakidis, S.
Pages: 57-71
Publication date: 2015
Peer-reviewed: Yes

Publication information
Journal: IADIS International Journal on WWW/Internet
Volume: 13
Issue number: 1
ISSN (Print): 1645-7641
Original language: English
Research output: Scientific - peer-review → Article

A Design Framework Enhancing Developer Experience in Collaborative Coding Environment

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: User experience, Research area: Software engineering, Managing digital industrial transformation (mDIT)
Authors: Palviainen, J., Kilamo, T., Koskinen, J., Lautamäki, J. T., Mikkonen, T., Nieminen, A.
Number of pages: 8
Pages: 149-156
Publication date: 2015

Host publication information
Title of host publication: Proceedings of the 30th Annual ACM Symposium on Applied Computing
ISBN (Print): 978-1-4503-3196-8
DOI: 10.1145/2695664.2695746
Research output: Scientific - peer-review → Conference contribution

A Diary Study on Combining Multiple Information Devices in Everyday Activities and Tasks
As people possess increasing numbers of information devices, situations where several devices are combined and used together have become more common. We present a user study on people's current practices in combining multiple information devices in their everyday lives, ranging from pragmatic tasks to leisure activities. Based on diaries and interviews of 14 participants, we characterize the usage practices of the most common devices, including smartphones, computers, tablets, and home media centers. We analyze 123 real-life multi-device use cases and identify the main usage patterns, including Sequential Use, Resource Lending, Related Parallel Use, and Unrelated Parallel Use. We discuss the practical challenges of using several information devices together. Finally, we identify three levels of decisions that determine which devices are used in a particular situation, including acquiring, making available, and selecting the devices for use.

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: User experience, Augmented Human Activities (AHA)
Authors: Jokela, T., Ojala, J., Olsson, T.
Number of pages: 10
Pages: 3903-3912
Publication date: 2015

Host publication information
Title of host publication: CHI '15 Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems
Animal Welfare as a Design Goal in Technology Mediated Human-Animal Interaction

Designing technology mediated human-animal interaction with the animal welfare as a design goal calls for understanding of animal welfare issues. This paper discusses the notion of animal welfare and specifically focuses on domestic dogs (Canis familiaris) as an example case. Strategies for mediating relatedness are discussed and an initial framework to support designing tactile interactions for human-animal interaction is presented. Paper builds its reasoning upon scientific research on human-animal interaction and welfare, and identifies issues for future work in this area.

General information
State: Published
Organisations: Department of Pervasive Computing, Research area: User experience, Augmented Human Activities (AHA)
Authors: Väätäjä, H.
Number of pages: 8
Publication date: 2015

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Publication series
Name: International conference on advances in computer entertainment technology
Keywords: Animal, welfare, Well-being, animal-computer interaction, animal welfare, Technology, design, design goal, ACI, human-animal interaction, human-technology interaction, haptics, technology mediation

Electronic versions:
Vaataja-Animal Welfare as a Design Goal-ACI-ACE WS-2014
DOIs: 10.1145/2693787.2693797

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Source: researchoutputwizard
Source-ID: 36
Research output: Scientific - peer-review › Conference contribution

Applying finite state process algebra to formally specify a computational model of security requirements in the key2phone-mobile access solution

Key2phone is a mobile access solution which turns mobile phone into a key for electronic locks, doors and gates. In this paper, we elicit and analyse the essential and necessary safety and security requirements that need to be considered for the Key2phone interaction system. The paper elaborates on suggestions/solutions for the realisation of safety and security concerns considering the Internet of Things (IoT) infrastructure. The authors structure these requirements and illustrate particular computational solutions by deploying the Labelled Transition System Analyser (LTSA), a modelling tool that supports a process algebra notation called Finite State Process (FSP). While determining an integrated solution for this research study, the authors point to key quality factors for successful system functionality.

General information
State: Published
Organisations: Department of Pervasive Computing, Research area: Information security, Intelligent dexterity for secure networked infrastructure and applications (IDSNIA), Augmented Human Activities (AHA), University of Tampere, Department of Computer Engineering and Information Technology of College of Information and Communication Technology at the University of Dar Es Salaam, University of Jyväskylä, Beijing Institute of Petrochemical Technology,
Assessment of social media skills among vocational teachers in Finland


General information

State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Pori Department, Research group: Business Ecosystems, Networks and Innovations, Research group: Data-analytics and Optimization, Department of Information Management and Logistics, Research group: Novi, Managing digital industrial transformation (mDIT), Winnova Länsirannikon koulutus Oy, University of Exeter Business School
Authors: Linna, P., Aramo-Immonen, H., Saari, M., Turunen, J., Jussila, J., Joel-Edgar, S., Huhtala, M.
Number of pages: 8
Pages: 4574-4581
Publication date: 2015
Augmenting food with information

Eating is not only one of the most fundamental human needs but also among the most regular activities. Acquiring food, preparing meals, and socializing around food are deeply rooted in all human cultures. In this paper we show how food can not only serve to satisfy hunger but also become a new display technology. Through food augmentation, a dinner could communicate its ingredients, convey messages, or provide instructions such as the recipe of a meal. We show how to augment a large range of food with laser. We conducted a series of focus groups to gather people's first impressions and derive a broad range of meaningful augmentation scenarios. We discuss the perceived benefits, opportunities, and concerns. Additionally, we evaluated a number of scenarios through an online survey. The most readily accepted augmentation scenarios include adding practical information, increasing awareness about the food, and augmenting food items with a natural skin.

Benefits for supplier and customer with the help of logged usage data

Visual analytics of logged usage data based on end-user interactions can increase understanding of user experience and system use. This in turn can support continuous development, technology renewal and service development that enhances the end-user's experience, as well as create competitive advantage.
Characterizing Context of Use in Mobile Work

General information
State: Published
Ministry of Education publication type: D3 Professional conference proceedings
Organisations: Department of Pervasive Computing, Research area: User experience
Authors: Väätäjä, H.
Number of pages: 10
Publication date: 2015

Host publication information
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Publisher: University of West London
Article number: 14
Keywords: user experience, context of use, mobile work, smartphone, framework, mobile journalism, news making
ASJC Scopus subject areas: Human-Computer Interaction, Information Systems
Links:
http://www.uwl.ac.uk/academic-schools/computing/hwid-conference-2015
Research output: Professional > Conference contribution

Characterizing the Context of Use in Mobile Work
The context of use has been widely acknowledged as important when designing and evaluating systems for work related activities. This paper describes in case of mobile news making the synthesized findings on the context of use. Findings are categorized to five components and nineteen subcomponents and characterized with examples from our studies. The presented findings validate a previously presented model for context of use in mobile HCI, extend it, and elaborate the definitions for the components. The presented elaborated model can be applied by academics and practitioners in development, research and evaluation activities from identifying requirements to evaluating systems for mobile work. Findings support understanding what circumstances and how they can contribute to user experience and acceptance of designed systems.

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: User experience, Augmented Human Activities (AHA)
Authors: Väätäjä, H.
Number of pages: 167
Pages: 97-113
Publication date: 2015

Host publication information
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Volume: 468
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ASJC Scopus subject areas: Computer Science (miscellaneous)
Keywords: human-computer interaction, human-technology interaction, work, mobile work, CONTEXT, context of use, journalism, smartphone, news, news making
Electronic versions:
Vaataja-Characterizing the context of use in mobile work-HWID-2015. Embargo ended: 25/06/16
Cloud Technologies for the Internet of Things: Defining a Research Agenda Beyond the Expected Topics

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: Software engineering, Nokia Technologies
Authors: Taivalsaari, A., Mikkonen, T.
Pages: 484-488
Publication date: 2015

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Title of host publication: 2015 41st Euromicro Conference on Software Engineering and Advanced Applications (SEAA), 26-28 Aug. 2015, Funchal
Publisher: IEEE
ISBN (Print): 978-1-4673-7585-6
DOIs: 10.1109/SEAA.2015.12
Research output: Scientific - peer-review › Conference contribution

Code Density and Energy Efficiency of Exposed Datapath Architectures
Exposing details of the processor datapath to the programmer is motivated by improvements in the energy efficiency and the simplification of the microarchitecture. However, an instruction format that can control the data path in a more explicit manner requires more expressiveness when compared to an instruction format that implements more of the control logic in the processor hardware and presents conventional general purpose register based instructions to the programmer. That is, programs for exposed datapath processors might require additional instruction memory bits to be fetched, which consumes additional energy. With the interest in energy and power efficiency rising in the past decade, exposed datapath architectures have received renewed attention. Several variations of the additional details to expose to the programmer have been proposed in the academy, and some exposed datapath features have also appeared in commercial architectures. The different variations of proposed exposed datapath architectures and their effects to the energy efficiency, however, have not so far been analyzed in a systematic manner in public. This article provides a review of exposed datapath approaches and highlights their differences. In addition, a set of interesting exposed datapath design choices is evaluated in a closer study. Due to the fact that memories constitute a major component of power consumption in contemporary processors, we analyze instruction encodings for different exposed datapath variations and consider the energy required to fetch the additional instruction bits in comparison to the register file access savings achieved with the exposed datapath.

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Organisations: Department of Pervasive Computing, Signal Processing Research Community (SPRC)
Authors: Jääskeläinen, P., Kultala, H., Viitanen, T., Takala, J.
Number of pages: 16
Pages: 49-64
Publication date: 2015
Peer-reviewed: Yes
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Publication information
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Volume: 80
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ISSN (Print): 1939-8018
Ratings:
Scopus rating (2016): CiteScore 0.78 SJR 0.226 SNIP 0.625
Scopus rating (2015): SJR 0.228 SNIP 0.639 CiteScore 0.7
Scopus rating (2014): SJR 0.292 SNIP 1 CiteScore 0.99
Scopus rating (2013): SJR 0.27 SNIP 0.858 CiteScore 0.97
Scopus rating (2012): SJR 0.281 SNIP 0.869 CiteScore 1.04
Scopus rating (2011): SJR 0.252 SNIP 0.717 CiteScore 0.92
People are increasingly interested in personally creating content, such as images, audio and videos, as well as sharing them in social networking services. Creating content has become increasingly common with state-of-art devices and technology. Sharing such content mediates rich social interactions between the users in social media services. This research aims to gain deeper understanding of personal content management from the user experience viewpoint. This research studies the design solutions supporting and motivating users in management and sharing of their personal content. Contribution of this work is to identify the motivations and needs that occur in media content sharing regardless of the content type and as a theoretical outcome Content Sharing Social User Experience framework is constructed.
Cross-Cultural Design of Mobile Mathematics Learning Service for South African Schools

In the era of mobile devices and services, researchers in the educational domain have been interested in how to support learning with mobile technology in both local and global contexts. Recent human-computer interaction (HCI) research in the educational domain has particularly focused on how to develop mobile learning services and how to evaluate the learning outcomes. However, learning occurs in a local cultural context and the impact of culturally sensitive issues of the design of mobile learning needs more attention. We studied mobile mathematics learning-service in a longitudinal research with over 30 South African schools during three years. Our aim was to understand culturally dependent issues which need to be taken into consideration in the design of mobile learning services. We found subjective and objective culturally dependent issues in the content, context, infrastructure and technology of mobile learning and therefore, subjects to cross-cultural research. In conclusion, we argue that localization enhances the user experience and therefore support learning.

Cross-cultural issues in working with users in the design of interactive systems

Globalization of markets means that interactive systems need to be usable and provide positive user experience (UX) to users in many different cultures. There is an increasing realization that systems may need to be localized to different cultures, but less realization that methods used to work with users also need to be localized. We present two case studies which investigate cultural differences in users’ interpretation of and reactions to methods used to elicit usability and UX information. The first case study investigated the use of photos and sketches with Nigerian and Anglo-Celtic participants, the second investigated the use of three different question types, Likert items, sentence completion questions and open-ended questions with Chinese and British participants. Conclusions are drawn for conducting cross-cultural user research.
CueSense: a Wearable Proximity-Aware Display Enhancing Encounters

Wearable technology has been envisioned, amongst other things, to enhance face-to-face social interaction. For example, the visibility of wearable devices to other people (e.g. a wearable display) could augment the wearer's appearance by displaying public and socially relevant information about them. Such information could increase nearby people's awareness of the wearer, thus serve as tickets-to-talk and, ideally, enhance their first encounters. We present the design of CueSense, a wearable displays that shows textual content from the wearer's social media profiles, determined by the level of proximity to another user and match-making between their contents. We report the findings from a preliminary user study with 18 participants, followed by discussion as well as ideas for future research and further refinement of the concept.

Cultural influence on online community use: A cross-cultural study on online exercise diary users of three nationalities

This study investigates the influence of culture on the use of a website intended for tracking exercise activities. The data was collected using an online survey with 258 respondents from three national backgrounds: Germany, the USA and Spain. In the analysis, the focus was on determining whether users' cultural background impacts their use and perception of the site, especially as concerns social networking and the sharing of content. The Spanish were most interested in social networking, collaboration and sharing content with others, whereas the German participants were the least interested in these activities. The applicability of Hofstede's cultural theory in the explanation of differences between national cultures in online community use is discussed.
Culture-Aware Web Information System Development

Nowadays embedded systems are one of the most important application areas in information technology. Embedded systems are often used in life critical situations, where reliability and safety are more important criteria than performance. This paper presents a data collector service that has been developed based on embedded Linux, which operates as a key element in a larger intelligent alarm system. The target of this study was to test out how well a cost-efficient single-board computer could be used to gather sensory data, and how this data can be provided for the client over the public Internet. The paper describes the data collector service currently in use and its functionality and also gives a concrete example of how to utilize a microcontroller with an embedded Linux distribution. The paper presents one solution on how to utilize embedded systems for managing and controlling conditions in buildings and also environmental conditions in a smart and
Data Correction for Seven Activity Trackers based on Regression Models

Using an activity tracker for measuring activity-related parameters, e.g. steps and energy expenditure (EE), can be very helpful in assisting a person’s fitness improvement. Unlike the measuring of number of steps, an accurate EE estimation requires additional personal information as well as accurate velocity of movement which is hard to achieve due to inaccuracy of sensors. In this paper, we have evaluated regression-based models to improve the precision for both steps and EE estimation. For this purpose, data of seven activity trackers and two reference devices was collected from 20 young adult volunteers wearing all devices at once in three different tests, namely 60-minute office work, 6-hour overall activity and 60-minute walking. Reference data is used to create regression models for each device and relative percentage errors of adjusted values are then statistically compared to that of original values. The effectiveness of regression models are determined based on the result of a statistical test. During a walking period, EE measurement was improved in all devices. The step measurement was also improved in five of them. The results show that improvement of EE estimation is possible only with low-cost implementation of fitting model over the collected data e.g. in the app or in corresponding service back-end.
Data driven ecosystem - Perspectives and problems
Our society and business ecosystem is becoming data driven. The value of data is becoming comparable to the value of physical products and becoming an important source of business. Open data itself is seen as a meaningful source of new business, especially for small and medium-sized companies. Open data is purposely aimed at being public. In addition, there is a lot of data used as if it were public - more or less without permission. In addition, the ownership of data has become unclear - the data related to an individual is no longer under the control of the persons themselves. However, declaring data sets to be open and/or allowing access to qualified users does not yet make data useful in practice. On the contrary, this often creates opportunities for misuse and dangers regarding personal security.

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Pori Department, Research group: Software Engineering and Intelligent Systems, Tallinn University of Technology
Authors: Jaakkola, H., Henno, J., Soini, J.
Number of pages: 10
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Publication date: 2015

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Title of host publication: Proceedings of the 4th Workshop on Software Quality Analysis, Monitoring, Improvement, and Applications (SQAMIA 2015) Maribor, Slovenia, June 8-10, 2015
Publisher: M. Jeusfeld c/o Redaktion Sun SITE
ISBN (Print): 9789612484859

Publication series
Name: CEUR Workshop Proceedings
Volume: 1375
ISSN (Print): 1613-0073
ASJC Scopus subject areas: Computer Science(all)
Links:
Source: Scopus
Source-ID: 84937458820
Research output: Scientific - peer-review › Conference contribution

Defining Metrics for Continuous Delivery and Deployment Pipeline

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: Software engineering, Managing digital industrial transformation (mDIT)
Authors: Lehtonen, T., Suonsyrjä, S., Kilamo, T., Mikkonen, T.
Number of pages: 15
Pages: 16-30
Publication date: 2015

Host publication information
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Publication series
Name: CEUR Workshop Proceedings
Volume: 1525
ISSN (Electronic): 1613-0073
Links:
Research output: Scientific - peer-review › Conference contribution

Delayed key exchange for constrained smart devices
In the Internet of Things some nodes, especially sensors, can be constrained and sleepy, i.e., they spend extended periods of time in an inaccessible sleep state. Therefore, the services they offer may have to be accessed through gateways. Typically this requires that the gateway is trusted to store and transmit the data. However, if the gateway cannot be trusted, the data needs to be protected end-to-end. One way of achieving end-to-end security is to perform a key exchange, and secure the subsequent messages using the derived shared secrets. However, when the constrained nodes are sleepy this key exchange may have to be done in a delayed fashion. We present a novel way of utilizing the gateway
in key exchange, without the possibility of it influencing or compromising the exchanged keys. The paper investigates the applicability of existing protocols for this purpose. Furthermore, due to a possible need for protocol translations, application layer use of the exchanged keys is examined.

**General information**

State: Published

Ministry of Education publication type: A4 Article in a conference publication

Organisations: Department of Pervasive Computing, Research area: Information security, Intelligent dexterity for secure networked infrastructure and applications (IDSNIA), Ericsson Research

Authors: Kannisto, J., Heikkinen, S., Slavov, K., Harju, J.

Number of pages: 15

Pages: 12-26

Publication date: 2015

**Host publication information**

Title of host publication: Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)

Publisher: Springer Verlag

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ISSN (Electronic): 1611-3349

ASJC Scopus subject areas: Computer Science(all), Theoretical Computer Science

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10.1007/978-3-662-46338-3_2

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http://www.scopus.com/inward/record.url?scp=84922776150&partnerID=8YFLogxK (Link to publication in Scopus)

Source: Scopus

Source-ID: 84922776150

Research output: Scientific - peer-review > Conference contribution

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**Designing an Unobtrusive Analytics Framework for Monitoring Java Applications**

In software development, attention has recently been placed on understanding users and their interactions with systems. User studies, practices such as A/B testing, and frameworks such as Google Analytics that gather data on production use have become common approaches in particular in the context of the Web, where it is easy to perform frequent updates as new needs emerge. However, when considering installable desktop applications, the situation gets more complex. While analytics facilities are still needed, they should address business logic, not generic traffic as is the case with many web sites. Moreover, analytics should be unobtrusive, and not have a high impact on the evolution of the actual application; thus, analytics should be treated as an add-on, as the target system may already exist. Finally, the instrumentation of features that are observed should be easy and flexible, but the provided mechanisms should be expressive enough for many use cases. In this paper, we examine different alternatives for implementing such monitoring mechanisms, and report results from an experiment with Vaadin, a web framework based on Java and Google Web Toolkit, GWT.

**General information**

State: Published

Ministry of Education publication type: A4 Article in a conference publication

Organisations: Department of Pervasive Computing, Research area: Software engineering

Authors: Suonsyrjä, S., Mikkonen, T.

Number of pages: 16

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Publication date: 2015

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Editors: Kobyliński , A., Czarnacka-Chrobot, B., Świerczek, J.

ISBN (Print): 978-3-319-24284-2

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Designing Mobile Devices Encouraging and Supporting Collocated Interactions

**General information**
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: User experience
Authors: Jarusriboonchai, P.
Number of pages: 3
Pages: 892-894
Publication date: 2015

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Place of publication: New York, NY, USA
Publisher: ACM
ISBN (Print): 978-1-4503-3653-6

**Publication series**
Name: MobileHCI '15
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DOIs:
10.1145/2786567.2786933
Source: Bibtex
Source-ID: urn:095b1afaeb719bcbaafceea29629b5
Research output: Scientific - peer-review » Conference contribution

Design Patterns for Model-Driven Development
Design patterns document solutions to recurring design and development challenges. UML, which is the de-facto modeling language in software development, supports defining and using patterns with its Collaboration concepts. However, as is demonstrated in the paper, the support is not sufficient for all kinds of patterns and all meaningful ways to use patterns. In this paper, the use of design patterns is suggested for documentation purposes in Model-Driven Development. The pattern support of UML is complemented with an approach that does not constrain the nature of pattern solutions. The approach is tool-supported in a model-driven development tool environment for basic control and safety-related control applications, UML AP tool. The developed tool support includes instantiating and highlighting patterns in models as well as gathering documentation on use of patterns, which could especially benefit safety system development.

**General information**
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Automation Science and Engineering, Research area: Information Systems in Automation
Authors: Vepsäläinen, T., Kuikka, S.
Number of pages: 18
Pages: 21-38
Publication date: 2015
Peer-reviewed: Yes

**Publication information**
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Volume: 555
ISSN (Print): 1865-0929
Developing Novel Services for the Railway Station Area through Experience-Driven Design

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing, Research area: User experience, Augmented Human Activities (AHA)
Authors: Ojala, J., Korhonen, H., Laaksonen, J., Väänänen, K., Järvi, A., Raisamo, R., Mäkelä, V.
Number of pages: 12
Pages: 73-84
Publication date: 2015
Peer-reviewed: Yes

Publication information
Journal: ID&A interaction Design & Architecture(S)
Volume: 25
Issue number: 1
ISSN (Print): 1826-9745
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Scopus rating (2016): SJR 0.185 SNIP 0.115 CiteScore 0.52
Original language: English
Links:
Research output: Scientific - peer-review › Article

Do we know how difficult the rainfall problem is?
The programming task known as the Rainfall Problem has developed a reputation for being surprisingly difficult for introductory-level (CS1) students. We contribute a survey of studies of the problem as well as a new study of students' solutions collected at three institutions. In all three CS1s, at least about half of the students were able to fully solve the problem and the large majority were at least close. Failure to handle invalid or missing input accounted for most bugs. Our survey and study together suggest that the Rainfall Problem is not necessarily overwhelmingly difficult: Success rates vary and some reasonably good results have been achieved under multiple programming paradigms. We provide a breakdown of confounding factors and suggest improvements and hypotheses for future studies of the Rainfall Problem.

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: Software engineering, Regulation of learning and active learning methods (REALMEE)
Authors: Seppälä, O., Ihantola, P., Isohanni, E., Sorva, J., Vihavainen, A.
Number of pages: 10
Pages: 87-96
Publication date: 2015

Host publication Information
Early Product Design in Startups: Towards a UX Strategy

Startups often begin with minimal product versions to test and validate their product ideas as early as possible. Therefore, the first versions of the product need to be able to communicate the product idea to users in order to receive meaningful feedback. However, if user experience (UX) of the product is poor, users tend to concentrate on the disturbing user interface instead of the actual product idea. Thus, we suggest that startups should have a UX strategy from the beginning in order to understand their goals related to UX at different stages of product maturity. To this end, we conducted an interview study with eight Finland-based startups and 13 participants. Our results contribute towards understanding both needs for early UX design in startups as well as the restrictions for UX work that the scarce resources of startups induce. This work contributes to creating a UX strategy model for startups.

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: User experience, Augmented Human Activities (AHA)
Authors: Hokkanen, L., Kuusinen, K., Väänänen, K.
Number of pages: 8
Pages: 217-224
Publication date: 2015

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ISBN (Electronic): 978-3-319-26844-6

Publication series
Name: Lecture Notes in Computer Science
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10.1007/978-3-319-26844-6_16
Research output: Scientific - peer-review › Conference contribution

EDB: A Multi-Master Database for Liquid Multi-Device Software

Device shipment trends indicate that the number of web-enabled devices will grow very rapidly. The rapid growth of different types of devices in our daily lives will fundamentally change the expectations on device synchronization. In this paper, we introduce EDB - a database architecture that has been built specifically to support automatic multi-master synchronization between multiple mobile devices with potentially intermittent network connectivity. EDB supports the broader vision of multiple device ownership and liquid software in which applications and services are expected to seamlessly roam from one device or computer to another.

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Nokia Technologies
Authors: Koskimies, O., Wikman, J., Mikola, T., Taivalsaari, A.
Number of pages: 4
Pages: 125-128
Publication date: 2015

Host publication information
Title of host publication: 2015 2nd ACM International Conference on Mobile Software Engineering and Systems (MOBILESoft), 16-17 May 2015, Florence
Educational Data Mining and Learning Analytics In Programming: Literature Review and Case Studies

Educational data mining and learning analytics promise better understanding of student behavior and knowledge, as well as new information on the tacit factors that contribute to student actions. This knowledge can be used to inform decisions related to course and tool design and pedagogy, and to further engage students and guide those at risk of failure. This working group report provides an overview of the body of knowledge regarding the use of educational data mining and learning analytics focused on the teaching and learning of programming. In a literature survey on mining students' programming processes for 2005-2015, we observe a significant increase in work related to the field. However, the majority of the studies focus on simplistic metric analysis and are conducted within a single institution and a single course. This indicates the existence of further avenues of research and a critical need for validation and replication to better understand the various contributing factors and the reasons why certain results occur. We introduce a novel taxonomy to analyse replicating studies and discuss the importance of replicating and reproducing previous work. We describe what is the state of the art in collecting and sharing programming data. To better understand the challenges involved in replicating or reproducing existing studies, we report our experiences from three case studies using programming data. Finally, we present a discussion of future directions for the education and research community.

General information
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Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: Software engineering, Regulation of learning and active learning methods (REALMEE)
Number of pages: 23
Pages: 41-63
Publication date: 2015

Effect of Carouseling on Angular Rate Sensor Error Processes

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing, Research area: Computer engineering, Signal Processing Research Community (SPRC)
Authors: Collin, J., Kirkko-Jaakkola, M., Takala, J.
Number of pages: 11
Pages: 230-240
Publication date: 2015
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Scopus rating (2016): CiteScore 2.8 SJR 0.926 SNIP 1.614
Empowering Industrial Maintenance Personnel with Situationally Relevant Information using Semantics and Context Reasoning

Industrial maintenance is a complex discipline requiring experience and know-how. Information such as maintenance work orders are usually provided through mobile devices to field personnel. There are also other information sources with manuals, documented history, contact information etc. that is of value supporting the tasks at hand but typically this needs to be retrieved manually. The challenge is how to utilize information originating from heterogeneous information sources that, in addition, may change e.g. for outsourced maintenance service providers taking care of different sites. To facilitate the use of supporting materials an ontology knowledge management approach is developed that integrates data and documents, and provides relevant information for the task at hand using context and semantics based reasoning. Results from early prototyping show that the approach can improve utilization of information in existing systems through adapter layers and complement existing mobile as well as upcoming augmented reality applications by automatically providing situationally relevant information.

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Automation Science and Engineering, Research area: Information Systems in Automation, Smart Energy Systems (SES), Aalto University School of Electrical Engineering
Authors: Hästbacka, D., Aarnio, P., Vyatkin, V., Kuikka, S.
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Place of publication: Lisbon, Portugal
Keywords: Industrial Maintenance, Knowledge Management, System Integration, Semantic Web, Contextual Reasoning
Experience-Driven Design of Ambiences for Future Pop Up Workspaces

Knowledge work is in transformation and new means for supporting workers' wellbeing and productivity are needed. Pop Up workspaces are temporary and often social working environments where people can modify their environment to suit their current work mode. The aim of the present research was to explore the opportunities of future Pop Up workspaces, and specifically their technology-mediated ambiences that can provide meaningful experiences for the workers. We employed the Experience-Driven Design (EDD) approach to gain insights of the desired experiences in Pop Up workspaces. We first conducted three participatory group sessions to ideate experience types for Pop Up workspaces. We then ran a multidisciplinary concepting workshop in which we designed concepts for technology-mediated ambiences. Five experience categories for worker mindsets were identified, namely Liberty, Fellowship, Determination, Retreat and Recovery. We present ambience concepts that utilise the mindsets and related target experiences, and how they can be supported by ambient technologies.

Explorative study of teaching programming to vocational teachers in Finland

In this study we explore the possibility of organizing and structuring an information technology training day for upper secondary vocational teacher training in automotive and transport engineering. The objective is to show the development process of the three training sessions in response to survey data completed by teachers. Information technology has widely penetrated into the car industry during the last few decades but some teachers have difficulty in adapting and teaching new technologies to their students. This paper presents one approach to break the ice between 'old school' teachers and information technology, through the use of an 8-hour training day consisting of programming, electronic technology and data bus technology.

The aim of this study is to discover how to structure training of new technology for experienced vocational teachers. In this paper we describe how we developed, organized and assessed information technology training for vocational teachers within the case study. The training day was organized in three locations in Finland: In Pori, Jyväskylä and Vantaa. After the first surveys were completed by the vocational teachers, the arrangement of the next training day was adjusted in response to the outcome of the initial surveys. After the first lecture session, the training feedback indicated that there should be more 'learning-by-doing' type of action. The next sessions included Arduino board [1], electronic components and a laptop software development environment.
In this study we found that the attitudes of the training attendees were different in three locations around Finland. This is an interesting finding. When comparing the results obtained from Jyväskylä and Vantaa the outcomes were slightly more negative in Jyväskylä than in Vantaa. However the training was identical in both cases. The results also showed a difference in attitude between teachers of different age groups.

One of the biggest problems in this type of training was the limitation of time. Most of the teachers were familiar with the automotive based digital testing equipment, but they were also aware that their students were far more advanced in information technology than they were. This may have generated tensions and resistance from the older generation of teacher when adopting any new technology.

The overall outcome was positive. Teachers were pleased with this training in an automotive context, because it was first time they had received generic technological training. The attendees felt it was important because the training sessions were targeted directly to them. The collected survey results provided information about what vocational teachers are actually missing in practice. In the conceptual part of this paper we discuss motivation to learn [2], [3] and Adult Education. In the empirical part of this paper we introduce the training method utilized and finally discuss the presented outcomes and conclusions of the survey data.

**General information**
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Pori Department, Research group: Data-analytics and Optimization, Research group: Business Ecosystems, Networks and Innovations
Authors: Saari, M., Turunen, J., Linna, P., Aramo-Immonen, H., Huhtala, M., Joel-Edgar, S.
Number of pages: 10
Pages: 2860-2869
Publication date: 2015

**Host publication information**
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**Exploring Attitudes, Knowledge and Competencies for Security Technology: A Cross-Cultural Survey in Higher Education**

**General information**
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Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: Information security, Intelligent dexterity for secure networked infrastructure and applications (IDSNIA), University of Tampere, University of Patras
Authors: Chaudhary, S., Zhao, Y., Berki, E., Valtanen, J., Li, L., Helenius, M., Mystakidis, S., Nalam, T., Thapa, R. B.
Number of pages: 8
Pages: 11-18
Publication date: 2015

**Host publication information**
Title of host publication: 8th International Conference on ICT, Society and Human Beings 2015
ISBN (Print): 978-989-8533-41-8
Research output: Scientific - peer-review ➔ Conference contribution

**Faster 128-EEA3 and 128-EIA3 Software**
The 3GPP Task Force recently supplemented mobile LTE network security with an additional set of confidentiality and integrity algorithms, namely 128-EEA3 and 128-EIA3 built on top of ZUC, a new keystream generator. We contribute two techniques to improve the software performance of these algorithms. We show how delayed modular reduction increases the efficiency of the LFSR feedback function, yielding performance gains for ZUC and thus both 128-EEA3 and 128-EIA3. We also show how to leverage carryless multiplication to evaluate the universal hash function making up the core of 128-EIA3. Our software implementation results on Qualcomm’s Hexagon DSP architecture indicate significant performance gains when employing these techniques: up to roughly a 2.4-fold and a 4-fold throughput improvement for 128-EEA3 and 128-EIA3, respectively.

**General information**
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: Information security, Intelligent dexterity for secure networked infrastructure and applications (IDSNIA)
Faster Software for Fast Endomorphisms
GLV curves (Gallant et al.) have performance advantages over standard elliptic curves, using half the number of point doublings for scalar multiplication. Despite their introduction in 2001, implementations of the GLV method have yet to permeate widespread software libraries. Furthermore, side-channel vulnerabilities, specifically cache-timing attacks, remain unpatched in the OpenSSL code base since the first attack in 2009 (Brumley and Hakala) even still after the most recent attack in 2014 (Benger et al.). This work reports on the integration of the GLV method in OpenSSL for curves from 160 to 256 bits, as well as deploying and evaluating two side-channel defenses. Performance gains are up to 51%, and with these improvements GLV curves are now the fastest elliptic curves in OpenSSL for these bit sizes.

From Apps to Liquid Multi-Device Software

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Getting started with the experience design process

A shared vision of the targeted user experience and further user experience goals are required when designing for experiences. To achieve this, the design process should start with an experience-goals elicitation process where all relevant stakeholders together prioritize and choose the target experience goals. In the subsequent evaluation, appropriate metrics are needed to ensure that the targeted experiences are realized.

General information
State: Published
Ministry of Education publication type: D2 Article in professional manuals or guides or professional information systems or text book material
Organisations: Department of Pervasive Computing, Research area: User experience
Authors: Varsaluoma, J., Vääätäjä, H., Kaasinen, E., Karvonen, H., Lu, Y.
Pages: 125-127
Publication date: 2015
High-Level Synthesis Design Flow for HEVC Intra Encoder on SoC-FPGA

This paper presents a High-Level Synthesis (HLS) flow for mapping a software HEVC encoder into Altera CycloneV SoC-FPGA. The starting point is a C implementation of an open-source Kvazaar HEVC intra encoder, which is minimally refined for SystemC design space exploration and automatic Catapult-C RTL generation. The final implementation involves Kvazaar encoder executed in Linux on dual-core ARM, and HW accelerated intra prediction on FPGA. Changing the SW/HW partitioning or modifying the implementation takes hours instead of weeks with Catapult-C HLS. In addition, the design is portable to other platforms without major manual re-writing. We obtained 9 fps full-HD intra prediction speed with a single accelerator on Altera Cyclone V SX on Terasic VEEK-MT-C5SoC board including video capture and HEVC video streaming via Ethernet. To the best of our knowledge, this is the first reported HLS assisted implementation of HEVC encoder on SoC-FPGA.

General information
State: Published
Organisations: Department of Pervasive Computing, Research area: Computer engineering, Signal Processing Research Community (SPRC)
Authors: Sjövall, P., Virtanen, J., Vanne, J., Hämäläinen, T. D.
Number of pages: 8
Increasing user and customer understanding through rapid ethnography in emerging markets

Rapid ethnography enables us to gain an in-depth understanding of customers and end-users as well as the business of the customers and the local market. A new approach was developed and trialled for company R&D purposes at Konecranes during the FIMECC UXUS programme.

General information
State: Published
Ministry of Education publication type: D2 Article in professional manuals or guides or professional information systems or textbook material
Organisations: Department of Pervasive Computing, Research area: User experience, Konecranes Plc
Authors: Väätäjä, H., Haggrén, J.
Pages: 99-101
Publication date: 2015

Host publication information
Title of host publication: User Experience and Usability in Complex Systems - UXUS : FIMECC Publications Series No. 8, 2010-2015
ISBN (Print): 978-952-238-146-0
ISBN (Electronic): 978-952-238-147-7

Publication series
Name: FIMECC Publication series
Publisher: FIMECC Oy
In Search of the Emotional Design Effect in Programming

A small number of recent studies have suggested that learning is enhanced when the illustrations in instructional materials are designed to appeal to the learners’ emotions through the use of color and the personification of key elements. We
sought to replicate this emotional design effect in the context of introductory object-oriented programming (OOP). In this preliminary study, a group of freshmen studied a text on objects which was illustrated using anthropomorphic graphics while a control group had access to abstract graphics. We found no significant difference in the groups’ scores on a comprehension post-test, but the experimental group spent substantially less time on the task than the control group. Among those participants who had no prior programming experience, the materials inspired by emotional design were perceived as less intelligible and appealing and led to lower self-reported concentration levels. Although this result does not match the pattern of results from earlier studies, it shows that the choice of illustrations in learning materials matters and calls for more research that addresses the limitations of this preliminary study.

**Interaction and humans in internet of things**

Internet of Things is mainly about connected devices embedded in our everyday environment. Typically, ‘interaction’ in the context of IoT means interfaces which allow people to either monitor or configure IoT devices. Some examples include mobile applications and embedded touchscreens for control of various functions (e.g., heating, lights, and energy efficiency) in environments such as homes and offices. In some cases, humans are an explicit part of the scenario, such as in those cases where people are monitored (e.g., children and elderly) by IoT devices. Interaction in such applications is still quite straightforward, mainly consisting of traditional graphical interfaces, which often leads to clumsy co-existence of human and IoT devices. Thus, there is a need to investigate what kinds of interaction techniques could provide IoT to be more human oriented, what is the role of automation and interaction, and how human originated data can be used in IoT.
Internal Marketplace as a Mechanism for Promoting Software Reuse

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: Software engineering, Managing digital industrial transformation (mDIT)
Authors: Ripatti, M., Kilamo, T., Salli, K., Mikkonen, T.
Number of pages: 15
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Publication date: 2015

Host publication information
Title of host publication: Proceedings of the 14th Symposium on Programming Languages and Software Tools

Publication series
Name: CEUR Workshop Proceedings
Volume: 1525
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Research output: Scientific - peer-review › Conference contribution

Kvazaar HEVC encoder for Efficient Intra Coding

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: Computer engineering, Signal Processing Research Community (SPRC), Tampere University of Technology
Lean Startup Meets Software Product Lines: Survival of the Fittest or Letting Products Bloom?

Startups often operate with limited resources and are desperate for validating their products as fast as possible. Such validation is the key concept in Lean Startup, where companies build, measure and learn by creating multiple Minimum Viable Products (MVP). Similarly Software product lines (SPL) promise increased productivity and reduced time-to-market in situations where multiple similar products are created. In this paper we propose that there are parallels between these methods. We investigated two software companies using the Lean Startup method through a case study. We found that the companies had a hard time closing developed MVPs which were already used by customers. They ended up with multiple MVPs in production, tying up all the resources. This situation shares many parallels with classic SPLs such as product versioning and lifecycle management. This would indicate that we could use the established knowledge of SPLs to help manage MVP production and its risks.

Learning Analytics Architecture to Scaffold Learning Experience through Technology-based Methods

The challenge of delivering personalized learning experiences is often increased by the size of classrooms and online learning communities. Serious Games (SGs) are increasingly recognized for their potential to improve education. However, the issues related to their development and their level of effectiveness can be seriously affected when brought too rapidly into growing online learning communities. Deeper insights into how the students are playing is needed to deliver a comprehensive and intelligent learning framework that facilitates better understanding of learners’ knowledge, effective assessment of their progress and continuous evaluation and optimization of the environments in which they learn. This paper discusses current SOTA and aims to explore the potential in the use of games and learning analytics towards scaffolding and supporting teaching and learning experience. The conceptual model (ecosystem and architecture) discussed in this paper aims to highlight the key considerations that may advance the current state of learning analytics, adaptive learning and SGs, by leveraging SGs as an suitable medium for gathering data and performing adaptations.
Lightweight Immaterial Particle Displays with Mid-Air Tactile Feedback

Immaterial mid-air displays formed of flowing light-scattering particles are becoming feasible for displaying information in thin air and interacting with it. With light-weight desktop fogscreens and low-cost hand tracking, the user can easily and unobtrusively interact with virtual information. Any real objects can be seen or reached through the screen, as it is permeable and almost intangible. However, no tactile feedback can be perceived when interacting with a mid-air display. Our contribution in this paper is the construction of an interactive mid-air fogscreen employing ultrasonic phased arrays in order to create mid-air tactile feedback. The feedback is suitable for small desktop-sized fogscreens. This creates a mixed reality setup where real objects and e.g., augmented reality content can be brought closer together conceptually and physically. In an experimental evaluation of the mid-air tactile feedback for the fogscreen we found no statistically significant difference in performance, but the mid-air tactile feedback was slightly preferred over no tactile feedback by the users. They found the tactile feedback as more engaging.

Localization of Storyboards for Cross-cultural User Studies

Storyboards are useful for presenting ideas visually to users helping them understand possible uses of technology allowing them to identify with use situations, especially when no prototypes are available to demonstrate. Storyboards are good for cross-cultural user studies, because they reduce the amount of text users with different native languages have to read. Storyboards are easy to implement in online surveys, which are convenient in gathering data from geographically dispersed groups of users. However, creating localized storyboards requires considering a number of culture related factors. Little research exists in Human-Computer Interaction about how to create localized storyboards for online UX surveys although the need for gathering global user feedback of technology products and services noticeable. We used two focus groups with Chinese participants to inform the design of localization of storyboards for an online survey. Results showed that localization was successful and some design implications were found of localizing storyboards.
Managing software engineering competences with domain ontology for customer and team profiling and training

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Pori Department, Research group: Software Engineering and Intelligent Systems, Tallinn University of Technology, Tallinn, Estonia
Authors: Robal, T., Ojastu, D., Kalja, A., Jaakkola, H.
Number of pages: 7
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Publication date: 2015

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Publisher: PICMET
Editor: Kocaoglu, D.
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10.1109/PICMET.2015.7273171
Research output: Scientific - peer-review › Conference contribution

On the Design of a Collaborative Online Development Environment

General information
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Ministry of Education publication type: G5 Doctoral dissertation (article)
Organisations: Department of Pervasive Computing, Research area: Software engineering
Authors: Nieminen, A.
Number of pages: 73
Publication date: 2015

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Name: Tampere University of Technology. Publication
Publisher: Tampere University of Technology
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Bibliographical note
Awarding institution: Tampere University of Technology
Research output: Collection of articles › Doctoral Thesis
On the Design of a Responsive User Interface for a Multi-Device Web Service
The introduction of numerous new, web-enabled devices is leading to a change in the mindset in the design of web systems. Increasingly often, they are designed to take into account the special characteristics of different devices. In terms of implementation, designing these responsive web services requires frameworks and guidelines for user interface design for both desktop and mobile devices. In this paper we present a case study which was done during the implementation of open data. Fi service. During the project responsive mobile user interfaces were implemented to existing open source software with preserving as much of the original layouts as possible. We provide some insights to tools and libraries used in building the responsive user interfaces and share some of the findings that work well in customizing existing software. We also provide examples of solutions that won't work so well and look how to solve them properly.

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: Software engineering, Gofore Ltd
Authors: Voutilainen, J., Salonen, J., Mikkonen, T.
Number of pages: 4
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Publication date: 2015

Host publication information
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Publisher: IEEE
ISBN (Print): 978-0-7695-5566-9
DOI:
10.1109/MobileSoft.2015.16
Research output: Scientific - peer-review › Conference contribution

On the Role of Gamification and Localization in an Open Online Learning Environment: Javala Experiences
Massive Open Online Courses (MOOCs) have rapidly become an important tool for educational institutes in teaching programming. Nevertheless, high drop-out rates have always been a problem in online learning. As MOOCs have become an important part of modern education, reducing the drop-out rate has become a more and more relevant research problem. This work studies a nine-year-long period of maintaining an open, online learning environment of programming. The aim is to find out how the implementation of the learning environment could engage the students to learning and this way affect the drop-out rate. We provide an insight to experiences stemming from nine years of data collected with Javala, an online system created to help shifting from C++ to Java programming. The paper also discusses two key properties of Javala, gamification, and localization, together with data to assess their significance.

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: Software engineering, Regulation of learning and active learning methods (REALMEE), Solita Oy
Authors: Lehtonen, T., Aho, T., Isohanni, E., Mikkonen, T.
Number of pages: 10
Pages: 50-59
Publication date: 2015

Host publication information
Title of host publication: 15th Koli Calling Conference on Computing Education Research
Publisher: ACM
DOI:
10.1145/2828959.2828973
Research output: Scientific - peer-review › Conference contribution

Optimal operation of a three camera system on a four-wheel robot
At present the automated moving of a robot is made possible by a complete measurement system including GPS, laser scanners, radars and static cameras. Such approach is reliable but rather expensive. In this paper the optimal operation of a three camera system on a four-wheel robot is studied. The benefit of the dynamic camera system over the complete static measurement system is the reasonable price and the possibility to focus at certain directions.

General information
Pattern recognition with Spiking Neural Networks: a simple training method

As computers are getting more pervasive, software becomes transferable to different types of hardware and, at the extreme, being bio-compatible. Recent efforts in Artificial Intelligence propose that software can be trained and taught instead of “hard-coded” sequences. This paper addresses the learnability of software in the context of platforms integrating biological components. A method for training Spiking Neural Networks (SNNs) for pattern recognition is proposed, based on spike timing dependent plasticity (STDP) of connections. STDP corresponds to the way connections between neurons change according to the spiking activity in the network, and we use STDP to stimulate outputs of the network shortly after feeding it with a pattern as input, thus creating specific pathways in the network. The computational model used to test this method through simulations is developed to fit the behaviour of biological neural networks, showing the potential for training neural cells into biological processors.

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: Software engineering, Research area: Computer engineering, Intelligent dexterity for secure networked infrastructure and applications (IDSNIA)
Authors: Christophe, F., Mikkonen, T., Andalibi, V., Koskimies, K., Laukkarinen, T.
Number of pages: 13
Pages: 296-308
Publication date: 2015
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Publisher: CEUR-WS.org
Editors: Nummenmaa, J., Sievi-Korte, O., Mäkinen, E.
Article number: 21
Publication series
Name: CEUR Workshop Proceedings
Volume: 1525
ISSN (Electronic): 1613-0073
Links:
Research output: Scientific - peer-review › Conference contribution

Patterns for Distributed Machine Control Systems

Control systems are getting more and more complex and include growing number of features. The control systems are nowadays software controlled to high degree. All features of the machine, however, are not useful for all customers and customers do not want to pay for the features they do not need. The product, the work machine, needs to be tailored to fit the customer's needs. However, tailoring the product for each customer is not an option as there would be too many control system software versions and configurations of the control system and for example updating the control system software would became impossible. In this paper, we will present three patterns for control systems to help in addressing the aforementioned problems. These patterns generate software architecture that supports varying the control system for different customer needs.

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Perceived Impacts as User Experience Components in Mobile News Making with Smartphones

This chapter discusses users' perceptions of system impacts as one of the user experience components. Findings from twelve case studies on mobile news making with smartphones are summarized, focusing on the perceived impacts of system use and system characteristics that can contribute to user's perception of system quality. The findings indicate that the perceived impacts of system, i.e., the benefits and costs, for the mobile user, activity, outcome (news and news content), and journalism are important for understanding user experience and therefore the overall evaluative judgments of the system.

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State: Published
Ministry of Education publication type: A3 Part of a book or another research book
Organisations: Department of Pervasive Computing, Research area: User experience, Augmented Human Activities (AHA)
Authors: Väätäjä, H.
Number of pages: 21
Pages: 218-238
Publication date: 2015

Phishing knowledge based user modelling in software design

Due to the limitations of anti-phishing software and limitations in creating such software, we propose the usage of metamodelling frameworks and software tools for implementing software systems where phishing prevention is already designed as a part of the system itself. An expressive computational, verifiable and validatable metamodel is created that captures user behaviour.

Next it is shown through examples that the metamodel follows and describes reported phishing scams accurately. The model is then used to create specification in an executable formal specification tool. The formal specification, which can be executed to observe user behaviour, can be used as a building block in the specification of a larger software system, resulting in an inherently phishing-resilient software system design in the form of a formal specification.

General information
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Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: Information security, Intelligent dexterity for secure networked infrastructure and applications (IDSNIA), Mathematical modelling with wide societal impact (MathImpact)
Authors: Li, L., Nummenmaa, T., Berki, E., Helenius, M.
Number of pages: 15
Pages: 221-235
Publication date: 2015

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Links:
Research output: Scientific - peer-review › Conference contribution

Pluggable Systems as Architectural Pattern: An Ecosystemability Perspective
In this paper we review the use of plug-in architectures as a technological platform for software ecosystems. Our observation is that the software community has viewed and used plug-ins as powerful extension mechanisms offering a wide range of quality properties. Looking beyond such low-level technical interpretation, we argue that pluggable systems should be perceived and treated as a higher level architectural pattern. In order to back our perspective we present the pattern following widely adopted documentation scheme, we show example usage of the pattern in the Eclipse ecosystem, and we discuss different implementation options of the pattern when building new technical solutions for ecosystems.

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: Software engineering
Authors: Syeed, M. M. M., Lokhman, A., Mikkonen, T., Hammouda, I.
Publication date: 2015

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Article number: 42
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10.1145/2797433.2797477
Research output: Scientific - peer-review › Conference contribution

pocl: A Performance-Portable OpenCL Implementation
OpenCL is a standard for parallel programming of heterogeneous systems. The benefits of a common programming standard are clear; multiple vendors can provide support for application descriptions written according to the standard, thus reducing the program porting effort. While the standard brings the obvious benefits of platform portability, the performance portability aspects are largely left to the programmer. The situation is made worse due to multiple proprietary vendor implementations with different characteristics, and, thus, required optimization strategies.

In this paper, we propose an OpenCL implementation that is both portable and performance portable. At its core is a kernel compiler that can be used to exploit the data parallelism of OpenCL programs on multiple platforms with different parallel hardware styles. The kernel compiler is modularized to perform target-independent parallel region formation separately from the target-specific parallel mapping of the regions to enable support for various styles of fine-grained parallel resources such as subword SIMD extensions, SIMD datapaths and static multi-issue. Unlike previous similar techniques that work on the source level, the parallel region formation retains the information of the data parallelism using the LLVM IR and its metadata infrastructure. This data can be exploited by the later generic compiler passes for efficient parallelization.

The proposed open source implementation of OpenCL is also platform portable, enabling OpenCL on a wide range of architectures, both already commercialized and on those that are still under research. The paper describes how the portability of the implementation is achieved. We test the two aspects to portability by utilizing the kernel compiler and the OpenCL implementation to run OpenCL applications in various platforms with different style of parallel resources. The results show that most of the benchmarked applications when compiled using pocl were faster or close to as fast as the best proprietary OpenCL implementation for the platform at hand.

General information
Project- and product-oriented course

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Pori Department, Research group: Software Engineering and Intelligent Systems, University of Lapland, Tallinn University of Technology, Tallinn, Estonia
Authors: Henno, J., Jaakkola, H., Mäkelä, J.
Number of pages: 4
Pages: 665-668
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Source: Bibtex
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Research output: Scientific - peer-review › Conference contribution

Requirements, Architecture, and Quality in a Mission-Critical System: 12 Lessons Learned
Public tender processes typically start with a comprehensive specification phase, where representatives of the eventual owner of the system, usually together with a hired group of consultants, spend a considerable amount of time to determine the needs of the owner. For the company that implements the system, this setup introduces two major challenges: (1) the written down requirements can never truly describe to a person, at least to one external to the specification process, the true intent behind the requirement; (2) the vision of the future system, stemming from the original idea, will change during the specification process – over time simultaneously invalidating at least some of the requirements. This paper reflects the experiences encountered in a large-scale mission critical information system – ERICA, an information system for the emergency services in Finland – regarding design, implementation, and deployment. Based on the experiences we propose more dynamic ways of system specification, leading to simpler design, implementation, and deployment phases and finally to a better perceived quality.

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: Software engineering
Authors: Koski, A., Mikkonen, T.
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Publisher: ACM
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DOIs: 10.1145/2786805.2804436
Research output: Scientific - peer-review › Conference contribution

Rolling Out a Mission Critical System in an Agilish Way: Reflections on Building a Large-Scale Dependable Information System for Public Sector
Despite the increasing pace of development and deployment of new software systems, the expectations regarding critical information systems have not changed. Consequently, to ensure high quality in spite of rapid updates, the fashion these facilities are taken to use need careful considerations. This paper presents and analyses real-life experiences gathered during the many years of planning, design, implementation, testing and finally deploying as a service a large, multi-million
euro, extremely mission critical information system for emergency services. The project was to be carried out in an agile way, although the scope, the price and the duration were fixed by signed contracts. Fortunately, the customer was willing and able to learn how to do system development iteratively and incrementally, as well as to provide personnel to constantly collaborate with the developers. Along the way, we learned that to truly succeed in such an endeavor as this one, it is not enough to do the things almost right or by the book. Instead, everyone involved must keep raising the bar every day, in a continuous, disciplined, and controlled way.

**General information**
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Organisations: Department of Pervasive Computing, Research area: Software engineering
Authors: Aapo, K., Mikkonen, T.
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10.1109/RCoSE.2015.15
Research output: Scientific - peer-review › Conference contribution

**Service Architecture and Interface Design for Mobile Machine Parameter Optimization System**
Abstract Performance improvement is a constantly important topic in manufacturing, and mobile work machines are no exception. In some mobile machines, machine behaviour is affected by various device parameters. Their effect can be examined by statistical analysis, but exploiting analysis results during machine operation requires a sophisticated distributed information system. This paper introduces an architecture for such a system suitable for geographically dispersed machine fleets. It covers aspects on data collection, storage, analysis and utilization. Once statistical analysis has been performed, its results are made available for applications that assess machine performance locally during operation. If there is room for improvement in parameter values, the operator of the machine is given suggestions to change them. A prototype implementation is presented. The results show that such an information system has a considerable potential of bringing competitive advantage to machine operators. Besides, added value is also expected to the manufacturer of the machine as performance-related knowledge is augmented. Thus, further service business development is also contributed.

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Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Automation Science and Engineering, Research area: Information Systems in Automation, Smart Energy Systems (SES)
Authors: Kannisto, P., Hästbacka, D., Vilkko, M., Kuikka, S.
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Peer-reviewed: Yes

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Scopus rating (2016): CiteScore 0.45
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Links:
Source: RIS
Source-ID: urn:90F44451FD1CEFE8952D2A6D958A38CF
Research output: Scientific - peer-review › Article
Social Displays on Mobile Devices: Increasing Collocated People's Awareness of the User's Activities

Activities that have traditionally been performed with tangible artefacts, e.g., reading the newspaper and browsing printed photos, have increasingly moved to mobile devices. This has made it harder for the surrounding people to become aware of the activities a person is performing with the device. As a result, the possibilities for serendipitous social interactions between the user and the collocated people have diminished. We introduce social displays, additional displays on mobile devices providing social cues about the activities of device user’s activities for surrounding people. We conducted five focus groups with in total 23 participants, each discussing four scenarios and co-designing the presentation of cues on the display. The results suggest that the display has potential to break the private bubble of mobile device activities, as well as to provide tickets-to-talk to enhance social interaction, especially between acquaintances. We discuss social opportunities and challenges as well as possible design directions for social displays.

Sosiaalinen media ja digitalisaatio

Sosiaalinen media ja digitalisaatio
Spicing Up Open Source Development with a Touch of Crowdsourcing
Leveraging the work and innovation of third party developers has risen as a viable business model for software companies. Most obviously, open source software has become an opportune ecosystem for creating innovative products with minimum number of paid developers. Then, having a company core where most of the development is done in-house by developers employed by the company can lead to a situation where the community contributions are not smoothly integrated into the code base of the open source product. Similarly, during the last decade, the use of the specialized workforce available online -- so-called crowd sourcing -- has received a lot of attention. While tapping into the unknown group of experts differs from the open source community-driven approach, they share certain similarities as well. In this paper, we present results of an initial study on how adopting and utilizing elements from crowd sourcing can help to boost community contributions in company lead development of an open source software product. We further discuss how such activity can be supported by an in-house development model where all contributions whether done by the developers of the company or community participants enter a common, automated integration pipeline.
Technologies for databases change management

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Pori Department, Research group: Software Engineering and Intelligent Systems
Authors: Jannaschk, K., Jaakkola, H., Thalheim, B.
Number of pages: 15
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Publication date: 2015

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Publisher: Springer International Publishing
Editors: Bassiliades, N., Ivanovic, M., Kon-Popovska, M., Manolopoulos, Y., Palpanas, T., Trajcevski, G., Vakali, A.
ISBN (Print): 978-3-319-10517-8
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Research output: Scientific - peer-review › Conference contribution

Teollista Internetiä työkoneissa – palveluarkkitehtuuri suorituskyvyn optimointiin

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Automation Science and Engineering, Research area: Information Systems in Automation
Authors: Kannisto, P., Hästbacka, D., Kuikka, S.
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Research output: Scientific - peer-review › Conference contribution
The Fuzzy Front End of Experience Design: Workshop Proceedings

To start an experience design process, the designers should determine what experience they intend to aim for. How should this decision be made? In the fuzzy front end of the experience design process, there are often several alternative sources for gaining insight and inspiration. There may be different, even conflicting viewpoints and opinions. In addition to user studies, insight and inspiration for experience goals can be sought from brand promises, technology and societal trends, as well as from just a vision of renewal.

In these proceedings, we present the results of the “Fuzzy Front End of Experience Design” workshop held in NordiCHI 2014 in Helsinki. The workshop brought together practitioners and academics to share knowledge and lessons learned on and explore how to get from the fuzzy front end to a shared vision of the experience to aim for.

We accepted to the workshop eight excellent position papers that presented experience goal setting on different fields. Prior to the workshop, we collected with an online questionnaire participants’ views related to experience design. These results were analysed and presented in the workshop. During the workshop, we shared experiences and discussed where insight and inspiration to experience goals setting can be sought, what the characteristics of good experience goals are, and how experience goals should be communicated. Our goal is that this report will provide inspiration and guidance to defining experience goals, thus shedding light on the fuzzy front end of experience design.

These proceedings include the following: an introduction and description of the workshop as well as related phases and activities, an overview of the survey results, results of the workshop activities, and the position papers presented at the workshop. The description of the workshop has been published earlier in NordiCHI 2014 conference proceedings. The papers have been published on the workshop website.
The Social Developer – Now, Then, and Tomorrow

The practice of software engineering needs both individual commitment as well as social interaction. It has long been widely recognized that communication problems are a major factor in the delay and failure of software projects. However, the patterns of communication that can be associated with the different development paradigms have gained less attention. In this paper, we present some views to the evolution of social dimensions in the light of software engineering methodologies and associated tools. To study this, we have surveyed a number of software developers working in industry to reflect our views into the state-of-practice in software development companies and shed light to the impact of distributed and agile development has had on developer communication. Towards the end of the paper, we provide some ideas for future research and draw some final conclusions.

General information
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Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: Software engineering, Managing digital industrial transformation (mDIT)
Authors: Kilamo, T., Leppänen, M., Mikkonen, T.
Number of pages: 8
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Host publication information
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Research output: Scientific - peer-review › Conference contribution

The spatial presence experience scale (SPES): A short self-report measure for diverse media settings

The study of spatial presence is currently receiving increased attention in both media psychology and communication research. The present paper introduces the Spatial Presence Experience Scale (SPES), a short eight-item self-report measure. The SPES is derived from a process model of spatial presence (Wirth et al., 2007, Media Psychology, 9, 493-525), and assesses spatial presence as a two-dimensional construct that comprises a user's self-location and perceived possible actions in a media environment. The SPES is shorter than many other available spatial presence scales, and can be conveniently applied to diverse media settings. Two studies are reported (N-1 = 290, N-2 = 395) that confirm sound psychometric qualities for the SPES.

General information
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Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing, Research area: User experience
Authors: Hartmann, T., Wirth, W., Schramm, H., Klimmt, C., Vorderer, P., Gyspers, A., Böcking, S., Ravaja, N., Laarni, J., Saari, T., Gouveia, F., Sacau, A.
Publication date: 2015
Peer-reviewed: Yes

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Three Dimensional Volume Managers Replacing Window Managers in Augmented Reality Application Paradigm

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Organisations: Department of Pervasive Computing, Research area: Software engineering, Huawei
Authors: Peuhkurinen, A., Mikkonen, T.
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To UML or not to UML? – Empirical Study on the Approachability of Software Architecture Diagrams
Software architecture design is key to building systems that meet quality demands. Choosing the appropriate way to model the architecture ensures it is rightly understood by everyone involved. UML diagrams are commonly used in software engineering but free-form diagrams are almost as common. In this paper, we study the factors influencing the approachability of diagrams, and particularly whether there is a difference in the approachability between UML and non-UML diagrams and colored and black & white diagrams. Our results show that colors do not necessarily increase the approachability of diagrams and free-form diagrams can suffer from ambiguousness. We conclude that simplicity and correctness are key factors when modeling architectures.

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: Software engineering, Managing digital industrial transformation (mDIT), Regulation of learning and active learning methods (REALMEE), Vincit Oy
Authors: Eloranta, V., Isohanni, E., Lahtinen, S., Sievi-Korte, O.
Number of pages: 5
Pages: 101-105
Publication date: 2015

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Title of host publication: Proceedings of the ASWEC 2015 24th Australasian Software Engineering Conference (ASWEC '15 Vol. II)
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ISBN (Electronic): 978-1-4503-3796-0
DOIs: 10.1145/2811681.2811701
Research output: Scientific - peer-review » Conference contribution
Towards an ideal software engineering project course
Software Engineering (SE) project course is usually a capstone of an SE curriculum. With industrial involvement, it may also be one point of mutual interaction. This paper considers a collection of best practices tried out on one university course over a couple of decades, as well as future improvement to attain an ideal SE project course.

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Authors: Ahtee, T., Tiusanen, O.
Number of pages: 2
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DOIs:
10.1145/2828959.2828984
Research output: Scientific - peer-review › Conference contribution

Towards blended learning: A case study
Abstract - University education is in the middle of a technological and pedagogical revolution. Traditional models are under considerable pressure to change. In this paper, we introduce a case where IT education was radically challenged by new possibilities. The case is a small university department, which runs a Master’s degree program for an annual intake of about 60 students. The students study while working either full or part-time. Thus, the key challenge is to enable an efficient balance between work and studies especially by supporting distance learning. This means that the location and schedule of studies have to be flexible. One way has been to increase the multiformity of the pedagogical methods. For example, teaching is moving increasingly toward the flipped classroom method. In addition to the teachers’ own video production, external academic Internet sources have been used and experiments have also been made of using external Massive Open Online Course materials for example in executing web development and database courses. This paper is a summary and analysis of the observations from the viewpoint of the students, teachers, and administration. Some plans and future intentions are also presented.

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Pori Department, Research group: Software Engineering and Intelligent Systems
Authors: Linna, P., Keto, H., Mäkinen, T.
Number of pages: 5
Pages: 685-689
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Host publication information
Publisher: Croatian Society for Information and Communication Technology, Electronics and Microelectronics MIPRO
DOIs:
10.1109/MIPRO.2015.7160359
Research output: Scientific - peer-review › Conference contribution
Towards Deeper Understanding of User Experience with Ubiquitous Computing Systems: Systematic Literature Review and Design Framework

Over the past decades, a plethora of innovative ubiquitous computing (ubicomp) systems have been constructed. The acceptance of the systems, however, depends on how users experience them in real contexts. While many of the ubicomp research projects include some form of user study, there is no overview of how user experience (UX) is approached in ubicomp research. To this end, we conducted a systematic literature review of ubicomp UX studies. Our findings reveal that users' experiences with ubicomp systems have often been investigated in rather lightweight ways, for example by addressing basic usability issues, collecting ratings by simple, predetermined scales, or producing descriptions of general experiences such as fun and trust. Based on the findings we argue that a deeper and more fine-grained understanding of user experience would help developing more successful ubicomp systems. We propose a ubicomp UX framework that can help design and evaluate ubicomp systems with a desirable set of target experiences.

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Organisations: Department of Pervasive Computing, Research area: User experience, Augmented Human Activities (AHA), University of Lapland
Authors: Väänänen-Vainio-Mattila, K., Olsson, T., Häkkilä, J.
Number of pages: 18
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Towards liquid web applications

As the complexity of rich Web applications grows together with the power and number of Web browsers, the next Web engineering challenge to be addressed is to design and deploy Web applications to make coherent use of all devices. As users nowadays operate multiple personal computers, smart phones, tablets, and computing devices embedded into home appliances or cars, the architecture of current Web applications needs to be redesigned to enable what we call Liquid Software. Liquid Web applications not only can take full advantage of the computing, storage and communication resources available on all devices owned by the end user, but also can seamlessly and dynamically migrate from one device to another continuously following the user attention and usage context. In this paper we address the Liquid Software concept in the context of Web applications and survey to which extent and how current Web technologies can support its novel requirements.

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Organisations: Department of Pervasive Computing, Research area: Software engineering, Intelligent dexterity for secure networked infrastructure and applications (IDSNIA), University of Lugano (USI)
Authors: Mikkonen, T., Systä, K., Pautasso, C.
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ISBN (Print): 978-3-319-19889-7
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Towards Post-Agile Development Practices Through Productized Development Infrastructure

Modern software is developed to meet evolving customer needs in a timely fashion. The need for a rapid time-to-market together with changing requirements has led software intensive companies to utilize agile development, where each iteration aims at producing end-user value and change is embraced. In today's post-agile software development world, there is a need for processes and tools that deliver new software to the end-user as fast as possible. The level of adoption of these continuous software engineering practices depends on the product, customers, and the business domain. In this paper, we investigate the benefits gained from implementing a completely continuous delivery workflow using a domain specific productized development infrastructure through a descriptive single case study. Embracing the continuous delivery mindset throughout the development pipeline allows the case customer company to gain fast insight on new business directions and lends the services to live experimentation which in turn adds to end-user value. Up-to-date feedback cycles between all stakeholders all the way from concept design to end-users are offered.
User experience goals as a guiding light in design and development – Early findings

User experience (UX) goals are one means to describe user experience requirements and guide the design and evaluation of interactive systems in different application domains. This position paper discusses the results of a pre-workshop questionnaire for participants of a workshop on UX goals and their utilization. The domains of the case studies that participants described vary from workplace to consumer applications and education. Workshop participants defined a good UX goal as something that (1) helps in focusing the design, (2) is measurable, (3) describes positive emotions, and (4) communicates the desired experience. Furthermore, UX goals were considered useful in keeping the focus on important issues during design and development, and providing inspiration for design.

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Organisations: Department of Pervasive Computing, Research area: User experience, Aalto University, VTT Technical Research Centre of Finland
Authors: Vääntäjä, H., Savioja, P., Roto, V., Olsson, T., Varsaluoma, J.
Number of pages: 7
Pages: 521-527
Publication date: 2015

User Experience of Digital News: Two Semi-long Term Field Studies

Reading of digital news on personal devices has dramatically increased. Parallel to new devices, novel service or even content types are created forming new habits and experiences for readers. However, previous research is limited in understanding temporal aspects of such users’ experiences (UX). The goal of this study is to understand user experience of mobile news reading in a real context of use over one week in two different case studies. UX of digital replicas, browser optimized versions of digital news, and novel media authentication method for news reading and ordering were explored with actual news readers (N=36) in field using their own tablets and personal computers. Data-collection included in daily diaries with the UX questionnaires and the retrospective interviews. The results showed that the studied forms of digital news and authentication methods provided positive user experience and they were appealing for future digital news. UX also showed a tendency of improving over a time. In addition, the user’s habits of reading digital news reflected the conventions of reading a print newspaper.

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Organisations: Department of Pervasive Computing, Research area: User experience, Augmented Human Activities (AHA)
Authors: Pesonen, E., Jumisko-Pyykkö, S., Vääntäjä, H.
Number of pages: 13
Pages: 51-63
Publication date: 2015
User Experience of Mobile Proximity-Based Applications for Playful Social Interaction

Mobile proximity-based connectivity technology like Wi-Fi Direct allows detecting nearby devices and establishing a direct data transfer between them. The opportunities provided by that are still underutilized. My doctoral research looks into proximity-based playful social interactions as a way to enhance interactivity between collocated people, both friends and strangers. I do qualitative user research on new research prototypes as well as on existing commercial systems like Nintendo's StreetPass.

Using video games to combine learning and assessment in mathematics education

Using video games to combine learning and assessment in mathematics education

UX sensors - Understanding the UX of complex systems through usage analysis
UX work in startups: Current practices and future needs

Startups are creating innovative new products and services while seeking fast growth with little resources. The capability to produce software products with good user experience (UX) can help the startup to gain positive attention and revenue. Practices and needs for UX design in startups are not well understood. Research can provide insight on how to design UX with little resources as well as to gaps about what kind of better practices should be developed. In this paper we describe the results of an interview study with eight startups operating in Finland. Current UX practices, challenges and needs for the future were investigated. The results show that personal networks have a significant role in helping startups gain professional UX advice as well as user feedback when designing for UX. When scaling up startups expect usage data and analytics to guide them towards better UX design.
Vibrotactile Stimulation as an Instructor for Mimicry-Based Physical Exercise

The present aim was to investigate functionality of vibrotactile stimulation in mimicry-based behavioral regulation during physical exercise. Vibrotactile stimuli communicated instructions from an instructor to an exerciser to perform lower extremity movements. A wireless prototype was tested first in controlled laboratory conditions (Study 1) and was followed by a user study (Study 2) that was conducted in a group exercise situation for elderly participants with a new version of the system with improved construction and extended functionality. The results of Study 1 showed that vibrotactile instructions were successful in both supplementing and substituting visual knee lift instructions. Vibrotactile stimuli were accurately recognized, and exercise with the device received affirmative ratings. Interestingly, tactile stimulation appeared to stabilize acceleration magnitude of the knee lifts in comparison to visual instructions. In Study 2 it was found that user experience of the system was mainly positive by both the exercisers and their instructors. For example, exercise with vibrotactile instructions was experienced as more motivating than conventional exercise session. Together the results indicate that tactile instructions could increase possibilities for people having difficulties in following visual and auditory instructions to take part in mimicry-based group training. Both studies also revealed development areas that were primarily related to a slight delay in triggering the vibrotactile stimulation.

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Scopus rating (2014): SJR 0.183 SNIP 0.718 CiteScore 0.99
Scopus rating (2013): SJR 0.228 SNIP 0.943 CiteScore 1
Scopus rating (2012): SJR 0.272 SNIP 1.582 CiteScore 1.09
Scopus rating (2011): SJR 0.556 SNIP 1.518 CiteScore 1.38
Original language: English
ASJC Scopus subject areas: Human-Computer Interaction
DOIs:
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Research output: Scientific - peer-review › Article

W2E - Wellness Warehouse Engine for Semantic Interoperability of Consumer Health Data

Novel health monitoring devices and applications allow consumers easy and ubiquitous ways to monitor their health status. However, technologies from different providers lack both technical and semantic interoperability and hence the resulting health data is often deeply tied to a specific service, which is limiting its re-usability and utilization in different services. We have designed a Wellness Warehouse Engine (W2E) that bridges this gap and enables seamless exchange of data between different services. W2E provides interfaces to various data sources and makes data available via unified Representational State Transfer Application Programming Interface (REST API) to other services. Importantly, it includes Unifier – an engine that allows transforming input data into generic units re-usable by other services, and Analyzer – an engine that allows advanced analysis of input data, such as combining different data sources into new output parameters. In this paper, we describe the architecture of W2E and
demonstrate its applicability by using it for unifying data from four consumer activity trackers, using a test base of 20 subjects each carrying out three different tracking sessions. Finally, we discuss challenges of building a scalable Unifier engine for the ever-enlarging number of new devices.

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Authors: Honko, H., Andalibi, V., Aaltonen, T., Parak, J., Saaranen, M., Viik, J., Korhonen, I.
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Scopus rating (2013): SJR 1.049 SNIP 2.405
Scopus rating (2012): SJR 0.799 SNIP 2.261
Scopus rating (2011): SJR 0.681 SNIP 2.042
Scopus rating (2010): SJR 0.632 SNIP 1.862
Scopus rating (2009): SJR 0.588 SNIP 1.809
Scopus rating (2008): SJR 0.605 SNIP 2.01
Scopus rating (2007): SJR 0.716 SNIP 2.154
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Scopus rating (2005): SJR 0.596 SNIP 1.843
Scopus rating (2004): SJR 0.486 SNIP 1.355
Scopus rating (2003): SJR 0.616 SNIP 1.65
Scopus rating (2002): SJR 0.491 SNIP 1.309
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Scopus rating (2000): SJR 0.459 SNIP 1.515
Scopus rating (1999): SJR 0.367 SNIP 0.952
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DOIs:
10.1109/JBHI.2015.2469718

Ways to Cross the Rubicon: Pivoting in Software Startups
Startup, or a potential company looking for form and repeatable, scalable business model, has become an advocated mechanism for embracing high ambition, innovativeness, and growth. The success of a startup is often related to the time it takes the startup to develop their business model. When the entire business is based on extreme uncertainty the main business hypothesis of the business model must be continuously tested and improved. This main business hypothesis can be split into smaller business hypotheses and when one of these business hypotheses proves to be false, a change in the direction of the company – so-called pivot – must be considered. Readily made approaches exist to accomplish this, including in particular the Lean Startup framework, that aims at iteratively developing, experimenting, and validating business hypotheses. In this paper study how pivots can change business hypotheses shown as a segments in Lean Model Canvas, a strategic management tool for developing business models. As an empirical contribution, we describe this definition of pivots with three case companies – all small software startups from Tampere region, Finland – and map the pivot effects on the business hypotheses. We found out that the pivots can be identified by changes in the Lean Model Canvas, that pivots typically take place in groups, and that comprehensive pivots happen early in the startup’s life,
whereas once the business model is clarified, fine-tuning is more likely to take place.

Ways to measure spatial presence: Review and future directions

WHIRLBOB, the Whirlpool Based Variant of STRIBOB
The fuzzy front end of experience design

The basic idea behind Experience Design approach is that before ideating the solution, you define what experience to design for. This is a critical point in a design process, because the experience goal needs to be appropriate for the target context of use, in line with the brand experience, and meaningful to truly engage users. In the early phases of the experience design process, in the fuzzy front end, there are several sources that can guide experience goal setting. One important way is empathic understanding of the users' world and stepping into the users' shoes, but there are also other sources of insight and inspiration for setting the experiential goals such as brand promise, technology and societal trends as well as mere vision of renewal. In this workshop, we aim to collect examples of the fuzzy front end of the experience design process and analyze how the different sources of insight and inspiration influence experience goal setting.

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Capacitive Facial Activity Measurement

The human facial activity consists of voluntary and spontaneous behavior that can be measured to provide valuable information for several application domains. The objective of this thesis is to introduce a new, capacitive measurement method for the task. The motivation to develop a new method was to avoid some of the drawbacks that existing methods have. The existing ones that have been used to measure activity from the entire face are electromyography (EMG) that measures the electric activity of the facial muscles and image-based methods that use machine vision. EMG has drawbacks due to its requirement to attach electrodes to the face, whereas vision-based methods rely on using cameras and heavy computational processing to collect information about the facial behaviour. The presented capacitive method does not require physical contact to the face, the computational requirements of the needed signal processing are low, and it can be used in mobile applications because the measurement can be integrated to head-mounted devices. The thesis includes several studies where prototypes were constructed, experiments carried out, signal and data processing methods applied, and results analysed. The method was first applied as a way to detect facial movements for human–computer interaction. It was integrated with a gaze tracker to point targets on a computer screen with the gaze and click with facial movements. Later, the method was extended from the detection of single facial movements to be feasible in the detection and classification of movements and expressions of the entire face. It was also applied to the measurement of the activation intensities of certain facial muscles. The results of the thesis show that the new measurement method detects facial movements with a good performance. Pointing and clicking also performs well when the detection method is combined with gaze tracking. The classification of facial movements performs very well with the ones included in the experiments of the thesis, and the classification can be expected to work also with more complex facial expressions. Further, the measurement method’s performance in determining the intensities of facial muscle activations was good for ones that have a wide movement range. Finally, the thesis also states the limitations of the new measurement method and includes suggestions to overcome them and to develop the method further.
Lightweight Evaluation of Software Architecture Decisions

Software architecture is an important foundation of every software project. Therefore, it is advisable to evaluate it in early stages of the software design. Architecture evaluation helps to uncover risks and suboptimal decisions before they cause tremendous cost and re-engineering efforts. Unfortunately, many software companies still do not integrate architecture evaluations into their software projects as a standard activity. This is partially because architecture evaluation is perceived as complicated and time-consuming by some people. Modern agile development methodologies are perceived as avoiding up-front architectural design, which amplifies this problem. In this chapter, we present an extended description of the decision-centric architecture review (DCAR) method. DCAR is lightweight and easy to integrate into different types of software projects (traditional and agile projects). We present the method in detail and show how it can be used in an incremental development process. Additionally, we explain different approaches for integrating DCAR with Scrum to support continuous and iterative architecture evaluation. Finally, we present industrial experiences from the evaluations we carried out using DCAR, both as external reviewers in industrial projects and when applying DCAR in our own industrial software projects.

Integrating mobile learning, digital storytelling and social media in vocational learning

In this chapter, the focus falls on integrating mobile learning, digital storytelling, and social media into vocational learning practices. The literature review introduces the development of mobile learning and digital storytelling and presents ways in which these concepts can piggyback the interactive features of social media. A case study during which participating students used mobile phones and videos with a mobile social video application (MoVIe) to design and produce representative digital stories based on local tourism attractions is also presented. Twenty-five students participated in the internet inquiry about student attitudes towards the use of social media as part of their vocational expertise and their
learning experiences with mobile devices and MoViE. This chapter illustrates the benefits as well as the shortcomings of the used learning concept in order to produce more concrete knowledge of the use of mobile devices and social video applications in learning.

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Organisations: Pori Department, Research group: TUT Game Lab, University of Lapland
Authors: Eriksson, M., Tuomi, P., Vuojärvi, H.
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Pages: 365-387
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DOIs: 10.4018/978-1-4666-6114-1.ch017
Source: Scopus
Source-ID: 84945990833
Research output: Scientific - peer-review » Chapter

**Patterns for controlling chaos in a startup**
A growing trend in industrial software engineering is that new software products and information services are developed under conditions of notable uncertainty. This is especially visible in startup enterprises which aim at new kinds of products and services in rapidly changing social web, where potential customers can quickly adopt new behavior. Special characteristics of the startups are lack of resources and funds, and startups may need to change direction fast. All these affect the software engineering practices used in the startups. Unfortunately almost 90 percent of all startups fail and goes bankrupt. There are probably indefinite numbers of reasons why startups fail. Failure might be caused by wrongly chosen software engineering practices or inconsiderate decision making. While there is no recipe for success, we argue that good practices that can help on the way to success can be identified from successful startups. In this paper, we present two patterns that startups can consider when entering the growth phase of the lifecycle.

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Authors: Eloranta, V.
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Research output: Scientific - peer-review » Conference contribution

**Two patterns for minimizing human resources in a startup**
In this paper, we describe two patterns that are part of a larger pattern language for software startup companies. These two particular patterns help startup companies to focus on the essential; the product itself and keeping their team intact and productive. In this way, the startup may operate with a sustainable team size.
Prediction models and techniques for Open Source Software projects: A systematic literature review

Open Source Software (OSS) is currently a widely adopted approach to developing and distributing software. For effective adoption of OSS, fundamental knowledge of project development is needed. This often calls for reliable prediction models to simulate project evolution and to envision project future. These models provide help in supporting preventive maintenance and building quality software. This paper reports on a systematic literature survey aimed at the identification and structuring of research that offer prediction models and techniques in analyzing OSS projects. In this review, we systematically selected and reviewed 52 peer reviewed articles that were published between January, 2000 and March, 2013. The study outcome provides insight in what constitutes the main contributions of the field, identifies gaps and opportunities, and distills several important future research directions.
Action-based visualization

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Adaptive Activity and Environment Recognition for Mobile Phones

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Scopus rating (2013): SJR 0.627 SNIP 1.826 CiteScore 2.72
Scopus rating (2012): SJR 0.668 SNIP 1.736 CiteScore 2.53
Scopus rating (2011): SJR 0.636 SNIP 1.488 CiteScore 2.44
Scopus rating (2010): SJR 0.574 SNIP 1.196
Scopus rating (2009): SJR 0.525 SNIP 1.132
Scopus rating (2008): SJR 0.514 SNIP 0.918
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A High Throughput LDPC Decoder using a Mid-range GPU

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Organisations: Department of Pervasive Computing, Signal Processing Research Community (SPRC)
Authors: Laukkarinen, T., Määttä, L., Suhonen, J., Hännikäinen, M.
Number of pages: 22
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Are visualization tools used in programming education?: by whom, how, why, and why not?

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Place of publication: New York, NY
Publisher: ACM
ISBN (Print): 978-1-4503-3065-7

**Publication series**
Name: Koli calling - international conference on computing education research
DOIs:
10.1145/2674683.2674688
Links:
http://dl.acm.org/citation.cfm?doid=2674683.2674688

**Bibliographical note**
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-06-30
Source: researchoutputwizard
Source-ID: 897
Research output: Scientific - peer-review › Chapter

Assessing Dog's experience in ACI

**General information**
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Väätäjä, H.
Number of pages: 4
Pages: 1-4
Publication date: 2014

**Host publication information**
Publisher: Animal-Computer Interaction Workshop

**Publication series**
Name: NordiCHI 2014, Nordic Conference on Human-Computer Interaction
Links:
https://www.copy.com/s/otT3PFz1SrHHA0Qg
At the Edge of the Cloud: Improving the Coordination of Proactive Social Devices

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Mäkitalo, N., Mikkonen, T.
Number of pages: 8
Pages: 266-273
Publication date: 2014

Host publication information
Place of publication: Zagreb, Croatia
Publisher: University of Zagreb
ISBN (Print): 978-953-6071-44-9

Publication series
Name: International conference on information systems development
Links:

A User Study: Is the Advection Step in Shallow Water Equations Really Necessary?

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Kellomäki, T., Saari, T.
Number of pages: 4
Pages: 41-44
Publication date: 2014

Host publication information
Title of host publication: The 35th Annual Conference of the European Association for Computer Graphics, Eurographics 2014, Short Papers, Strasbourg, France, April 7-11, 2014
Publisher: The Eurographics Association

Publication series
Name: Eurographics conference
DOIs:
10.2312/egsh.20141010
Links:
Automated Creation of Mobile Video Remixes: User Trial in Three Event Contexts

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Augmented Human Activities (AHA)
Authors: Ojala, J., Mate, S., Curcio, I. D., Lehtiniemi, A., Väänänen-Vainio-Mattila, K.
Number of pages: 10
Pages: 170-179
Publication date: 2014

Host publication information
Title of host publication: Proceedings of the 13th International Conference on Mobile and Ubiquitous Multimedia, MUM2014, November 25-28, 2014, Melbourne, Australia
Place of publication: New York, NY
Publisher: ACM
ISBN (Print): 978-1-4503-3304-7

Publication series
Name: International conference on mobile and ubiquitous multimedia
DOIs: 10.1145/2677972.2677975
Links: http://dl.acm.org/citation.cfm?id=2677975

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-12-31<br/>Publisher name: ACM
Source-ID: 699
Research output: Scientific - peer-review › Conference contribution

Automatic Crash Detection for Motor Cycles

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Parviainen, J., Collin, J., Pihlström, T., Takala, J., Hanski, K., Lumiaho, A.
Number of pages: 5
Pages: 3409-3413
Publication date: 2014

Host publication information
Title of host publication: Proceedings of the IECON 2014, 40th Annual Conference of IEEE Industrial Electronics Society, Oct 29-Nov 1, 2014, Dallas, TX, USA
Publisher: IEEE
ISBN (Print): 978-1-4799-4033-2

Publication series
Name: Annual conference of the IEEE industrial electronics society

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-12-31<br/>Publisher name: IEEE
Source-ID: 1182
Research output: Scientific - peer-review › Conference contribution
Axe UX: Exploring Long-Term User Experience with iScale and AttrakDiff

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Walsh, T., Varsaluoma, J., Kujala, S., Nurkka, P., Petrie, H., Power, C.
Number of pages: 8
Pages: 34-41
Publication date: 2014

Host publication information
Title of host publication: Academic MindTrek Conference 2014, Tampere, Finland, November 4-6, 2014
Place of publication: New York, NY
Publisher: The Association for Computing Machinery, ACM
Editors: Lugmayr, A., Franssila, H., Paavilainen, J.
ISBN (Print): 978-1-4503-3006-0

Publication series
Name: MindTrek Conference
DOI: 10.1145/2676467.2676480
Links:
http://www.mindtrek.org/2014/

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-12-30<br/>Publisher name: The Association for Computing Machinery, ACM
Source: researchoutputwizard
Source-ID: 1784
Research output: Scientific - peer-review › Conference contribution

Beyond the "One Sprint Ahead" Approach: Organizing User Experience Work in Agile Software Development

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Kuusinen, K.
Publication date: 2014

Host publication information
Title of host publication: Workshop on the Interaction of UCD in Agile Development, in conjunction with NordiCHI 2014, The 8th Nordic Conference on Human-Computer Interaction, 26.-30.10.2014, Helsinki, Finland
Publisher: Workshop on the Integration of UCD in Agile Development

Publication series
Name: Nordic Conference on Human-Computer Interaction
Links:
http://ucdandagile.wordpress.com/papers/

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2015-01-09<br/>Publisher name: Workshop on the Integration of UCD in Agile Development
Source: researchoutputwizard
Source-ID: 15
Research output: Scientific - peer-review › Conference contribution

Binocular and Monocular Augmentations for Different Distances on See-Through Near-Eye Displays

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Järvenpää, T., Suhonen, K., Jumisko-Pyykkö, S., Salmimaa, M.
Building and programming ubiquitous social devices

Chapter 8 - Lightweight Architecture Knowledge Management for Agile Software Development

Abstract Architecture knowledge management (AKM) aims to codify and maintain the architectural knowledge of a software system in a form that can be easily accessed by different stakeholders. Integrating AKM with an agile project management paradigm is a challenge because the agile philosophy downplays both plan-driven development and documentation. Yet, by integrating lightweight AKM practices with the process, agile software development could avoid maintenance and communication problems arising from scarce documentation. In this chapter, we introduce existing technologies that could be used as elements of lightweight AKM for agile software development and present possible models to integrate AKM with Scrum, which is the most popular agile approach in use today. In particular, we advocate the
exploitation of architectural evaluations to collect architecturally significant information semiautomatically and the use of automated document generation to expose the contents of an architectural information repository in an easily accessible form. The proposed models are based on observed architecting work practices in industry and on interviews carried out in industry to identify the architectural information flow in real-life agile projects.
Comparing the Effectiveness of Electronic Diary and UX Curve Methods in Multi-Component Product Study

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Sahar, F., Varsaluoma, J., Kujala, S.
Number of pages: 8
Pages: 95-102
Publication date: 2014

Host publication information
Title of host publication: Academic MindTrek Conference 2014, Tampere, Finland, November 4-6, 2014
Place of publication: New York, NY
Publisher: The Association for Computing Machinery, ACM
Editors: Lugmayr, A., Franssila, H., Paavilainen, J.
ISBN (Print): 978-1-4503-3006-0

Publication series
Name: MindTrek Conference
DOI's:
10.1145/2676467.2676500

Bibliographical note
Contribution: organisation=tie,FACT1=1<br />Portfolio EDEND: 2014-12-31<br />Publisher name: The Association for Computing Machinery, ACM
Source: researchoutputwizard
Source-ID: 1432
Research output: Scientific - peer-review › Conference contribution

Compiler Optimizations for Code Density of Variable Length Instructions

Variable length encoding can considerably decrease code size in VLIW processors by decreasing the amount of bits wasted on encoding No Operation (NOP)s. A processor may have different instruction templates where different execution slots are implicitly NOPs, but all combinations of NOPs may not be supported by the instruction templates. The efficiency of the NOP encoding can be improved by the compiler trying to place NOPs in such way that the usage of implicit NOPs is maximized. Two different methods of optimizing the use of the implicit NOP slots are evaluated: prioritizing function units that have fewer implicit NOPs associated to them, and a post-pass to the instruction scheduler which utilizes the slack of the schedule by rescheduling operations with slack into different instruction words so that the available instruction templates are better utilized. The post-pass optimizer saved an average of 2.5 % and at best of 9.1 % instruction memory, without performance loss. Prioritizing function units gave best case instruction memory savings of 12.7 % but the average savings were only 1.0 % and there was in average 5.7 % slowdown for the program.

General information
State: Published
General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Javed, N., Silverajan, B.
Number of pages: 10
Pages: 146-155
Publication date: 2014

Host publication information
Title of host publication: Testbeds and Research Infrastructure: Development of Networks and Communities. 9th International ICST Conference, TridentCom 2014, Guangzhou, China, May 5-7, 2014, Revised Selected Papers
Publisher: Springer International Publishing
ISBN (Print): 978-3-319-13325-6
ISBN (Electronic): 978-3-319-13326-3

Publication series
Name: Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering
Volume: 137
ISSN (Print): 1867-8211
DOIs:
10.1007/978-3-319-13326-3_15
Links:
http://link.springer.com/chapter/10.1007/978-3-319-13326-3_15

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-12-31<br/>Publisher name: Springer International Publishing
Source: researchoutputwizard
Source-ID: 594
Research output: Scientific - peer-review › Conference contribution

Content Generation in a Collaborative Browser-Based Game Environment

General information
State: Published
Ministry of Education publication type: A3 Part of a book or another research book
Organisations: Department of Pervasive Computing
Authors: Vanhatupa, J., Lautamäki, J.
Number of pages: 19
Pages: 92-110
Publication date: 2014

Host publication information
Title of host publication: Handbook of Digital Games
Place of publication: Hoboken, NJ
Publisher: John Wiley & Sons
Editors: Angelides, M. C., Agius, H.
ISBN (Print): 978-1-118-32803-3
DOIs:
10.1002/9781118796443.ch3

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-05-23
Source: researchoutputwizard
Source-ID: 1699
Research output: Scientific - peer-review › Chapter

Cross-Cultural Design of Mobile Mathematics Learning Service for South African Schools

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Experience-Driven Design of Traveler Services in the Smart City

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Väänänen-Vainio-Mattila, K., Ojala, J., Laaksonen, J., Korhonen, H., Pakkanen, T., Raisamo, R.
Number of pages: 5
Pages: 1-5
Publication date: 2014

Host publication information
Title of host publication: Workshop on Making Places: Visualization, Interaction and Experience in Urban Space, in conjunction with NordiCHI 2014, The 8th Nordic Conference on Human-Computer Interaction, 26.-30.10.2014, Helsinki, Finland
Publisher: Future Cities Project / Center of Competence for Future Cities of the University of Porto
ISBN (Print): 978-1-4503-2542-4

Publication series
Name: Nordic Conference on Human-Computer Interaction
Links:
http://futurecities.up.pt/site/makingplaces-workshop/

Bibliographical note
Contribution: organisation=tie,FACT1=1
Portfolio EDEND: 2014-12-31
Publisher name: Future Cities Project / Center of Competence for Future Cities of the University of Porto
Source-ID: 1681
Research output: Scientific - peer-review › Conference contribution

Experiences from System-on-Chip design courses

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Signal Processing Research Community (SPRC)
Authors: Matilainen, L., Salminen, E., Hämäläinen, T. D.
Number of pages: 6
Pages: 37-42
Publication date: 2014

Host publication information
Title of host publication: 10th European Workshop on Microelectronics Education (EWME), 14-16 May 2014, Tallinn, Estonia
Publisher: Institute of Electrical and Electronics Engineers IEEE
ISBN (Print): 978-1-4799-4016-5

Publication series
Name: European Workshop on Microelectronics Education
DOIs:
10.1109/EWME.2014.6877391
Links:
http://ati.ttu.ee/ewme2014/

Bibliographical note
Contribution: organisation=tie,FACT1=1
Portfolio EDEND: 2014-12-31
Publisher name: Future Cities Project / Center of Competence for Future Cities of the University of Porto
Source-ID: 1681
Research output: Scientific - peer-review › Conference contribution
Exploring online customization of a high involvement experience product

**General information**
- **State**: Published
- **Ministry of Education publication type**: A4 Article in a conference publication
- **Organisations**: Department of Pervasive Computing
- **Authors**: Nurkka, P., Jumisko-Pyykkö, S.
- **Number of pages**: 10
- **Pages**: 505-514
- **Publication date**: 2014

**Host publication information**
- **Title of host publication**: Proceedings of OzCHI 2014, Annual conference of the australian computer-human interaction special interest group, December 2-5, 2014, Sydney, Australia
- **Place of publication**: New York, NY
- **Publisher**: ACM
- **ISBN (Print)**: 978-1-4503-0653-9

**Publication series**
- **Name**: Annual conference of the australian computer-human interaction special interest group
- **DOIs**: 10.1145.2686612.2686692

**Bibliographical note**
- **Contribution**: organisation=tie,FACT1=1
- **Portfolio EDEND**: 2014-12-31
- **Publisher name**: ACM

Exploring the Augmented Home Window – User Perceptions of the Concept

**General information**
- **State**: Published
- **Ministry of Education publication type**: A4 Article in a conference publication
- **Organisations**: Department of Pervasive Computing, Augmented Human Activities (AHA)
- **Authors**: Ventä-Olkkonen, L., Häkkilä, J., Väänänen-Vainio-Mattila, K.
- **Number of pages**: 9
- **Pages**: 190-198
- **Publication date**: 2014

**Host publication information**
- **Title of host publication**: Proceedings of the 13th International Conference on Mobile and Ubiquitous Multimedia, MUM2014, November 25-28, 2014, Melbourne, Australia
- **Place of publication**: New York, NY
- **Publisher**: ACM
- **ISBN (Print)**: 978-1-4503-3304-7

**Publication series**
- **Name**: International conference on mobile and ubiquitous multimedia
- **DOIs**: 10.1145/2677972.2677994

**Bibliographical note**
- **Contribution**: organisation=tie,FACT1=1
- **Portfolio EDEND**: 2014-12-31
- **Publisher name**: ACM
Expressing Security Requirements: Usability of Taxonomy-based Requirement Identification Scheme

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Takahashi, T., Kannisto, J., Harju, J., Kanaoka, A., Takano, Y., Matsuo, S.
Number of pages: 8
Pages: 121-128
Publication date: 2014

Host publication information
Title of host publication: Proceedings of the 2014 IEEE 10th World Congress on Services, Anchorage, AK, USA, June 27 - July 2, 2014
Publisher: IEEE
ISBN (Print): 978-1-4799-5068-3
ISBN (Electronic): 978-1-4799-5069-0

Publication series
Name: World Congress on Services
DOIs:
10.1109/SERVICES.2014.31

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-12-31<br/>Publisher name: IEEE
Source: researchoutputwizard
Source-ID: 1593
Research output: Scientific - peer-review › Conference contribution

Eye Tracking in Game-based Learning Research and Game Design

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Pori Department
Authors: Kiili, K., Ketamo, H., Kickmeier-Rust, M. D.
Number of pages: 15
Pages: 51-65
Publication date: 2014
Peer-reviewed: Yes

Publication information
Journal: International Journal of Serious Games
Volume: 1
Issue number: 2
ISSN (Print): 2384-8766
Original language: English
DOIs:
10.17083/ijsg.v1i2.15

Bibliographical note
Contribution: organisation=pla,FACT1=1<br/>Portfolio EDEND: 2014-12-10<br/>Publisher name: Serious Games Society
Source: researchoutputwizard
Source-ID: 711
Research output: Scientific - peer-review › Article

First Hand Developer Experiences of Social Devices

General information
State: Published
Flow Experience as a Quality Measure in Evaluating Physically Activating Collaborative Serious Games

Flow Experience as a Quality Measure in Evaluating Physically Activating Serious Games

Flow Experience as a Quality Measure in Evaluating Physically Activating Serious Games
Flow in SGs

General information
State: Published
Ministry of Education publication type: D4 Published development or research report or study
Organisations: Pori Department
Authors: Kiili, K., Perttula, A.
Number of pages: 46
Publication date: 2014

Publication information
Publisher: Game and Learning Alliance GALA
Original language: English
Links:
http://www.galanoe.eu/index.php?option=com_content&view=article&id=700&Itemid=182&dir=JSROOT%5CDeliverables%5CYear+4\DEL_WP2+%2B+TC+Reports

Bibliographical note
Contribution: organisation=pla,FACT1=1<br/>Portfolio EDEND: 2014-12-15
Source: researchoutputwizard
Source-ID: 714
Research output: Professional › Commissioned report

From Agile Software Development to Mercury Business

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Järvinen, J., Huomo, T., Mikkonen, T., Tyrväinen, P.
Number of pages: 14
Pages: 58-71
Publication date: 2014

Host publication information
From architectural requirements towards an open architecture for web and mobile societal applications

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Vogel, B., Kurti, A., Mikkonen, T., Milrad, M.
Number of pages: 4
Pages: 20-23
Publication date: 2014

Host publication information
Place of publication: New York, NY
Publisher: ACM
ISBN (Print): 978-1-4503-2855-5

Publication series
Name: IEEE/ACM International Conference on Software Engineering
Publisher: ACM
ISSN (Print): 0270-5257
ISSN (Electronic): 1558-1225
DOIs: 10.1145/2593761.2593768
Links: http://dl.acm.org/citation.cfm?id=2593768

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-06-30
Source: researchoutputwizard
Source-ID: 1760
Research output: Scientific - peer-review › Conference contribution

From Mashup Applications to Open Data Ecosystems

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Managing digital industrial transformation (mDIT)
Authors: Aaltonen, T., Mikkonen, T., Peltola, H., Salminen, A.
Number of pages: 15
Pages: 1-15

Publication series
Name: IEEE/ACM International Conference on Software Engineering
Publisher: ACM
ISSN (Print): 0270-5257
ISSN (Electronic): 1558-1225
DOIs: 10.1145/2593761.2593768
Links: http://dl.acm.org/citation.cfm?id=2593768

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-06-30
Source: researchoutputwizard
Source-ID: 1760
Research output: Scientific - peer-review › Conference contribution
Grover: Looking for Performance Improvement by Disabling Local Memory Usage in OpenCL Kernels

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Signal Processing Research Community (SPRC)
Authors: Fang, J., Sips, H., Jääskeläinen, P., Varbanescu, A. L.
Number of pages: 10
Pages: 162-171
Publication date: 2014

Host publication information
Title of host publication: The 43rd International Conference on Parallel Processing, ICPP 2014, September 9-12, 2014, Minneapolis, MN, USA
Publisher: IEEE
ISBN (Print): 978-1-4799-5618-0

Publication series
Name: International Conference on Parallel Processing
DOIs: 10.1109/ICPP.2014.25
Links: http://icpp.cs.umn.edu/

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-12-30<br/>Publisher name: IEEE
Source: researchoutputwizard
Source-ID: 291
**Handbook of the Secure Agile Software Development Life Cycle**

**General information**
State: Published
Ministry of Education publication type: D5 Text book, professional manual or guide or a dictionary
Organisations: Department of Pervasive Computing, Research area: Information security, Ericsson, Aalto University, University of Helsinki, Ericsson Research, F-Secure, Tampere Univ Technol, Tampere University of Technology
Number of pages: 88
Publication date: 2014

**Publication information**
Publisher: JUVENES PRINT
Original language: English
Links:
Research output: Professional › Book

**Heuristics for Greedy Transport Triggered Architecture Interconnect Exploration**
Most power dissipation in Very Large Instruction Word (VLIW) processors occurs in their large, multi-port register files. Transport Triggered Architecture (TTA) is a VLIW variant whose exposed datapath reduces the need for RF accesses and ports. However, the comparative advantage of TTAs suffers in practice from a wide instruction word and complex interconnection network (IC). We argue that these issues are at least partly due to suboptimal design choices. The design space of possible TTA architectures is very large, and previous automated and ad-hoc design methods often produce inefficient architectures. We propose a reduced design space where efficient TTAs can be generated in a short time using execution trace-driven greedy exploration. The proposed approach is evaluated by optimizing the equivalent of a 4-issue VLIW architecture. The algorithm finishes quickly and produces a processor with 10% reduced core energy compared to a fully-connected TTA. Since the generated processor has low IC power and a shorter instruction word than a typical 4-issue VLIW, the results support the hypothesis that these drawbacks of TTA can be worked around with efficient IC design.

**General information**
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Signal Processing Research Community (SPRC)
Authors: Viitanen, T., Kultala, H., Jääskeläinen, P., Takala, J.
Number of pages: 7
Pages: 1-7
Publication date: 2014

**Host publication information**
Title of host publication: Proceedings of the International Conference on Compilers, Architectures and Synthesis of Embedded Systems, CASES 2014, New Delhi, India, October 12-17, 2014
Publisher: ACM
ISBN (Print): 978-1-4503-3050-3

**Publication series**
Name: International Conference on Compilers, Architectures and Synthesis of Embedded Systems
Electronic versions:

```
viitanen_heuristics_for_greedy_transport.pdf
```

**DOIs:**
10.1145/2656106.2656123

**Links:**
http://esweek.acm.org/cases/
http://urn.fi/URN:NBN:fi:tty-201412081609

**Bibliographical note**
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-12-18<br/>Publisher name: ACM
Source: researchoutputwizard
Source-ID: 1737
Hierarchical Architecture for Multi-Technology Wireless Sensor Networks for Critical Infrastructure Protection

**General information**
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing
Authors: Karvonen, H., Suhonen, J., Petäjäjärvi, J., Hämäläinen, M., Hännikäinen, M., Pouttu, A.
Number of pages: 21
Pages: 209-229
Publication date: 2014
Peer-reviewed: Yes

**Publication information**
Journal: WIRELESS PERSONAL COMMUNICATIONS
Volume: 76
Issue number: 2
ISSN (Print): 0929-6212
Ratings:
Scopus rating (2016): SJR 0.313 SNIP 0.726 CiteScore 1.12
Scopus rating (2015): SJR 0.272 SNIP 0.781 CiteScore 0.94
Scopus rating (2014): SJR 0.259 SNIP 0.88 CiteScore 0.96
Scopus rating (2013): SJR 0.288 SNIP 1.033 CiteScore 0.99
Scopus rating (2012): SJR 0.271 SNIP 0.739 CiteScore 0.73
Scopus rating (2011): SJR 0.315 SNIP 0.882 CiteScore 0.9
Scopus rating (2010): SJR 0.291 SNIP 0.682
Scopus rating (2009): SJR 0.293 SNIP 0.66
Scopus rating (2008): SJR 0.238 SNIP 0.408
Scopus rating (2007): SJR 0.261 SNIP 0.635
Scopus rating (2006): SJR 0.33 SNIP 0.607
Scopus rating (2005): SJR 0.388 SNIP 0.606
Scopus rating (2004): SJR 0.326 SNIP 0.619
Scopus rating (2003): SJR 0.374 SNIP 0.639
Scopus rating (2002): SJR 0.738 SNIP 0.491
Scopus rating (2001): SJR 1.735 SNIP 1.569
Scopus rating (2000): SJR 1.214 SNIP 1.185
Scopus rating (1999): SJR 0.865 SNIP 0.664
Original language: English
DOIs: 10.1007/s11277-014-1686-2

**Bibliographical note**
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-06-30<br/>Publisher name: Springer New York LLC
Source: researchoutputwizard
Source-ID: 670
Research output: Scientific - peer-review › Article

How Can Wearables Support Co-Located Social Interaction?

**General information**
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Prabhu, V., Olsson, T., Väänänen-Vainio-Mattila, K., Jarusriboonchai, P.
Number of pages: 4
Pages: 1-4
Publication date: 2014
How novices tackle their first lines of code in an IDE: analysis of programming session traces

While computing educators have put plenty of effort into researching and developing programming environments that make it easier for students to create their first programs, these tools often have only little resemblance with the tools used in the industry. We report on a study, where students with no previous programming experience started to program directly using an industry strength programming environment. The programming environment was augmented with logging capability that recorded every keystroke and event within the system, which provided a view on how the novices tackle their first lines of code. Our results show that while at first, the students struggle with syntax - as is typical with learning a new language - no evidence can be found that suggests that learning to use the programming environment is hard. In a two-week period, the students learned to use the basic features of the programming environment such as specific shortcuts. Although we observed students using copy-paste-programming relatively often, most of the pasted code is from their own previous work. Finally, when considering the compilation errors and error distributions, we hypothesize that the errors are a product of three factors; the exercises, the environment, and the data logging granularity.

Identifying the User Experience Factors of a Multi-Component Sports Product

Multi-component products employ multiple devices and services to support users' tasks. In order to design for good user experience (UX) for such products, designers need to gain feedback on how the different components contribute to the overall UX. In this study, we evaluated the long-term UX of a multi-component product from the sports domain over an eight-week period. The goal is to identify the UX factors of the overall UX evaluation of the multi-component product. The results show that the number of negative experiences related to the main component has the greatest effect on the overall
evaluation of the multi-component product compared to the other components. Positive experience items were mostly related to utility and satisfaction, whereas negative experience items were mostly related to ineffectiveness, dissatisfaction, and missing functionalities. After the initial learning phase, the need for new functionalities increased over time.

**General information**
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: User experience, Augmented Human Activities (AHA)
Authors: Sahar, F., Varsaluoma, J. T., Kujala, S., Väänänen, K. A.
Number of pages: 8
Pages: 85-92
Publication date: 2014

**Host publication information**
Title of host publication: Academic MindTrek Conference 2014, Tampere, Finland, November 4-6, 2014
Place of publication: New York, NY
Publisher: ACM
Editors: Lugmayr, A., Franssila, H., Paavilainen, J.
Article number: 46
ISBN (Electronic): 978-1-4503-3006-0

**Publication series**
Name: MindTrek Conference
DOIs: 10.1145/2676467.2676499

**Bibliographical note**
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-12-30<br/>Publisher name: The Association for Computing Machinery, ACM
Source: researchoutputwizard
Source-ID: 1433
Research output: Scientific - peer-review › Conference contribution

IEEE 802.11AC MIMO Transmitter Baseband Processing on Customized VLIW Processor

**General information**
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Electronics and Communications Engineering, Department of Pervasive Computing, Wireless Communications and Positioning (WICO)
Authors: Aghababaeetafreshi, M., Lehtonen, L., Soleimani, M., Valkama, M., Takala, J.
Number of pages: 5
Pages: 7500-7504
Publication date: 2014

**Host publication information**
Place of publication: Piscataway, NJ
Publisher: IEEE
ISBN (Print): 978-1-4799-2892-7

**Publication series**
Name: IEEE International Conference Acoustics Speech Signal Processing
ISSN (Print): 1520-6149
DOIs: 10.1109/ICASSP.2014.6855058

**Bibliographical note**
Contribution: organisation=elt,FACT1=0.6<br/>Contribution: organisation=tie,FACT2=0.4<br/>Portfolio EDEND: 2014-08-28<br/>Publisher name: IEEE
Source: researchoutputwizard
Source-ID: 55
Research output: Scientific - peer-review › Conference contribution
Increasing Adoption of Smart Learning Content for Computer Science Education

Computer science educators are increasingly using interactive learning content to enrich and enhance the pedagogy of their courses. A plethora of such learning content, specifically designed for computer science education, such as visualization, simulation, and web-based environments for learning programming, are now available for various courses. We call such content smart learning content. However, such learning content is seldom used outside its host site despite the benefits it could offer to learners everywhere. In this paper, we investigate the factors that impede dissemination of such content among the wider computer science education community. To accomplish this we surveyed educators, existing tools and recent research literature to identify the current state of the art and analyzed the characteristics of a large number of smart learning content examples along canonical dimensions. In our analysis we focused on examining the technical issues that must be resolved to support finding, integrating and customizing smart learning content in computer science courses. Finally, we propose a new architecture for hosting, integrating and disseminating smart learning content and discuss how it could be implemented based on existing protocols and standards.
Integrated model-in-the-loop simulations to model-driven development in industrial control

General information
- State: Published
- Ministry of Education publication type: A1 Journal article-refereed
- Organisations: Department of Automation Science and Engineering
- Authors: Vepsäläinen, T., Kuikka, S.
- Number of pages: 17
- Pages: 1295-1311
- Publication date: 2014
- Peer-reviewed: Yes

Publication information
- Journal: Simulation: Transactions of the Society for Modeling and Simulation International
- Volume: 90
- Issue number: 12
- ISSN (Print): 0037-5497
- Ratings:
  - Scopus rating (2016): SJR 0.309 SNIP 0.874 CiteScore 1.01
  - Scopus rating (2015): SJR 0.324 SNIP 0.871 CiteScore 0.97
  - Scopus rating (2014): SJR 0.459 SNIP 1.218 CiteScore 1.18
  - Scopus rating (2013): SJR 0.417 SNIP 1.134 CiteScore 1.31
  - Scopus rating (2012): SJR 0.436 SNIP 1.395 CiteScore 0.97
  - Scopus rating (2011): SJR 0.31 SNIP 0.938 CiteScore 0.8
  - Scopus rating (2010): SJR 0.341 SNIP 1.233
  - Scopus rating (2009): SJR 0.279 SNIP 0.832
  - Scopus rating (2008): SJR 0.319 SNIP 0.913
  - Scopus rating (2007): SJR 0.314 SNIP 0.814
  - Scopus rating (2006): SJR 0.348 SNIP 0.713
  - Scopus rating (2005): SJR 0.227 SNIP 0.496
  - Scopus rating (2004): SJR 0.14 SNIP 0.296
  - Scopus rating (2003): SJR 0.183 SNIP 0.435
Intercultural Collaboration in Virtual Environment

General information
State: Published
Ministry of Education publication type: A3 Part of a book or another research book
Organisations: Pori Department, Research group: Software Engineering and Intelligent Systems, University of Maribor, Slovenia, University of York
Authors: Welzer, T., Jaakkola, H., Hölbl, M., Druzovec, M., Ward, A. E.
Number of pages: 8
Pages: 457-463
Publication date: 2014

Host publication information
Title of host publication: Information Modelling and Knowledge Bases XXVI
Place of publication: Amsterdam
Publisher: IOS Press
Editors: Thalheim, B., Jaakkola, H., Kiyoki, Y., Yoshida, N.
ISBN (Print): 978-1-61499-471-8

Publication series
Name: Frontiers in Artificial Intelligence and Applications
Publisher: IOS Press
Volume: 272
ISSN (Print): 0922-6389
ISSN (Electronic): 1879-8314
DOIs:
10.3233/978-1-61499-472-5-457

Bibliographical note
JUFOID=56381
Research output: Scientific - peer-review › Chapter


General information
State: Published
Ministry of Education publication type: C2 Edited books
Organisations: Department of Electronics and Communications Engineering
Publication date: 2014

Publication information
Publisher: IEEE
ISBN (Print): 978-1-4799-6889-3
Original language: English
Knowledge transfer in collaborative teams: experiences from a two-week code camp

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Managing digital industrial transformation (mDIT)
Authors: Kilamo, T., Nieminen, A., Lautamäki, J., Aho, T., Koskinen, J., Palviainen, J., Mikkonen, T.
Number of pages: 8
Pages: 264-271
Publication date: 2014

Host publication information
Place of publication: New York, NY, USA
Publisher: ACM
ISBN (Print): 978-1-4503-2768-8

Publication series
Name: IEEE/ACM International Conference on Software Engineering
Publisher: ACM
ISSN (Print): 0270-5257
ISSN (Electronic): 1558-1225
DOIs: 10.1145/2591062.2591156
Links: http://dl.acm.org/citation.cfm?id=2591156

Learning by Creating Educational Exergames: Creative Pedagogy That Gets Students Moving

General information
State: Published
Ministry of Education publication type: A3 Part of a book or another research book
Organisations: Pori Department
Authors: Kiili, K., Tuomi, P., Koskela, M., Earp, J.
Number of pages: 10
Pages: 87-96
Publication date: 2014

Host publication information
Title of host publication: Finnish Innovations and Technologies in Schools: A Guide towards New Ecosystems of Learning
Place of publication: Rotterdam
Publisher: Sense Publishers
Editors: Niemi, H., Multisilta, J., Lipponen, L., Vivitsou, M.
ISBN (Print): 978-94-6209-747-6
ISBN (Electronic): 978-94-6209-749-0

Bibliographical note
Contribution: organisation=elt,FACT1=1<br/>Portfolio EDEND: 2014-12-15<br/>Publisher name: IEEE
Source: researchoutputwizard
Source-ID: 1162
Research output: Scientific - peer-review › Anthology

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-06-30
Source: researchoutputwizard
Source-ID: 723
Research output: Scientific - peer-review › Conference contribution

Bibliographical note
Contribution: organisation=pla,FACT1=1<br/>Portfolio EDEND: 2014-12-10
Liquid Software Manifesto: The Era of Multiple Device Ownership and Its Implications for Software Architecture

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Intelligent dexterity for secure networked infrastructure and applications (IDSNIA)
Authors: Taivalsaari, A., Mikkonen, T., Systä, K.
Number of pages: 6
Pages: 338-343
Publication date: 2014

Host publication information
Publisher: IEEE
ISBN (Print): 978-1-4799-3574-1

Publication series
Name: Computer software and applications conference
ISSN (Print): 0730-3157
DOIs: 10.1109/COMPSAC.2014.56

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-08-31<br/>Publisher name: IEEE
Source: researchoutputwizard
Source-ID: 1592
Research output: Scientific - peer-review › Conference contribution

Lively3D: Building a 3D Desktop Environment as a Single Page Application

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing
Authors: Voutilainen, J., Mattila, A., Mikkonen, T.
Number of pages: 16
Pages: 291-306
Publication date: 2014
Peer-reviewed: Yes

Publication information
Journal: Acta Cybernetica
Volume: 21
Issue number: 3
ISSN (Print): 0324-721X
Ratings:
Scopus rating (2016): SJR 0.177 SNIP 0.275 CiteScore 0.39
Scopus rating (2015): SJR 0.171 SNIP 0.911 CiteScore 0.46
Scopus rating (2014): SJR 0.158 SNIP 0.597 CiteScore 0.31
Scopus rating (2013): SJR 0.139 SNIP 0.264 CiteScore 0.29
Scopus rating (2012): SJR 0.197 SNIP 0.438 CiteScore 0.41
Scopus rating (2011): SJR 0.202 SNIP 0.686 CiteScore 0.33
Scopus rating (2010): SJR 0.176 SNIP 0.228
Scopus rating (2009): SJR 0.184 SNIP 0.496
Location Sharing Patterns of Parents and Their Children

General information
State: Published
Ministry of Education publication type: D1 Article in a trade journal
Organisations: Department of Pervasive Computing
Authors: Helenius, M., Kannisto, J., Kiljander, H., Nore, V.
Number of pages: 3
Pages: 19-21
Publication date: 2014
Peer-reviewed: Unknown

Publication information
Journal: Internet of Things Finland
Issue number: 1
Original language: English
Links:
http://internetofthings.fi/

Bibliographical note
Contribution: organisation=tie,FACT1=1<br>/Portfolio EDEND: 2014-08-27<br>/Publisher name: University of Szeged
Source: researchoutputwizard
Source-ID: 1765
Research output: Scientific - peer-review › Article

Measuring Energy Consumption for RESTful Interactions in 3GPP IoT Nodes

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Savolainen, T., Javed, N., Silverajan, B.
Number of pages: 8
Pages: 1-8
Publication date: 2014

Host publication information
Publisher: IEEE
ISBN (Print): 978-1-4799-3060-9
Measuring Retrospective User Experience of Non-Powered Hand Tools: Exploratory Remote Study with UX Curve

Mobile panoramic video applications for learning

The use of videos on the internet has grown significantly in the last few years. For example, Khan Academy has a large collection of educational videos, especially on STEM subjects, available for free on the internet. Professional panoramic video cameras are expensive and usually not easy to carry because of the large size of the equipment. Recently, at least two companies have launched a new type of product that enabled panoramic video for certain smartphone users. The aim of this article is to analyze how panoramic video can be adopted, how attractive it is for actual everyday use, how it is used today, and how technology and other solutions should develop to become popular and accessible for mainstream users in learning applications. This research is based on the qualitative research method, namely content analysis. The analysis involved 1595 panoramic videos that users posted to two panoramic video sites. The videos represent a snapshot of videos from the beginning of the panoramic video sites. The videos were classified in 22 groups. In addition, the comments and discussions related to each of the videos were analyzed. Based on the study, it is concluded that panoramic videos are not yet widely used for learning, even though they have much potential for this purpose. Panoramic videos are good for documenting complex interaction situations in settings where a lower image quality is sufficient. Typical social media features are present in panoramic video sites, but they do not provide any extra support for learning or collaboration. © 2013 Springer Science+Business Media New York.

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
**Open Data - Opportunities and Challenges**

**General information**

State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Pori Department
Authors: Jaakkola, H., Mäkinen, T., Eteläaho, A.
Number of pages: 15
Pages: 25-39
Publication date: 2014

**Host publication information**

Place of publication: New York, NY
Publisher: Association for Computer Machinery ACM
Editors: Rachev, B., Smrikarov, A.
ISBN (Electronic): 978-1-4503-2753-4
DOIs:
10.1145/2659532.2659594

**Bibliographical note**

Contribution: organisation=pla,FACT1=1<br/>Portfolio EDEND: 2014-12-30<br/>Source: researchoutputwizard<br/>Source-ID: 552
Research output: Scientific - peer-review › Conference contribution


Vertaistuesta tulisi pyrkiä löytämään alalle sopivan muodon opiskelun eri vaiheiden tukemiseen. Oman alan työssäkäytä yleistyy tietotekniikalla jo opintojen keskivaiheessa, kun vertailualoilla sama tapahtuu vasta lopussa. Työssäkäytä...
Opintojen etenemisen aste on hyvä. Rakennustekniikalla keskeisimmät kehittämistarpeet ilmenevät palautteenannossa sekä opettajien pedagogisissa taidoissa. Sähkötekniikalla hankaluutta aiheuttavat päällekkäiset aikataulut sekä osaamistason mukaisten ryhmien puute erityisesti opintojen alussa.

General information
State: Published
Ministry of Education publication type: D4 Published development or research report or study
Organisations: Department of Pervasive Computing, Research area: Software engineering
Authors: Kurlin, A., Pesonen, E., Isohanni, E.
Number of pages: 102
Publication date: 2014

Publication information
Publisher: Tampereen teknillinen yliopisto. Yliopistopalvelut
Original language: Finnish

Publication series
Name: Tampereen teknillinen yliopisto. Yliopistopalvelut. Raportti
Publisher: Tampereen teknillinen yliopisto. Yliopistopalvelut
ISSN (Print): 1796-0398
Electronic versions:
kurlin_pesonen_isohanni_opiskelun_etenemisen_kartoitushanke.pdf
Links:

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2015-03-02
Source: researchoutputwizard
Source-ID: 835
Research output: Professional › Commissioned report

Opportunities and Challenges of Mobile Applications as "Tickets-to-Talk": A Scenario-Based User Study
This paper presents a scenario-based user study of mobile application concepts that would encourage interaction between people within close proximity. The scenarios demonstrate three themes of digital tickets-to-talk: informing who and what are around, augmenting self-expression, and online interaction encouraging physical interaction. Our interview study explored the opportunities and challenges of such applications in developing into further face-to-face interactions between strangers. Tickets that are related to activities that convey a solid intention that would lead to practical collaboration, such as playing sports or studying together, have the best potential to advance to meaningful face-to-face interaction. Augmenting selfexpression and online interaction encouraging physical interaction were found to have potential to create curiosity but seen less credible by our 42 interview participants to motivate face-to-face interaction between strangers. We conclude by discussing the potential of each theme of ticket-to-talk based on our findings as well as related literature.

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Augmented Human Activities (AHA)
Authors: Jarusriboonchai, P., Olsson, T., Ojala, J., Väänänen-Vainio-Mattila, K.
Number of pages: 9
Pages: 89-97
Publication date: 2014

Host publication information
Title of host publication: Proceedings of the 13th International Conference on Mobile and Ubiquitous Multimedia, MUM2014, November 25-28, 2014, Melbourne, Australia
Place of publication: New York, NY
Publisher: ACM
ISBN (Print): 978-1-4503-3304-7

Publication series
Name: International conference on mobile and ubiquitous multimedia
ASJC Scopus subject areas: Human-Computer Interaction, Computer Networks and Communications, Computer Vision and Pattern Recognition, Software
Keywords: Awareness system, Co-located interaction, Faceto-face interaction, Mobile technology, Scenarios, Storyboards, User experience, User study
Parallel programming of a symmetric Transport-Triggered Architecture with applications in flexible LDPC encoding

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Signal Processing Research Community (SPRC)
Authors: Rister, B., Jääskeläinen, P., Silvén, O., Hannuksela, J., Cavallaro, J. R.
Number of pages: 5
Pages: 8435-8439
Publication date: 2014

Host publication information
Place of publication: Piscataway, NJ
Publisher: IEEE
ISBN (Print): 978-1-4799-2893-4

Publication series
Name: IEEE International Conference on Acoustics, Speech and Signal Processing
Publisher: IEEE
ISSN (Print): 1520-6149
Links:
http://www.icassp2014.org/home.html

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-12-31<br/>Publisher name: ACM
Source: researchoutputwizard
Source-ID: 575
Research output: Scientific - peer-review › Conference contribution

Patterns for Sharing Safety System Operation Responsibilities between Humans and Machines

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Automation Science and Engineering
Authors: Rauhamäki, J., Kuikka, S.
Number of pages: 7
Pages: 68-74
Publication date: 2014

Host publication information
Title of host publication: Proceedings of the 8th Nordic Conference on Pattern Languages of Programs VikingPLoP 2014, Sagadi Manor, Estonia, 10.4.-13.4.2014
Publisher: Association for Computing Machinery
Article number: 7
ISBN (Print): 978-1-4503-2660-5
DOIs:
10.1145/2676680.2676687

Bibliographical note
Contribution: organisation=ase,FACT1=1<br/>Portfolio EDEND: 2014-12-26
Patterns for starting up a software startup company
Nowadays, startups have been of growing significance in software business. After the publication of the seminal work of Eric Ries, the Lean Startup concept has been a popular trend. Startup companies have especially been popping up in the volatile fields of web applications and games. Startups have even been dubbed to be the saviors of declining western economies.

In this paper, we describe patterns that are a part of a larger pattern language for software start-up companies. The patterns were collected during autumn 2013. These particular patterns help start-up companies to focus on the hardships of the starting up a start-up; knowing that your idea is worth of our effort and how to finance your vision.

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: Software engineering
Authors: Leppänen, M.
Number of pages: 7
Publication date: 2014

Host publication information
Title of host publication: Proceedings of the 19th European Conference on Pattern Languages of Programs - EuroPLoP '14
Publisher: ACM
Article number: 25
ISBN (Electronic): 978-1-4503-3416-7
Keywords: lean start-up, organization, organizational patterns, patterns, software product, team
DOI:
10.1145/2721956.2721971
Research output: Scientific - peer-review › Conference contribution

Pelleillä liikkettä, luovuutta ja yhteisöllisyyttä koulupäivään

General information
State: Published
Ministry of Education publication type: B2 Part of a book or another research book
Organisations: Pori Department
Authors: Kiili, K., Tuomi, P., Perttula, A., Kiili, C.
Number of pages: 15
Pages: 238-252
Publication date: 2014

Host publication information
Title of host publication: Rajaton luokkahuone
Place of publication: Jyväskylä
Publisher: PS-kustannus
Editors: Niemi, H., Multisilta, J.
ISBN (Print): 978-952-451-618-1

Bibliographical note
Contribution: organisation=pla,FACT1=1<br/>Portfolio EDEND: 2014-06-30
Source: researchoutputwizard
Source-ID: 718
Research output: Scientific › Chapter

Programmable In-loop Deblock Filter Processor for Video Decoders

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Signal Processing Research Community (SPRC)
Authors: Janhunen, J., Jääskeläinen, P., Hannuksela, J., Rintaluoma, T., Kuusela, A.
Quality Management of User-Generated Content in Participatory Journalism

Newsrooms utilize increasing amounts of user-generated content (UGC) in news making. However, managing the quality of UGC is challenging. Our three-phase study identifies qualities of newsworthy UGC, and ways to enhance the quality of contributions by online feedback. Review of 31 UGC-driven websites revealed the most used methods of improving the quality of contributions: flagging of inappropriate content, counts of sharing to social media services, ratings, user’s activity statistics, and badges. Interviews of news editors and reader reporters showed a conceptual difference in the qualities of good news content. Interviewed reader reporters expressed the feedback from the newsroom as the most important for their development in addition to seeing the examples by other reader reporters. Content was perceived as more important than competition in case of readers’ UGC. Communal quality management conventions, online community elements, and guidelines for developing quality management are presented.

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Augmented Human Activities (AHA)
Authors: Jumisko-Pyykkö, S., Väätäjä, H., Jaakola, M.
Number of pages: 10
Pages: 1-10
Publication date: 2014

Host publication information
Title of host publication: Proceedings of OzCHI 2014, Annual conference of the australian computer-human interaction special interest group, December 2-5, 2014, Sydney, Australia
Place of publication: New York, NY
Publisher: ACM
ISBN (Print): 978-1-4503-0653-9

Publication series
Name: Annual conference of the australian computer-human interaction special interest group
Keywords: quality, content, MEDIA, quality management, news, photograph, participatory journalism, crowdsourcing
Electronic versions:
QualityManagement_NewsContent
DOIs:
10.1145/2686612.2686690
Links:
http://urn.fi/URN:NBN:fi:tty-201605033929

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-12-31<br/>Publisher name: ACM
Source: researchoutputwizard
Source-ID: 616
Research output: Scientific - peer-review » Conference contribution
Service Composition for End-Users

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing, Intelligent dexterity for secure networked infrastructure and applications (IDSNIA), Managing digital industrial transformation (mDIT)
Authors: Hylli, O., Lahtinen, S., Systä, K., Ruokonen, A.
Number of pages: 17
Pages: 383-399
Publication date: 2014
Peer-reviewed: Yes

Publication information
Journal: Acta Cybernetica
Volume: 21
Issue number: 3
ISSN (Print): 0324-721X
Ratings:
Scopus rating (2016): SJR 0.177 SNIP 0.275 CiteScore 0.39
Scopus rating (2015): SJR 0.171 SNIP 0.911 CiteScore 0.46
Scopus rating (2014): SJR 0.158 SNIP 0.597 CiteScore 0.31
Scopus rating (2013): SJR 0.139 SNIP 0.264 CiteScore 0.29
Scopus rating (2012): SJR 0.197 SNIP 0.438 CiteScore 0.41
Scopus rating (2011): SJR 0.202 SNIP 0.686 CiteScore 0.33
Scopus rating (2010): SJR 0.176 SNIP 0.228
Scopus rating (2009): SJR 0.184 SNIP 0.496
Scopus rating (2008): SJR 0.197 SNIP 0.092
Scopus rating (2007): SJR 0.149 SNIP 0.275
Scopus rating (2006): SJR 0.239 SNIP 0.501
Scopus rating (2005): SJR 0.225 SNIP 0.34
Scopus rating (2004): SJR 0.186 SNIP 0.292
Scopus rating (2003): SJR 0.205 SNIP 0.74
Scopus rating (2002): SJR 0.425 SNIP 0.79
Scopus rating (2001): SJR 0.227 SNIP 0.471
Scopus rating (2000): SJR 0.165 SNIP 0.279
Scopus rating (1999): SJR 0.209 SNIP 0.412
Original language: English
Links:
http://osl.sed.hu/actacybernetica/edb/vol21n3/starten.xml
Software Startup Patterns - An Empirical Study
This report gives an account of the results of a joint research effort between Tampere University of Technology, Department of Pervasive Computing and University of Applied Sciences and Arts Northwestern Switzerland, School of Engineering. The research was integrated with a seminar participated by PhD students at TUT. The aim was to identify working practices in software startups through interviews and formulate them as patterns. The results consist of the set of 63 found practices, their relationships, and a set of 14 patterns formulated for a selected set of the practices.

General information
State: Published
Ministry of Education publication type: D4 Published development or research report or study
Organisations: Department of Information Management and Logistics, Department of Pervasive Computing
Studying the User Experience of a Tablet Based Math Game

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Pori Department, Regulation of learning and active learning methods (REALMEE)
Authors: Kiili, K., Ketamo, H., Koivisto, A., Finn, E.
Number of pages: 18
Pages: 60-77
Publication date: 2014
Peer-reviewed: Yes

Publication information
Journal: International Journal of Game-Based Learning
Volume: 4
Issue number: 1
ISSN (Print): 2155-6849
Ratings:
Scopus rating (2016): SJR 0.236 SNIP 0.235 CiteScore 0.48
Scopus rating (2015): SJR 0.182 SNIP 0.45 CiteScore 0.41
Scopus rating (2014): SJR 0.311 SNIP 0.585 CiteScore 0.71
Scopus rating (2013): SJR 0.275 SNIP 0.967 CiteScore 0.88
Scopus rating (2012): SJR 0.339 SNIP 0.511
Original language: English
DOIs:
10.4018/IJGBL.2014010104

Bibliographical note
Contribution: organisation=pla,FACT1=1<br/>Portfolio EDEND: 2014-06-30<br/>Publisher name: IGI Global
Source: researchoutputwizard
Source-ID: 712
Research output: Scientific - peer-review › Article

Teknologian hyväksyttävyys älykkäiden koneiden työkäytössä. Loppuraportti Työsuojelurahaston tutkimus- ja kehittämishankkeesta (hankenumero 113103)

General information
State: Published
Ministry of Education publication type: D4 Published development or research report or study
Organisations: Department of Pervasive Computing, Research area: User experience
Authors: Partala, T., Saari, T.
Number of pages: 21
Publication date: 2014

Publication information
Place of publication: Tampere
Publisher: Tampereen teknillinen yliopisto. Tietotekniikan laitos
Original language: Finnish

Publication series
Name: Tampereen teknillinen yliopisto. Tietotekniikan laitos. Raportti
Publisher: Tampereen teknillinen yliopisto. Tietotekniikan laitos
Tool support for planning global software development projects

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Vathsavayi, S. H., Sievi-Korte, O., Systä, K.
Number of pages: 8
Pages: 458-465
Publication date: 2014

Host publication information
Title of host publication: Proceedings of 14th IEEE International Conference on Computer and Information Technology, CIT 2014, September 11-13, 2014, Xi'an, Shaanxi, China
Publisher: IEEE
ISBN (Print): 978-1-4799-6238-9

Publication series
Name: IEEE International Conference on Computer and Information Technology
DOIs: 10.1109/CIT.2014.75

Towards a contingency approach with whitelist- and blacklist-based anti-phishing applications: what do usability tests indicate?

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing, Intelligent dexterity for secure networked infrastructure and applications (IDSNIA)
Authors: Li, L., Berki, E., Helenius, M., Ovaska, S.
Number of pages: 12
Pages: 1136-1147
Publication date: 2014
Peer-reviewed: Yes

Publication information
Journal: Behaviour and Information Technology
Volume: 33
Issue number: 11
ISSN (Print): 0144-929X
Ratings:
Scopus rating (2016): CiteScore 1.85 SJR 0.733 SNIP 1.083
Towards an Open Architecture Model for Web and Mobile Software: Characteristics and Validity Properties

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Vogel, B., Kurti, A., Mikkonen, T., Milrad, M.
Number of pages: 10
Pages: 476-485
Publication date: 2014

Host publication information
Publisher: IEEE
ISBN (Print): 978-1-4799-3574-1

Publication series
Name: IEEE Annual Computer Software and Applications Conference
DOIs:
10.1109/COMPSAC.2014.70
Links:
http://ieeexplore.ieee.org/xpls/abs_all.jsp?arnumber=6899251&tag=1
Towards a Pattern Language for Software Start-ups

**General information**
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Eloranta, V.
Number of pages: 11
Pages: 24:1-24:11
Publication date: 2014

**Host publication information**
Title of host publication: Proceedings of the 19th European Conference on Pattern Languages of Programs
Place of publication: New York, NY, USA
Publisher: ACM
ISBN (Print): 978-1-4503-3416-7

**Publication series**
Name: EuroPLoP '14
Publisher: ACM
Keywords: lean start-up, organizational patterns, patterns, software engineering, start-up
DOIs: 10.1145/2721956.2721965
Source: Bibtex
Source-ID: urn:9fbe36a453abc76278e1f8fa266e7492
Research output: Scientific - peer-review › Conference contribution

Towards green power electronics: software controllers and domain knowledge

**General information**
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Sierszecki, K., Steffens, M., Fogdal, T., Savolainen, J., Mikkonen, T.
Number of pages: 6
Pages: 17-22
Publication date: 2014

**Host publication information**
Title of host publication: Proceedings of the 3rd International Workshop on Green and Sustainable Software, Greens 2014, in conjunction with the 36th International Conference on Software Engineering, ICSE 2014, Hyderabad, India, May 31-June 7, 2014
Place of publication: New York, NY, USA
Publisher: ACM
ISBN (Print): 978-1-4503-2844-9

**Publication series**
Name: IEEE/ACM International Conference on Software Engineering
Publisher: ACM
ISSN (Print): 0270-5257
ISSN (Electronic): 1558-1225
DOIs: 10.1145/2593743.2593746
Links: http://dl.acm.org/citation.cfm?id=2593746

**Bibliographical note**
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-06-30
Source: researchoutputwizard
Source-ID: 1504
Research output: Scientific - peer-review › Conference contribution

Usefulness of Long-Term User Experience Evaluation to Product Development: Practitioners' Views from Three Case Studies
User-Created Content as Mediator of Co-located Social Experiences

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Ojala, J., Väänänen-Vainio-Mattila, K., Olsson, T.
Number of pages: 4
Pages: 1-4
Publication date: 2014

Host publication information
Title of host publication: Workshop on Designing Mobile Interactions for Co-located Interaction Technologies, in conjunction with NordiCHI 2014, The 8th Nordic Conference on Human-Computer Interaction, 26.-30.10.2014, Helsinki, Finland
Publisher: Workshop on Designing Mobile Interactions for Co-located Interaction Technologies

Publication series
Name: Nordic Conference on Human-Computer Interaction

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-12-31<br/>Publisher name: Workshop on Designing Mobile Interactions for Co-located Interaction Technologies
Source-ID: 1183
Research output: Scientific - peer-review › Conference contribution

User experience and expectations of haptic feedback in in-car interaction

General information
State: Published
User Experience of Proactive Audio-Based Social Devices: a Wizard-of-Oz Study

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Augmented Human Activities (AHA)
Authors: Jarusriboonchai, P., Olsson, T., Väänänen-Vainio-Mattila, K.
Number of pages: 9
Pages: 98-106
Publication date: 2014

Host publication information
Title of host publication: Proceedings of the 13th International Conference on Mobile and Ubiquitous Multimedia, MUM2014, November 25-28, 2014, Melbourne, Australia
Place of publication: New York, NY
Publisher: ACM
ISBN (Print): 978-1-4503-3304-7

Publication series
Name: International conference on mobile and ubiquitous multimedia
DOI:
http://mum2014.org

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-12-31<br/>Publisher name: ACM
Source-ID: 576
Research output: Scientific - peer-review › Conference contribution

Using Adaptive Avatars for Visualizing Recent Music Listening History and Supporting Music Discovery

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: User experience
Variable Length Instruction Compression on Transport Triggered Architectures

The SRAM memories used for embedded micro-processor devices consume a large portion of the system's power. The power dissipation of the instruction memory can be limited by using code compression methods, which may require the use of variable length instruction formats in the processor. The power-efficient design of variable length instruction fetch and decode is challenging for static multiple-issue processors, which aim for low power consumption on embedded platforms. The power saved using compression is easily lost on inefficient processor design. We propose an implementation for instruction template-based compression and two instruction fetch alternatives for variable length instruction encoding on Transport Triggered Architecture, a static multiple-issue exposed data path architecture. The compression approach reaches an average program size reduction of 44% at best. We show that the variable length fetch designs are sufficiently low-power oriented for the system to benefit from the code compression, which reduces the program memory size.

General information
White Knights of the Smart City

In this paper we will demonstrate how a science fiction storyboard was used as a means for delivering and discussing future technology and design innovations. We present a case in which an illustrated storyboard exemplified the interactions of an experienced-centered technology design concept - a winter caretaking system for a smart city and two devices that could assist its citizens. In the science fiction introduced, the emphasis is on the experience-centered design approach, particularly experiences relating to nurture, sympathy and control.

Who Contributes to What? Exploring Hidden Relationships between FLOSS Projects

General information
WOKE: A novel workflow model editor

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Signal Processing Research Community (SPRC)
Authors: Salminen, E., Honkonen, M., Matilainen, L., Hämäläinen, T. D.
Number of pages: 8
Pages: 1-8
Publication date: 2014

Host publication information
Title of host publication: International Symposium on System-on-Chip, SoC 2014, October 28-29, 2014, Tampere, Finland
Place of publication: Piscataway, NJ
Publisher: IEEE
Editors: Nurmi, J., Ellervee, P., Milojevic, D., Daniel, O., Paakki, T.
ISBN (Print): 978-1-4799-6889-3

Publication series
Name: International Symposium on System-on-Chip

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-11-30<br/>Publisher name: IEEE
Source: researchoutputwizard
Source-ID: 1442
Research output: Scientific - peer-review › Conference contribution

A Core-Periphery-Legality Architectural Style for Open Source System Development

General information
State: Published
A field trial on mobile crowdsourcing of news content: Factors influencing participation

We conducted a five-week field trial on mobile crowdsourcing of hyperlocal news content to 1) understand the readers’ experiences and 2) explore factors affecting their participation. In the end of the study the participants were surveyed with an online questionnaire (17/104 respondents) and five participants were interviewed. Although respondents and interviewees were enthusiastic about the trial, the activity in the trial was low. Results indicate that participant
characteristics (age, gender, participation motivations and hobbyist background in photography) and task characteristics in terms of the subjectively perceived task significance (possible impact on important issues in the environment or on community), task relevance (related to the background and participation motivation), and task engagingness have an effect on the participation. In addition, participation was influenced by the estimated needed effort vs. the expected benefit (monetary benefit or having a possibility to influence), vicinity to the assignment location, enjoyment of the activity, and the monetary reward. To plan and manage the crowdsourcing activity the news publishers need information about the characteristics of the participants, participation patterns and motivations that could be provided by the crowdsourcing platform.

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Research area: User experience, Tampere University of Technology, Augmented Human Activities (AHA), University of Tampere
Authors: Väätäjä, H., Sirkkunen, E., Ahvenainen, M.
Number of pages: 20
Pages: 54-73
Publication date: 2013

Host publication information
Title of host publication: Human-Computer Interaction, INTERACT 2013, 14th IFIP TC 13 International Conference, Cape Town, South Africa, September 2-6, 2013, Proceedings, Part III
Volume: 8119 LNCS
Place of publication: Berlin, Germany
Publisher: Springer
Edition: PART 3
ISBN (Print): 978-3-642-40476-4
ISBN (Electronic): 978-3-642-40477-1

Publication series
Name: Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)
Volume: 8119 LNCS
No.: PART 3
ISSN (Print): 03029743
ISSN (Electronic): 16113349
Keywords: Crowdsourcing, hyperlocal, location, mobile, motivation, news, photo, reader, Scoopshot, ubiquitous, user-generated content
ASJC Scopus subject areas: Computer Science(all), Theoretical Computer Science
Electronic versions:
Field trial on mobile crowdsourcing of news content - factors influencing participation
DOI:
10.1007/978-3-642-40477-1_4
Links:
http://urn.fi/URN:NBN:fi:tty-201605033930
Links:
http://www.scopus.com/inward/record.url?scp=84883306990&partnerID=8YFLogxK (Link to publication in Scopus)

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2013-09-29
Source: researchoutputwizard
Source-ID: 3628
Research output: Scientific - peer-review › Conference contribution

Algorithm for Pedestrian Navigation Combining IMU Measurements and Gait Models

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing, Wireless Communications and Positioning (WICO)
Authors: Davidson, P., Takala, J.
Number of pages: 6
Pages: 79-84
Publication date: 2013
Peer-reviewed: Yes
A light-weight mixed method tool for remote UX evaluation: A case study of premium sports watch users

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Nurkka, P., Jumisko-Pyykkö, S.
Number of pages: 10
Pages: 539-548
Publication date: 2013

Host publication information
Place of publication: Berlin, Germany
Publisher: Technische Universität Berlin
Editors: Dittrich, E., Doria, L., Gross, A., Günzler, T., Smieszek, H.

Publication series
Name: Berlin Workshop on Human-Machine Systems

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2013-11-29<br/>Publisher name: Technische Universität Berlin
Source: researchoutputwizard
Source-ID: 3011
Research output: Scientific - peer-review › Conference contribution

All Linear-Time Congruences for Familiar Operators

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Mathematics, Regulation of learning and active learning methods (REALMEE)
Authors: Valmari, A.
Number of pages: 34
Pages: 1-34
A mixed methods approach to a longitudinal study of user experience in the metals and engineering industry

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Väätäjä, H., Oja, T.
Number of pages: 6
Pages: 1-6
Publication date: 2013

Host publication information
Place of publication: Berlin, Germany
Publisher: Technische Universität Berlin

Publication series
Name: Berlin Workshop on Human-Machine Systems
Keywords: user experience, longitudinal study, manufacturing, metals and engineering industry, MMS, human-computer interaction, human-technology interaction, work, user

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2013-12-29<br/>Publisher name: Technische Universität Berlin
Source: researchoutputwizard
Source-ID: 3627
Research output: Scientific - peer-review › Conference contribution
A secure OSGi environment for untrusted web applications

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Aho, T., Koskinen, J., Nieminen, A.
Number of pages: 7
Pages: 15-21
Publication date: 2013

Host publication information
Title of host publication: Proceedings of the Second Nordic Symposium on Cloud Computing and Internet Technology, NordiCloud 2013, 2-3 September, 2013, Oslo, Norway
Place of publication: New York, NY
Publisher: ACM
ISBN (Print): 978-1-4503-2307-9

Publication series
Name: Nordic Symposium on Cloud Computing and Internet Technology
DOIs:
10.1145/2513534.2513539
Links:
http://dl.acm.org/citation.cfm?doid=2513534.2513539

Bibliographical note

A User-Centric View of Intelligent Environments: User Expectations, User Experience and User Role in Building Intelligent Environments

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing
Authors: Kaasinen, E., Kymäläinen, T., Niemelä, M., Olsson, T., Kanerva, M., Ikonen, V.
Number of pages: 33
Pages: 1-33
Publication date: 2013
Peer-reviewed: Yes

Publication information
Journal: Computers
Volume: 2
Issue number: 1
ISSN (Print): 2073-431X
Original language: English
DOIs:
10.3390/computers2010001
Links:
http://www.mdpi.com/2073-431X/2/1/1

Bibliographical note

Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2013-12-29<br/>Publisher name: MDPI
Source: researchoutputwizard
Source-ID: 2450
Bayesian analysis of GUHA hypotheses

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Automation Science and Engineering, Department of Mathematics, Research group: Positioning, Research Community on Data-to-Decision (D2D), Wireless Communications and Positioning (WICO)
Authors: Piche, R., Järvenpää, M., Turunen, E., Simunek, M.
Number of pages: 28
Pages: 47-73
Publication date: 2013
Peer-reviewed: Yes

Publication information
Journal: Journal of Intelligent Information Systems
Volume: 42
Issue number: 1
ISSN (Print): 0925-9902
Ratings:
Scopus rating (2016): CiteScore 1.68 SJR 0.563 SNIP 1.314
Scopus rating (2015): SJR 0.559 SNIP 1.266 CiteScore 1.66
Scopus rating (2014): SJR 0.392 SNIP 1.445 CiteScore 1.49
Scopus rating (2013): SJR 0.363 SNIP 0.917 CiteScore 1.13
Scopus rating (2012): SJR 0.551 SNIP 1.717 CiteScore 1.58
Scopus rating (2011): SJR 0.446 SNIP 1.391 CiteScore 1.25
Scopus rating (2010): SJR 0.465 SNIP 1.796
Scopus rating (2009): SJR 0.427 SNIP 1.396
Scopus rating (2008): SJR 0.683 SNIP 1.901
Scopus rating (2007): SJR 0.572 SNIP 1.406
Scopus rating (2006): SJR 0.53 SNIP 1.83
Scopus rating (2005): SJR 0.454 SNIP 2.026
Scopus rating (2004): SJR 0.62 SNIP 2.303
Scopus rating (2003): SJR 0.68 SNIP 1.764
Scopus rating (2002): SJR 0.346 SNIP 1.176
Scopus rating (2001): SJR 0.969 SNIP 2.192
Scopus rating (2000): SJR 0.679 SNIP 2.17
Scopus rating (1999): SJR 0.696 SNIP 1.872
Original language: English
Electronic versions:
GUHA
DOIs:
10.1007/s10844-013-0255-6
Links:
http://urn.fi/URN:NBN:fi:tty-201603183675

Bibliographical note
Online first<br/>Contribution: organisation=ase,FACT1=0.5<br/>Contribution: organisation=mat,FACT2=0.5<br/>Portfolio EDEND: 2013-07-29<br/>Publisher name: Springer
Source: researchoutputwizard
Source-ID: 3149
Research output: Scientific - peer-review › Article

City Scene: Field Trial of a Mobile Street-imagery-based Navigation Service

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Augmented Human Activities (AHA)
Cloud Browser: Enhancing the Web Browser with Cloud Sessions and Downloadable User Interface

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Taivalsaari, A., Mikkonen, T., Systä, K.
Number of pages: 10
Pages: 224-233
Publication date: 2013

Host publication information
Title of host publication: Grid and Pervasive Computing, 8th International Conference, GPC 2013 and Colocated Workshops, Seoul, Korea, May 9-11, 2013
Place of publication: Berlin
Publisher: Springer
Editors: Park, J., Arabnia, H., Kim, C., Shi, W., Gil, J.
ISBN (Print): 978-3-642-38026-6
ISBN (Electronic): 978-3-642-38027-3

Publication series
Name: Lecture Notes in Computer Science
Volume: 7861
ISSN (Print): 0302-9743
ISSN (Electronic): 1611-3349
DOIs:
10.1007/978-3-642-38027-3_24

Bibliographical note
Ei UT:ta 8/13<br/>Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2013-07-29<br/>Publisher name: Springer
Source: researchoutputwizard
Source-ID: 3496
Research output: Scientific - peer-review › Conference contribution

Cloud computing and its impact on mobile software development: Two roads diverged

General information
State: Published
Cognitive styles and visual quality

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Jumisko-Pyykkö, S., Strohmeier, D.
Number of pages: 8
Publication date: 2013

Host publication information
Title of host publication: Multimedia Content and Mobile Devices, 4-6 February, 2013, Burlingame, CA, USA.
Publisher: SPIE
ISBN (Print): 978-0-8194-9440-5

Publication series
Name: SPIE Conference Proceedings
Volume: 8667
ISSN (Print): 0277-786X
ISSN (Electronic): 1996-756X
DOIs: 10.1117/12.2009644
Links:
http://proceedings.spiedigitallibrary.org/proceeding.aspx?articleid=1662463

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2013-12-29<br/>Publisher name: SPIE
Source-ID: 2433
Research output: Scientific - peer-review › Conference contribution

Complementing Web Service Architecture

General information
State: Published
Ministry of Education publication type: A3 Part of a book or another research book
Organisations: Department of Pervasive Computing
Authors: Mäkitalo, N., Peltola, H., Turto, T., Mikkonen, T., Savolainen, J.
Number of pages: 8
Pages: 23-30
Publication date: 2013

Host publication information
Title of host publication: Information Modelling and Knowledge Bases XXIV
Place of publication: Amsterdam, the Netherlands
Publisher: IOS Press
Editors: Vojtas, P., Kiyoki, Y., Jaakkola, H., Tokuda, T., Yoshida, N.
ISBN (Print): 978-1-61499-176-2
ISBN (Electronic): 978-1-61499-177-9

Publication series
Name: Frontiers in Artificial Intelligence and Applications
Publisher: IOS Press
Constructing Minimal Coverability Sets

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Mathematics, Regulation of learning and active learning methods (REALMEE)
Authors: Piipponen, A., Valmari, A.
Number of pages: 13
Pages: 183-195
Publication date: 2013

Host publication information
Title of host publication: Reachability Problems. Proceedings of the 7th International Workshop, RP 2013, Uppsala, Sweden, September 24-26, 2013
Place of publication: Berlin Heidelberg
Publisher: Springer
Editors: Abdulla, P. A., Potapov, I.
ISBN (Print): 978-3-642-41035-2
ISBN (Electronic): 978-3-642-41036-9

Publication series
Name: Lecture Notes in Computer Science
Volume: 8169
ISSN (Print): 0302-9743
DOIs:
10.1007/978-3-642-41036-9_17

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/></br>Portfolio EDEND: 2013-07-29
Source: researchoutputwizard
Source-ID: 2874
Research output: Scientific - peer-review › Chapter

Customized TTA Processor for Efficient Implementation of Variable Length FFT in SDR Systems

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Patyk, T., Guevorkian, D., Pitkänen, T., Takala, J.
Number of pages: 7
Pages: 239-245
Publication date: 2013

Host publication information
Place of publication: Reston, VA
Publisher: The Wireless Innovation Forum
Editors: Glossner, J., Pucker, L., Hamill, S.
Demo Hour. DrawUX

General information
State: Published
Ministry of Education publication type: B1 Article in a scientific magazine
Organisations: Department of Pervasive Computing
Authors: Varsaluoma, J., Kentta, V.
Number of pages: 1
Pages: 9-9
Publication date: 2013
Peer-reviewed: No

Publication Information
Journal: Interactions
Volume: XX.5
ISSN (Print): 1072-5520
Ratings:
Scopus rating (2016): SJR 1.382 SNIP 1.006 CiteScore 1.23
Scopus rating (2015): SJR 0.401 SNIP 1.718 CiteScore 1.19
Scopus rating (2014): SJR 0.424 SNIP 1.999 CiteScore 1.09
Scopus rating (2013): SJR 0.367 SNIP 1.473 CiteScore 0.97
Scopus rating (2012): SJR 0.407 SNIP 1.624 CiteScore 0.86
Scopus rating (2011): SJR 0.276 SNIP 1.063 CiteScore 0.57
Scopus rating (2010): SJR 0.323 SNIP 1.167
Scopus rating (2009): SJR 0.205 SNIP 0.955
Scopus rating (2008): SJR 0.151 SNIP 0.601
Scopus rating (2007): SJR 0.164 SNIP 0.425
Scopus rating (2006): SJR 0.485 SNIP 1.522
Scopus rating (1999): SJR 0.147 SNIP 0
Original language: English
Links:
http://acm.org/uist

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2013-11-29<br/>Publisher name: ACM

Dependency Analysis and Visualization Tool for Kactus2 IP-XACT Design Framework

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Signal Processing Research Community (SPRC)
Authors: Määttä, J., Honkonen, M., Korhonen, T., Salminen, E., Hämäläinen, T. D.
Number of pages: 6
Pages: 1-6
Publication date: 2013
Designing a 3D Widget Library for WebGL Enabled Browsers

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Mattila, A., Mikkonen, T.
Number of pages: 4
Pages: 757-760
Publication date: 2013

Host publication information
Place of publication: New York, NY
Publisher: ACM
ISBN (Print): 978-1-4503-1656-9

Publication series
Name: ACM Symposium On Applied Computing
DOIs: 10.1145/2480362.2480506
Links: http://www.acm.org/conferences/sac/sac2013/

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2013-07-29<br/>Publisher name: ACM
Source-ID: 2904
Research output: Scientific - peer-review › Conference contribution

Designing for Presence in Social Television Interaction

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Palviainen, J., Kuusinen, K., Väänänen-Vainio-Mattila, K.
Number of pages: 10
Pages: 1-10
Publication date: 2013

Host publication information
Title of host publication: Proceedings of the 12th International Conference on Mobile and Ubiquitous Multimedia, MUM 2013, December 2-5 2013, Luleå, Sweden
Developing Modern Industrial Control Applications: On Information Models, Methods and Processes for Distributed Engineering

Control applications are used in automation and control of manufacturing and processing facilities to run the process. Development of industrial control applications is engineering with multidisciplinary characteristics and it is often performed as a part of a larger project, e.g., constructing a facility. It is closely interwoven with several related engineering disciplines between which information exchange is required. The control domain has several requirements and characteristics that need to be considered when developing new means to improve quality and efficiency of engineering. In this thesis control application development is studied concerning model information content, methods for enhancing development, and improvement of engineering process management. Based on requirements for information content in control application models, improvements to the UML Automation Profile (UML AP) are presented. UML AP requirement modeling is developed to enable concerns of related engineering to be taken into account. Domain-specific UML AP constructs are also developed for modeling platform independent functions and execution platform features. To improve development of control applications, model-driven methods are proposed and applied using UML AP elements. In the approach, a workflow from requirements to functional models, and finally to executable applications, is developed. The approach has been designed so that tools can be provided for automating capturing of requirements and assisting in model transformations. For development of control applications the approach promotes reusable, platform independent solutions while maintaining support for existing well-proven implementation platforms. Methods are proposed for extending modeling with ontology descriptions based on Semantic Web technologies. Using these, a layer is constructed on top of
the application model which is used to enhance interoperability and understandability of the concepts. The semantic descriptions enable automatic reasoning and inferences to be used in model analysis and provision of material supporting engineering. As a supplement to traditional modeling the descriptions provide semantics beyond those of a metamodel. Given that the information content is standardized and the development methods are defined, the engineering processes can be improved concerning information exchange and process management. Organizing engineering tasks into services is proposed, and a service infrastructure is developed to facilitate utilization of these services and integration of information systems. Business process modeling is used to describe the engineering processes and to compose the services. By executing the business processes with information systems the management of engineering activities is improved and automation of some of the tasks is enabled. Engineering is not limited to the design phase of a facility. It is performed throughout the plant lifecycle, for example, operation and maintenance (O&M). A service framework providing access to relevant data is also beneficial for O&M tasks. To meet the business demands a business process driven approach for development of O&M information systems is proposed. The approach is based on composition of services, and enables flexible reconfiguration of processes as well as integration of systems.

General information
State: Published
Ministry of Education publication type: G4 Doctoral dissertation (monograph)
Organisations: Department of Automation Science and Engineering
Authors: Hästbacka, D.
Number of pages: 135
Publication date: 2013

Publication information
Publisher: Tampere University of Technology
Original language: English

Publication series
Name: Tampere University of Technology. Publication
Publisher: Tampere University of Technology
No.: 1143
ISSN (Print): 1459-2045
Electronic versions: hastbacka.pdf
Links:

Bibliographical note
Awarding institution: Tampere University of Technology
Source: researchoutputwizard
Source-ID: 2250
Research output: Monograph › Doctoral Thesis

Energy Recovery and Logical Reversibility in Adiabatic CMOS Multiplier

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Former organisation of the author
Authors: Hänninen, I., Lu, H., Lent, C. S., Snider, G. L.
Number of pages: 11
Pages: 25-35
Publication date: 2013

Host publication information
Title of host publication: Reversible Computation, 5th International Conference, RC 2013, Victoria, BC, Canada, July 4-5, 2013. Proceedings. Lecture Notes in Computer Science
Place of publication: Lecture Notes in Computer Science
Publisher: Springer
ISBN (Print): 978-3-642-38985-6
ISBN (Electronic): 978-3-642-38986-3

Publication series
Name: Lecture Notes in Computer Science
Volume: 7948
ISSN (Print): 0302-9743
External Behaviour of Systems of State Machines with Variables

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Mathematics, Regulation of learning and active learning methods (REALMEE)
Authors: Valmari, A.
Number of pages: 45
Pages: 255-299
Publication date: 2013

Host publication information
Title of host publication: The 5th Advanced Course on Petri Nets, September 2010, Rostock, Germany, Transactions on Petri Nets and Other Models of Concurrency VII.
Place of publication: Berlin, Heidelberg
Publisher: Springer
Editors: Jensen, K., van der Aalst, W. M. P., Balbo, G., Koutny, M., Wolf, K.
ISBN (Print): 978-3-642-38142-3
ISBN (Electronic): 978-3-642-38143-0

Publication series
Name: Lecture Notes in Computer Science
Volume: 7480
ISSN (Print): 0302-9743
DOIs:
10.1007/978-3-642-38143-0_7

Framework for Industrial Embedded System Product Development and Management

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Signal Processing Research Community (SPRC)
Authors: Leppäkoski, A., Salminen, E., Hämäläinen, T. D.
Number of pages: 6
Pages: 1-6
Publication date: 2013

Host publication information
Title of host publication: International Symposium on System-on-Chip, SOC 2013, Tampere, Finland, October 23-24, 2013
Place of publication: Piscataway, NJ
Publisher: IEEE
ISBN (Print): 978-1-4799-1189-9

Publication series
Name: International Symposium on System-on-Chip
DOIs:
10.1109/ISSoC.2013.6675265
Links:
General-Purpose DSP Processors

General information
State: Published
Ministry of Education publication type: A3 Part of a book or another research book
Organisations: Department of Pervasive Computing
Authors: Takala, J.
Number of pages: 24
Pages: 779-802
Publication date: 2013

Host publication information
Title of host publication: Handbook of Signal Processing Systems, Part II
Publisher: Springer New York
Editors: Bhattacharyya, S. S., Deprettere, E. F., Leupers, R., Takala, J.
DOIs:
10.1007/978-1-4614-6859-2_24

Good to Know about the Efficiency of State Space Methods

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing
Authors: Tiusanen, M., Valmari, A.
Number of pages: 22
Pages: 53-74
Publication date: 2013
Peer-reviewed: Yes

Publication information
Journal: Nordic Journal of Computing
Volume: 15
Issue number: 1
ISSN (Print): 1236-6064
Original language: English
Links:

Guest Editors’ Introduction to Special Issue on Advances in DSP Systems Design

General information
State: Published
Implementing artificial intelligence: a generic approach with software support

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing, Department of Mathematics
Authors: Heinimäki, T. J., Vanhatupa, J.
Pages: 27-38
Publication date: 2013
Peer-reviewed: Yes

Publication information
Journal: Proceedings of the Estonian Academy of Sciences
Volume: 62
Issue number: 1
ISSN (Print): 1736-6046
Ratings:
Scopus rating (2016): CiteScore 0.52 SJR 0.238 SNIP 0.45
Scopus rating (2015): SJR 0.195 SNIP 0.863 CiteScore 0.77
Scopus rating (2014): SJR 0.198 SNIP 0.581 CiteScore 0.42
Scopus rating (2013): SJR 0.218 SNIP 0.671 CiteScore 0.52
Scopus rating (2012): SJR 0.199 SNIP 0.474 CiteScore 0.53
Scopus rating (2011): SJR 0.312 SNIP 0.644 CiteScore 0.66
Scopus rating (2010): SJR 0.289 SNIP 0.438
Scopus rating (2009): SJR 0.19 SNIP 0.246
Scopus rating (2008): SJR 0.104 SNIP 0.185
Scopus rating (2007): SJR 0.104 SNIP 0.192
Original language: English
DOIs:
10.3176/proc.2013.1.04
Links:
http://www.eap.ee/21831/

Bibliographical note
Poistettu tupla r=1173; Tehsisintellekti rakendus: Üldine lähenemine koos tarkvaratoega<br/>Contribution: organisation=tie,FACT1=0.5<br/>Portfolio EDEND: 2013-06-29<br/>Publisher name: Estonian Academy Publishers
Source: researchoutputwizard
Source-ID: 2264
Research output: Scientific - peer-review › Article
Indoor 3D Navigation and Positioning of Vehicles in Multi-Storey Parking Garages

We propose a novel method for three-dimensional navigation and localization of a land vehicle in a multi-storey parking garage. In order to navigate or localize in 3D space we also need height information in addition to 2D position. Conventionally, an altimeter is used to get the floor level/height information. The solution presented in this paper uses low cost gyro and odometer sensors, combined with a 3D map by means of particle filtering and collision detection techniques to localize the vehicle in a parking garage. This eliminates the necessity of an altimeter or other additional aiding sources such as radio signaling. Thus the proposed solution can be used without any additional infrastructure devices. Other sources of information, such as WLAN signals, can be used to complement the solution if and when available.
Recent embedded DSPs are incorporating IEEE-compliant floating point arithmetic to ease the development of, e.g., multiple antenna MIMO in software-defined radio. An obvious choice of FPU architecture in DSP is to include a fused multiply-add (FMA) operation, which accelerates most DSP applications. Another advantage of FMA is that it enables fast software algorithms for, e.g., division and square root without much additional hardware. However, these algorithms are nontrivial to perform at the target accuracy to get the correctly rounded result without danger of overflow. Previous FMA-based systems either rely on a powerhungry wide intermediate format or forego correct rounding. A wide format is unattractive in a power-sensitive embedded environment since it requires enlarged register files, wider data buses and possibly a larger multiplier. We present provably correct algorithms for efficient IEEE-compliant division and square root with only a 32-bit format using hardware prescaling and postscaling steps. The required hardware has approximately 8% of area and power footprint of a single FMA unit.
Interaction with Dynamic Large Bodies in Efficient, Real-Time Water Simulation

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing
Authors: Kellomäki, T.
Number of pages: 10
Pages: 117-126
Publication date: 2013
Peer-reviewed: Yes

Publication information
Journal: Journal of WSCG
Volume: 21
Issue number: 2
ISSN (Print): 1213-6972
Ratings:
Scopus rating (2016): SJR 0.144 SNIP 0.244 CiteScore 0.35
Scopus rating (2015): SJR 0.139 SNIP 0.508 CiteScore 0.62
Scopus rating (2014): SJR 0.167 SNIP 0.381 CiteScore 0.33
Scopus rating (2013): SJR 0.128 SNIP 0.059 CiteScore 0.23
Scopus rating (2012): SJR 0.16 SNIP 0.372 CiteScore 0.29
Scopus rating (2011): SJR 0.176 SNIP 0.291 CiteScore 0.6
Scopus rating (2010): SJR 0.122 SNIP 0.041
Interleaving human and search-based software architecture design

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing
Authors: Vathsavayi, S., Hadaytullah, H., Koskimies, K.
Number of pages: 11
Pages: 16-26
Publication date: 2013
Peer-reviewed: Yes

Publication information
Journal: Proceedings of the Estonian Academy of Sciences
Volume: 62
Issue number: 1
ISSN (Print): 1736-6046
Ratings:
Scopus rating (2016): CiteScore 0.52 SJR 0.238 SNIP 0.45
Scopus rating (2015): SJR 0.195 SNIP 0.863 CiteScore 0.77
Scopus rating (2014): SJR 0.198 SNIP 0.581 CiteScore 0.42
Scopus rating (2013): SJR 0.218 SNIP 0.671 CiteScore 0.52
Scopus rating (2012): SJR 0.199 SNIP 0.474 CiteScore 0.53
Scopus rating (2011): SJR 0.312 SNIP 0.644 CiteScore 0.66
Scopus rating (2010): SJR 0.289 SNIP 0.438
Scopus rating (2009): SJR 0.19 SNIP 0.246
Scopus rating (2008): SJR 0.104 SNIP 0.185
Scopus rating (2007): SJR 0.104 SNIP 0.192
Original language: English
DOIs:
10.3176/proc.2013.1.03
Links:
http://www.eap.ee/21831/

Bibliographical note
Tarkvara arhitektuuri disain projekteerija otsuste ja masinotsimise vaheldumise kaudu<br/>

IPv6 Addressing Strategies for IoT

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing, Nokia Research Center, Renesas Mobile
Authors: Savolainen, T., Soininen, J., Silverajan, B.
Number of pages: 9
Pages: 3511-3519
Publication date: 2013
Peer-reviewed: Yes
Key Success Factors in Control System Software Architecture

The amount of the control system software used in the mobile work machines has increased radically during the last ten years. The software enables development of new features and further automation. Consequently, the productivity of the work machines increases, bringing cost savings.

However, the development of control system software is challenging because they have special characteristics, such as close dependency to hardware, strict real-time requirements, distribution, and long life-cycle of the products. In addition, standards and regulations dictate how functional safety should be taken into account.

In software engineering, architecture is often seen as the key element of the system enabling high quality design and implementation. Good software architecture helps the developer to easily maintain and further develop the code through the life cycle of the system. Therefore, in this paper we clarify which quality properties and constraints are important now and in the future from the point of view of the software architects of the work machine control systems. The study is based on the questionnaire targeted to the experts of the field and various interview surveys we have carried out during several years in the leading international work machine manufacturers.
Landmarks for the User Experience in the Cloud

General information
State: Published
Ministry of Education publication type: C2 Edited books
Organisations: Department of Pervasive Computing
Number of pages: 83
Publication date: 2013

Publication information
Place of publication: Helsinki
Publisher: CLOUD SOFTWARE FINLAND
ISBN (Print): 978-952-93-2753-9
Original language: English
Links:
https://www.cloudsoftwareprogram.org/rs/3391/6e620c3b-438c-425c-bfcc-a70731023c59/e05/fd/1/filename/landmarks.pdf
https://www.cloudsoftwareprogram.org/results/deliverables-and-other-reports/i/29051/1941/landmarks-for-the-user-experience-in-the-cloud

Bibliographical note
On johdanto<br/>Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2013-12-29
Source: researchoutputwizard
Source-ID: 3692
Research output: Scientific - peer-review › Anthology

Little Backpackers - Studying Children's Psychological Needs in an Interactive Exhibition Context

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Augmented Human Activities (AHA)
Authors: Saarinen, P., Partala, T., Väänänen-Vainio-Mattila, K.
Number of pages: 4
Pages: 415-418
Publication date: 2013

Host publication information
Title of host publication: Proceedings of the 12th International Conference on Interaction Design and Children, IDC’13, 24-27 June, 2013, New York, NY, USA
Place of publication: New York, NY, USA
Publisher: ACM
ISBN (Print): 978-1-4503-1918-8

Publication series
Name: International Conference on Interaction Design and Children
DOIs:
10.1145/2485760.2485844
Long-Term Product Line Sustainability with Planned Staged Investments

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing
Authors: Savolainen, J., Niu, N., Mikkonen, T., Fogdal, T.
Number of pages: 7
Pages: 63-69
Publication date: 2013
Peer-reviewed: Yes

Publication Information
Journal: IEEE Software
Volume: 30
Issue number: 6
ISSN (Print): 0740-7459
Ratings:
Scopus rating (2016): CiteScore 1.87 SJR 0.584 SNIP 1.966
Scopus rating (2015): SJR 0.472 SNIP 1.659 CiteScore 1.86
Scopus rating (2014): SJR 0.556 SNIP 1.808 CiteScore 1.53
Scopus rating (2013): SJR 0.617 SNIP 1.78 CiteScore 1.55
Scopus rating (2012): SJR 0.664 SNIP 1.844 CiteScore 1.52
Scopus rating (2011): SJR 0.721 SNIP 2.415 CiteScore 1.59
Scopus rating (2010): SJR 0.437 SNIP 2.085
Scopus rating (2009): SJR 0.643 SNIP 2.186
Scopus rating (2008): SJR 0.664 SNIP 3.079
Scopus rating (2007): SJR 0.811 SNIP 2.824
Scopus rating (2006): SJR 0.762 SNIP 3.004
Scopus rating (2005): SJR 1.265 SNIP 2.578
Scopus rating (2004): SJR 0.868 SNIP 2.649
Scopus rating (2003): SJR 0.937 SNIP 2.468
Scopus rating (2002): SJR 0.875 SNIP 2.237
Scopus rating (2001): SJR 0.587 SNIP 1.434
Scopus rating (2000): SJR 0.42 SNIP 1.917
Scopus rating (1999): SJR 0.681 SNIP 2.652
Original language: English
DOIs:
10.1109/MS.2013.96
Links:
http://www.computer.org/csdl/mags/so/2013/06/mso2013060063-abs.html

Low Complexity Algorithm for Inversion of Special Matrices in SDR Systems

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Guevorkian, D., Raunioja, K., Takala, J.
Number of pages: 5
Pages: 48-53
Publication date: 2013

Host publication information
Place of publication: Reston, VA
Publisher: The Wireless Innovation Forum
Editors: Glossner, J., Pucker, L., Hamill, S.

Publication series
Name: Wireless Innovation Forum Conference on Wireless Communications Technologies and Software Defined Radio

Links:
http://groups.winnforum.org/SDR-WInnComm-2013

Bibliographical note
Contribution: organisation=tie,FACT1=1
Portfolio EDEND: 2013-07-29
Publisher name: The Wireless Innovation Forum
Source: researchoutputwizard
Source-ID: 2199
Research output: Scientific - peer-review › Conference contribution

Low-Power Application-Specific FFT Processor for LTE Applications

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Signal Processing Research Community (SPRC)
Authors: Patyk, T., Guevorkian, D., Pitkänen, T., Jääskeläinen, P., Takala, J.
Number of pages: 5
Pages: 28-32
Publication date: 2013

Host publication information
Place of publication: Piscataway, NJ
Publisher: IEEE
ISBN (Print): 978-1-4799-0102-9
ISBN (Electronic): 978-1-4799-0103-6

Publication series
Name: International Conference on Embedded Computer Systems: Architectures, Modeling, and Simulation
DOIs:
10.1109/SAMOS.2013.6621102

Links:
http://www.samos-conference.com/

Bibliographical note
Contribution: organisation=tie,FACT1=1
Portfolio EDEND: 2013-07-29
Publisher name: IEEE
Source: researchoutputwizard
Source-ID: 3107
Research output: Scientific - peer-review › Conference contribution

Low-Power Wireless Sensor Network Platforms

General information
State: Published
Ministry of Education publication type: A3 Part of a book or another research book
Organisations: Department of Pervasive Computing
Authors: Suhonen, J., Kohvakka, M., Kaseva, V., Hämäläinen, T. D., Hännikäinen, M.
Media experience as a predictor of future news reading

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing
Authors: Järvelä, S., Kivikangas, M., Saari, T., Ravaja, N.
Number of pages: 8
Pages: 131-139
Publication date: 2013
Peer-reviewed: Yes

Publication information
Journal: Journal of Print and Media Technology Research
Volume: 2
Issue number: 3
ISSN (Print): 2223-8905
Original language: English
Links:

Bibliographical note
Siirretty Portfolio13:sta<br/>&nbsp;Contribution: organisation=tie,FACT1=1<br/>&nbsp;Portfolio EDEND: 2014-05-31<br/>&nbsp;Publisher name: International Association of Research Organizations for the Information, Media and Graphic Arts Industries
Source: researchoutputwizard
Source-ID: 2407
Research output: Scientific - peer-review › Article

Method to Convert Analog Filters to Digital Filters

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Grama, L., Lodin, A., Rusu, C., Takala, J.
Number of pages: 6
Pages: 438-443
Publication date: 2013

Host publication information
Title of host publication: The 8th International Symposium on Image and Signal Processing and Analysis, ISPA 2013, September 4-6, 2013, Trieste, Italy
Place of publication: Piscataway, NJ
Publisher: IEEE
ISBN (Print): 978-953-184-194-8
Mobile Agents for the Internet of Things

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Intelligent dexterity for secure networked infrastructure and applications (IDSNIA)
Authors: Järvenpää, L., Lintinen, M., Mattila, A., Mikkonen, T., Systä, K., Voutilainen, J.
Number of pages: 5
Pages: 763-767
Publication date: 2013

Host publication information
Title of host publication: 17th International Conference on System Theory, Control and Computing, ICSTCC 2013, Sinaia, Romania, October 11-13, 2013
Publisher: IEEE
ISBN (Print): 978-1-4799-2227-7

Mobile Devices as Infotainment User Interfaces in the Car: Contextual Study and Design Implications

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Augmented Human Activities (AHA)
Authors: Heikkinen, J., Mäkinen, E., Lylykangas, J., Pakkanen, T., Väänänen-Vainio-Mattila, K., Raisamo, R.
Number of pages: 10
Pages: 137-146
Publication date: 2013

Host publication information
Title of host publication: Proceedings of the 15th International Conference on Human-Computer Interaction with Mobile Devices and Services, MobileHCI 2013, August 27-30, 2013, Munich, Germany
Publisher: ACM
ISBN (Print): 978-1-4503-2273-7

Publication series
Name: Image and Signal Processing and Analysis
ISSN (Print): 1845-5921
ISSN (Electronic): 1849-2266
DOI: 10.1109/ISPA.2013.6703781

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2013-09-29<br/>Publisher name: IEEE
Source: researchoutputwizard
Source-ID: 2195
Research output: Scientific - peer-review › Conference contribution

Mobile output: Scientific - peer-review › Conference contribution

Publication series
Name: International Conference on System Theory, Control and Computing
DOI: 10.1109/ICSTCC.2013.6689053
Links:
http://perun.pmf.uns.ac.rs/events/wasa2013/

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2013-12-29<br/>Publisher name: IEEE
Source: researchoutputwizard
Source-ID: 2414
Research output: Scientific - peer-review › Conference contribution

Publication series
Name: International Conference on Human-Computer Interaction with Mobile Devices and Services
Models of Irreversibility For Binary Adders

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Former organisation of the author
Authors: Hänninen, I., Lent, C. S., Snider, G. L.
Number of pages: 4
Pages: 1071-1074
Publication date: 2013

Host publication information
Title of host publication: Proceedings of IEEE International Midwest Symposium on Circuits and Systems (MWSCAS), Columbus, OH, U.S.A., August 4-7, 2013
Place of publication: Piscataway, NJ
Publisher: IEEE
ISBN (Print): 978-1-4799-0066-4

Publication series
Name: Midwest Symposium on Circuits and Systems
ISSN (Print): 1548-3746
ISSN (Electronic): 1558-3899
Links:
http://secs.ceas.uc.edu/mwscas2013/

Bibliographical note
TTY ei affiliaationa<br/>
Contribution: organisation=tie,FACT1=1<br/>
Portfolio EDEND: 2013-07-29<br/>
Publisher name: IEEE
Source: researchoutputwizard
Source-ID: 2233
Research output: Scientific - peer-review › Conference contribution

Nobody other than me knows what I want: Customizing a sports watch

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Nurkka, P.
Number of pages: 19
Pages: 384-402
Publication date: 2013

Host publication information
Title of host publication: Human-Computer Interaction - INTERACT 2013, 14th IFIP TC 13 International Conference, Cape Town, South Africa, September 2-6, 2013, Proceedings, Part IV
Publisher: Springer
ISBN (Print): 978-3-642-40497-9
ISBN (Electronic): 978-3-642-40498-6

Publication series
Name: Lecture Notes in Computer Science
Volume: 8120
On the Transition from the Web to the Cloud

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Tupamäki, J., Mikkonen, T.
Pages: 51-59
Publication date: 2013

Host publication information
Title of host publication: 15th IEEE International Symposium on Web Systems Evolution, WSE 2013, September 27, 2013, Eindhoven, The Netherlands
Place of publication: Piscataway, NJ
Publisher: IEEE

Publication series
Name: IEEE International Symposium on Web Systems Evolution
ISSN (Print): 2160-6153
DOIs: 10.1109/WSE.2013.6642417
Links: http://www.websiteevolution.org/2013/index.html

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2013-10-29<br/>Publisher name: IEEE
Source-ID: 3584
Research output: Scientific - peer-review › Conference contribution

Open Source Legality Compliance of Software Architecture, A Licensing Profile Approach

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Lokhman, A., Luoto, A., Hammouda, I., Mikkonen, T.
Number of pages: 8
Pages: 571-578
Publication date: 2013

Host publication information
Title of host publication: The Eighth International Conference on Software Engineering Advances, ICSEA 2013, October 27 - November 1, 2013, Venice, Italy
Publisher: IARIA
ISBN (Print): 978-1-61208-304-9

Publication series
Name: International Conference on Software Engineering Advances

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2013-07-29<br/>Publisher name: Springer
Source-ID: 3010
Research output: Scientific - peer-review › Conference contribution
Personal content in online sports communities: motivations to capture and share personal exercise data

**General information**
- State: Published
- Ministry of Education publication type: A1 Journal article-refereed
- Organisations: Department of Pervasive Computing
- Authors: Ojala, J.
- Number of pages: 18
- Pages: 68-85
- Publication date: 2013
- Peer-reviewed: Yes

**Publication information**
- Volume: 2
- Issue number: 1/2
- ISSN (Print): 1752-6124
- Original language: English
- DOIs: 10.1504/IJSHC.2013.053267

**Bibliographical note**
- Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-12-31<br/>Publisher name: Inderscience Publishers
- Source: researchoutputwizard
- Source-ID: 3040
- Research output: Scientific - peer-review › Article

Pipelined FFT for Wireless Communications Supporting 128-2048 / 1536 -Point Transforms

**General information**
- State: Published
- Ministry of Education publication type: A4 Article in a conference publication
- Organisations: Department of Pervasive Computing, Signal Processing Research Community (SPRC)
- Authors: Cho, I., Patyk, T., Guevorkian, D., Takala, J., Bhattacharyya, S.
- Number of pages: 4
- Pages: 1242-1245
- Publication date: 2013

**Host publication information**
- Title of host publication: 1st IEEE Global Conference on Signal and Information Processing, GlobalSIP 2013, December 3-5, 2013, Austin, TX, USA
- Publisher: IEEE
- ISBN (Electronic): 978-1-4799-0248-4

**Publication series**
- Name: IEEE Global Conference on Signal and Information Processing
- Links: http://www.ieeeglobalsip.org/

**Bibliographical note**
- IEEE Catalog Number: CFP13GLS-USB<br/>Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2013-12-29<br/>Publisher name: IEEE
- Source: researchoutputwizard
- Source-ID: 2043
- Research output: Scientific - peer-review › Conference contribution
Reflections on Experience-Driven Design: a Case Study on Designing for Playful Experiences

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Augmented Human Activities (AHA)
Authors: Olsson, T., Väänänen-Vainio-Mattila, K., Saari, T., Lucero, A.
Number of pages: 10
Pages: 165-174
Publication date: 2013

Host publication information
Title of host publication: Proceedings of the 6th International Conference on Designing Pleasurable Products and Interfaces, DPPI 2013, Newcastle upon Tyne, UK, September 3-5, 2013
Publisher: ACM
ISBN (Print): 978-1-4503-2192-1

Publication series
Name: ACM DPPI Designing Pleasurable Products and Interfaces
DOIs:
Roles, Scenarios and Challenges of Social Devices

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Jarusriboonchai, P., Olsson, T., Väänänen-Vainio-Mattila, K.
Number of pages: 4
Pages: 1-4
Publication date: 2013

Host publication information
Title of host publication: SofTec 2013, Second Workshop on Computer Mediated Social Offline Interactions, in conjunction with ACM International Joint Conference on Pervasive and Ubiquitous Computing, UbiComp 2013, September 8-12, 2013, Zürich, Switzerland
Place of publication: Lugano, Switzerland
Publisher: Ubiquitous Computing Research Group, Faculty of Informatics, University of Lugano

Publication series
Name: ACM International Joint Conference on Pervasive and Ubiquitous Computing
Links:
http://uc.inf.usi.ch/events/softec13/

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2013-12-29<br/>Publisher name: Ubiquitous Computing Research Group, Faculty of Informatics, University of Lugano
Source: researchoutputwizard
Source-ID: 2398
Research output: Scientific - peer-review › Conference contribution

Scrum Anti-patterns - An Empirical Study

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Eloranta, V., Koskimies, K., Mikkonen, T., Vuorinen, J.
Number of pages: 8
Pages: 503-510
Publication date: 2013

Host publication information
Title of host publication: The 20th Asia-Pacific Software Engineering Conference, APSEC 2013, Bangkok, Thailand, December 2-5, 2013
Publisher: IEEE
ISBN (Print): 978-0-4799-2144-7

Publication series
Name: Asia-Pacific Software Engineering Conference
ISSN (Print): 1530-1362
Links:

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2013-11-29<br/>Publisher name: IEEE
Security, Usability and Energy-Efficiency Requirements for Different Use-cases of the Interactive 360 Panorama Video Player

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Berki, E., Chaudhary, S., Helenius, M., Kela, J., Turunen, M.
Number of pages: 5
Pages: 41-45
Publication date: 2013

Host publication information
Title of host publication: Quality Comes of Age. Proceedings of the 21st Software quality management conference 2013, SQM 2013
Place of publication: London, UK
Publisher: Southampton Solent University
ISBN (Print): 978-0-9563140-8-6

Publication series
Name: Software quality management conference
No.: 21
Links:
https://solecris.uta.fi/crisyp/disp/_/en/cr_redir_all/fet/fet/sea?direction=2&id=18349679

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-12-31<br/>Publisher name: Southampton Solent University
Source: researchoutputwizard
Source-ID: 1992
Research output: Scientific - peer-review › Conference contribution

Sentence Completion for Understanding Users and Evaluating User Experience

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing
Authors: Kujala, S., Walsh, T., Nurkka, P., Crisan, M.
Publication date: 2013
Peer-reviewed: Yes

Publication information
Journal: Interacting with Computers
ISSN (Print): 0953-5438
Ratings:
Scopus rating (2016): SJR 0.334 SNIP 0.837 CiteScore 1.55
Scopus rating (2015): SJR 0.449 SNIP 1.402 CiteScore 1.69
Scopus rating (2014): SJR 0.663 SNIP 2.175 CiteScore 2.42
Scopus rating (2013): SJR 0.748 SNIP 2.536 CiteScore 2.83
Scopus rating (2012): SJR 0.67 SNIP 2.177 CiteScore 2.75
Scopus rating (2011): SJR 0.736 SNIP 2.283 CiteScore 2.56
Scopus rating (2010): SJR 0.781 SNIP 1.582
Scopus rating (2009): SJR 0.698 SNIP 2.417
Scopus rating (2008): SJR 0.639 SNIP 1.789
Scopus rating (2007): SJR 0.573 SNIP 2.132
Scopus rating (2006): SJR 0.645 SNIP 1.784
Scopus rating (2005): SJR 0.483 SNIP 1.585
Service Composition for End-Users

RESTful services are becoming a popular technology for providing and consuming cloud services. The idea of cloud computing is based on on-demand services and their agile usage. This implies that also personal service compositions and workflows should be supported. Some approaches for RESTful service compositions have been proposed. In practice, such compositions typically present mashup applications, which are composed in an ad-hoc manner. In addition, such approaches and tools are mainly targeted for programmers rather than end-users. In this paper, a user-driven approach for reusable RESTful service compositions is presented. Such compositions can be executed once or they can be configured to be executed repeatedly, for example, to get newest updates from a service once a week.

Simplified Floating-Point Division and Square Root

Digital Signal Processing (DSP) algorithms on low-power embedded platforms are often implemented using fixed-point arithmetic due to expected power and area savings over floating-point computation. However, recent research shows that floating-point arithmetic can be made competitive by using a reduced-precision format instead of, e.g., IEEE standard single precision, thereby avoiding the algorithm design and implementation difficulties associated with fixed-point arithmetic. This paper investigates the effects of simplified floating-point arithmetic applied to an FMA-based floating-point unit and the associated software division and square root operations. Software operations are proposed which attain near-
exact precision with twice the performance of exact algorithms and resolve overflow-related errors with inexpensive exponent-manipulation special instructions.

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Signal Processing Research Community (SPRC)
Authors: Viitanen, T., Jääskeläinen, P., Esko, O., Takala, J.
Number of pages: 6
Pages: 2707-2711
Publication date: 2013

Host publication information
Place of publication: Piscataway, NJ
Publisher: Institute of Electrical and Electronics Engineers
ISBN (Print): 978-1-4799-0356-6

Publication series
Name: IEEE International Conference on Acoustics, Speech, and Signal Processing
ISSN (Print): 1520-6149
Electronic versions:
viitanen_simplified Floating Point_division_and_square_root.pdf
Links:
http://www.icassp2013.com/
http://urn.fi/URN:NBN:fi:tty-201306261273

Bibliographical note
Artikkelin post-print-versio saatavilla TUT DPubissa<br/>Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2013-07-29<br/>Publisher name: Institute of Electrical and Electronics Engineers
Source: researchoutputwizard
Source-ID: 3688
Research output: Scientific - peer-review › Conference contribution

Simulated Annealing for Aiding Genetic Algorithm in Software Architecture Synthesis

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing, Managing digital industrial transformation (mDIT)
Authors: Sievi-Korte, O., Mäkinen, E., Poranen, T.
Number of pages: 31
Pages: 235-265
Publication date: 2013
Peer-reviewed: Yes

Publication information
Journal: Acta Cybernetica
Volume: 21
Issue number: 2
ISSN (Print): 0324-721X
Ratings:
Scopus rating (2016): SJR 0.177 SNIP 0.275 CiteScore 0.39
Scopus rating (2015): SJR 0.171 SNIP 0.911 CiteScore 0.46
Scopus rating (2014): SJR 0.158 SNIP 0.597 CiteScore 0.31
Scopus rating (2013): SJR 0.139 SNIP 0.264 CiteScore 0.29
Scopus rating (2012): SJR 0.197 SNIP 0.438 CiteScore 0.41
Scopus rating (2011): SJR 0.202 SNIP 0.686 CiteScore 0.33
Scopus rating (2010): SJR 0.176 SNIP 0.228
Scopus rating (2009): SJR 0.184 SNIP 0.496
Scopus rating (2008): SJR 0.197 SNIP 0.092
Scopus rating (2007): SJR 0.149 SNIP 0.275
Six Enablers of Instant Photo Sharing Experiences in Small Groups Based on the Field Trial of Social Camera

Social Devices as a New Type of Social System: Enjoyable or Embarrassing Experiences?
Software Verification with Next Generation DisCo Specifications

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Nummenmaa, T., Mikkonen, T.
Number of pages: 8
Pages: 147-154
Publication date: 2013

Host publication information
Title of host publication: Quality Matters. Proceedings of SQM XX, August 21-23, 2012, Tampere, Finland
Place of publication: London, UK
Publisher: BRITISH COMPUTER SOCIETY
Editors: Berki, E., Valtanen, J., Nykänen, P., Ross, M., Staples, G., Systä, K.
ISBN (Print): 978-951-44-8900-6

Publication series
Name: Software Quality Management Conference
Links:
http://www.sis.uta.fi/sqm2012/

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2013-07-29<br/>Publisher name: British Computer Society
Source: researchoutputwizard
Source-ID: 3009
Research output: Scientific - peer-review › Conference contribution

Systematic Method to Convert of Analog Filters to Digital Filters

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Lodin, A., Grama, L., Rusu, C., Takala, J.
Number of pages: 6
Pages: 189-194
Publication date: 2013

Host publication information
Title of host publication: 2013 IEEE Workshop on Signal Processing Systems in Taipei, Taiwan, October 16th-18th, SIPS 2013
Publisher: Institute of Electrical and Electronics Engineers IEEE
ISBN (Print): 978-1-4673-6238-2
Tailored Security: Building Nonrepudiable Security Service-Level Agreements

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing, Intelligent dexterity for secure networked infrastructure and applications (IDSNIA)
Authors: Takahashi, T., Kannisto, J., Harju, J., Heikkinen, S., Silverajan, B., Helenius, M., Matsuo, S.
Number of pages: 9
Pages: 54-62
Publication date: 2013
Peer-reviewed: Yes

Publication information
Journal: IEEE Vehicular Technology Magazine
Volume: 8
Issue number: 3
ISSN (Print): 1556-6072
Ratings:
Scopus rating (2016): SJR 0.97 SNIP 1.933 CiteScore 3.53
Scopus rating (2015): SJR 0.762 SNIP 1.694 CiteScore 2.65
Scopus rating (2014): SJR 0.841 SNIP 1.479 CiteScore 1.85
Scopus rating (2013): SJR 0.75 SNIP 1.357 CiteScore 1.47
Scopus rating (2012): SJR 0.549 SNIP 1.359 CiteScore 1.37
Scopus rating (2011): SJR 0.418 SNIP 1.141 CiteScore 1.21
Scopus rating (2010): SJR 0.507 SNIP 1.163
Scopus rating (2009): SJR 0.69 SNIP 2.222
Scopus rating (2008): SJR 0.317 SNIP 1.86
Scopus rating (2007): SJR 0.213 SNIP 1.022
Original language: English
DOIs:
10.1109/MVT.2013.2277754

Bibliographical note
Ei UT-numeroa 14.3.2014<br/>Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2013-12-29<br/>Publisher name: IEEE
Source: researchoutputwizard
Source-ID: 3497
Research output: Scientific - peer-review › Article

Teaching System-on-Chip design with FPGAs

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Signal Processing Research Community (SPRC)
Authors: Salminen, E., Hämäläinen, T. D.
Number of pages: 7
Pages: 1-7
The Asymptotic Behaviour of the Proportion of Hard Instances of the Halting Problem

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Mathematics, Regulation of learning and active learning methods (REALMEE)
Authors: Valmari, A.
Number of pages: 15
Pages: 170-184
Publication date: 2013

Host publication information
Title of host publication: SPLST ’13, 13th Symposium on Programming Languages and Software Tools, August 26-27, 2013, Szeged, Hungary
Place of publication: Szeged, Hungary
Publisher: University of Szeged
Editor: Kiss, A.
ISBN (Print): 978-963-306-228-9

Publication series
Name: Symposium on Programming Languages and Software Tools
Links:
http://www.inf.u-szeged.hu/splst13/splst13proc.pdf

Bibliographical note
Contribution: organisation=mat,FACT1=1<br/>Portfolio EDEND: 2013-11-29<br/>Publisher name: University of Szeged
Source: researchoutputwizard
Source-ID: 3641
Research output: Scientific - peer-review › Conference contribution

The Browser as a Host Environment for Visually Rich Applications

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Voutilainen, J., Mikkonen, T.
Number of pages: 15
Pages: 141-155
Publication date: 2013

Host publication information
Title of host publication: SPLST ’13, 13th Symposium on Programming Languages and Software Tools, August 26-27, 2013, Szeged, Hungary
Place of publication: Szeged, Hungary
Publisher: University of Szeged
ISBN (Print): 978-963-306-228-9

Publication series
Name: Symposium on Programming Languages and Software Tools
Links:
http://www.inf.u-szeged.hu/splst13/splst13proc.pdf

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2013-12-29<br/>Publisher name: University of Szeged
Source: researchoutputwizard
Source-ID: 3722
Research output: Scientific - peer-review › Conference contribution

The Effect of Language in Answering Qualitative Questions in User Experience Evaluation Web-Surveys

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing


The impact of user experience work on cloud software development

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing
Authors: Kuusinen, K.
Number of pages: 10
Pages: 1-10
Publication date: 2013
Peer-reviewed: Yes

Publication information
Journal: Communications of the Cloud Software
Volume: 2
Issue number: 1
ISSN (Print): 2242-5403
Original language: English
Links:
http://www.cloudsw.org/issues/2013/2/1/communications-of-the-cloud-software

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2014-06-30<br/>Publisher name: University of Jyväskylä
Source: researchoutputwizard
Source-ID: 2665
Research output: Scientific - peer-review › Article

The Implications of Mobile Notifications for User Experience of a Social Network Service

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing
Authors: Vihavainen, S., Väänänen-Vainio-Mattila, K.
Number of pages: 9
Pages: 9-18
Publication date: 2013
Peer-reviewed: Yes
The Kraft Sum as a Monotone Function of the Refinement-Ordered Set of Uniquely Decipherable Codes

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Mathematics
Authors: Foldes, S.
Number of pages: 4
Pages: 1-4
Publication date: 2013
Peer-reviewed: Yes

Publication information
Journal: Mathematics for Applications
Volume: 2
Issue number: 1
ISSN (Print): 1805-3610
Original language: English
Links:

Bibliographical note
Contribution: organisation=mat,FACT1=1
Portfolio EDEND: 2013-11-29
Publisher name: Institute of Mathematics. Brno University of Technology
Source: researchoutputwizard
Source-ID: 2142
Research output: Scientific - peer-review › Article

The role of community in exercise: cross-cultural study of online exercise diary users

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Malinen, S., Nurkka, P.
Number of pages: 9
Pages: 55-63
Publication date: 2013
Towards a Reference Architecture for Server-side Mashup Ecosystem

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Peltola, H., Salminen, A.
Number of pages: 12
Pages: 114-125
Publication date: 2013

Host publication information
Title of host publication: SPLST ’13, 13th Symposium on Programming Languages and Software Tools, August 26-27, 2013, Szeged, Hungary
Place of publication: Szeged, Hungary
Publisher: University of Szeged
Editor: Kiss, A.
ISBN (Print): 978-963-306-228-9

Publication series
Name: Symposium on Programming Languages and Software Tools
Links:
http://www.inf.u-szeged.hu/splst13/splst13proc.pdf

Bibliographical note
Contribution: organisation=tie,FACT1=1<br/>Portfolio EDEND: 2013-12-29<br/>Publisher name: University of Szeged
Source-ID: 3129
Research output: Scientific - peer-review › Conference contribution

Towards Model-driven, Simulation-assisted Control Application Engineering

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Automation Science and Engineering
Authors: Vepsäläinen, T.
Number of pages: 8
Pages: 12-19
Publication date: 2013

Host publication information

Publication series
Name: International Conference on Simulation and Modeling Methodologies, Technologies and Applications
Towards pervasive mashups in embedded devices: comparing procedural and declarative approach

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing
Authors: Salminen, A., Mikkonen, T.
Number of pages: 21
Pages: 195-215
Publication date: 2013
Peer-reviewed: Yes

Publication information
Journal: International Journal of Communication Networks and Distributed Systems
Volume: 10
Issue number: 3
ISSN (Print): 1754-3916
Ratings:
Scopus rating (2016): SJR 0.178 SNIP 0.428 CiteScore 0.66
Scopus rating (2015): SJR 0.207 SNIP 0.402 CiteScore 0.6
Scopus rating (2014): SJR 0.213 SNIP 0.497 CiteScore 0.53
Scopus rating (2013): SJR 0.159 SNIP 0.399 CiteScore 0.32
Scopus rating (2012): SJR 0.129 SNIP 0.425 CiteScore 0.5
Scopus rating (2011): SJR 0.146 SNIP 0.26
Scopus rating (2010): SJR 0.197 SNIP 0.55
Scopus rating (2009): SJR 0.183 SNIP 0.775
Original language: English
DOIs:
10.1504/IJCNDS.2013.053077

Towards run-time actor mapping of dynamic dataflow programs onto multi-core platforms

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Signal Processing Research Community (SPRC)
Authors: Yviquel, H., Casseau, E., Raulet, M., Jääskeläinen, P., Takala, J.
Pages: 732-737
Publication date: 2013

Host publication information
Title of host publication: The 8th International Symposium on Image and Signal Processing and Analysis, ISPA 2013, September 4-6, 2013, Trieste, Italy
Place of publication: Piscataway, NJ
Publisher: IEEE
ISBN (Print): 978-953-184-194-8
Turbo Decoding on Tailored OpenCL Processor

Turbo coding is commonly used in the current wireless standards such as 3G and 4G. However, due to the high computational requirements, its software-defined implementation is challenging. This paper proposes a static multi-issue exposed datapath processor design tailored for turbo decoding. In order to utilize the parallel processor datapath efficiently without resorting to low level assembly programming, the turbo decoder is implemented using OpenCL, a parallel programming standard for heterogeneous devices. The proposed implementation includes only a small set of Turbo-specific custom operations to accelerate the most critical parts of the algorithm. Most of the computation is performed using general-purpose integer operations. Thus, the processor design can be used as a general-purpose OpenCL accelerator for arbitrary integer workloads as well. The proposed processor design was evaluated both by implementing it using a Xilinx Virtex 6 FPGA and by ASIC synthesis using 130 nm and 40 nm technology libraries. The implementation achieves over 63 Mbps Turbo decoding throughput on a single low-power core. According to the ASIC synthesis, the maximum operating clock frequency is 344 MHz/1 050 MHz (130 nm/40 nm).

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Signal Processing Research Community (SPRC)
Authors: Kultala, H., Esko, O., Jääskeläinen, P., Guzma, V., Takala, J., Xianjun, J., Zetterman, T., Berg, H.
Number of pages: 6
Pages: 1095-1100
Publication date: 2013

Host publication information
Title of host publication: 9th IEEE International Wireless Communications and Mobile Computing Conference (IWCMC 2013) July 1-5, 2013, Sardinia

Publication series
Name: International Wireless Communications and Mobile Computing Conference

Electronic versions:
TurboDecoderTTA
DOIs:
10.1109/IWCMC.2013.6583710
Links:

Bibliographical note
Contribution: organisation=tie,FACT1=1
Portfolio EDEND: 2013-07-29
Source: researchoutputwizard
Source-ID: 2655
Research output: Scientific - peer-review → Conference contribution

Use of compiler optimization of software bypassing as a method to improve energy efficiency of exposed data path architectures

General information
State: Published
Ministry of Education publication type: A1 Journal article-refereed
Organisations: Department of Pervasive Computing
Authors: Guzma, V., Pitkänen, T., Takala, J.
Number of pages: 30
Using Building Plans and Self-Contained Sensors with GNSS Initialization for Indoor Navigation

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Signal Processing Research Community (SPRC)
Authors: Kirkko-Jaakkola, M., Collin, J., Takala, J.
Number of pages: 5
Publication date: 2013

Host publication information
Title of host publication: IEEE 77th Vehicular Technology Conference: VTC2013-Spring, 2-5 June 2013, Dresden, Germany
Publisher: Institute of Electrical and Electronics Engineers

Publication series
Name: IEEE Vehicular Technology Conference
ISSN (Print): 1550-2252
Links:
http://www.ieeevtc.org/vtc2013spring/

Bibliographical note
Ei UT-numeroa 7/2013
Contribution: organisation=tie,FACT1=1
Portfolio EDEND: 2013-07-29
Publisher name: Institute of Electrical and Electronics Engineers
Source-ID: 2568
Research output: Scientific - peer-review → Conference contribution

Visualizations as a Basis for Agile Software Process Improvement

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing, Regulation of learning and active learning methods (REALMEE)
Authors: Lehtonen, T., Eloranta, V., Leppänen, M., Isohanni, E.
Number of pages: 8
Pages: 495-502
Publication date: 2013

Host publication information
Title of host publication: The 20th Asia-Pacific Software Engineering Conference, APSEC 2013, Bangkok, Thailand, December 2-5, 2013
Publisher: IEEE
ISBN (Print): 978-0-4799-2144-7

Publication series
Name: Asia-Pacific Software Engineering Conference
ISSN (Print): 1530-1362
Links:
Without a Clue What Design It Leads to: Exploring and Understanding a City and Life within It by Walking

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Väätäjä, H.
Number of pages: 4
Publication date: 2013

Host publication information
Place of publication: Leicester, UK
Publisher: University of Leicester

Briefing news reporting with mobile assignments - Perceptions, needs and challenges
Mobile handheld devices are an increasing part of everyday fieldwork of news professionals. Mobile assignments delivered to mobile journalists' smartphones are one potential future development step. We present findings on using mobile assignments from two exploratory user studies in which smartphones were used as news reporting tools. Mobile assignments were perceived as handy for fast reporting situations and simple stories but challenging in case of more complex tasks. Structured information content of assignments, process phase based information and supporting situation and activity awareness would support the work of both editorial staff and mobile journalists. The locationing of reporters for sending location-based assignments was found acceptable for coordinating the work although some privacy concerns were expressed. The findings provide new information on using mobile assignments in work where carrying out tasks involves creativity and the tasks may be complex, not strictly limited or they may not have clear completion criteria. © 2012 ACM.

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Research area: User experience, Department of Software Systems, Augmented Human Activities (AHA), University of Central Lancashire
Authors: Väätäjä, H., Egglestone, P.
Number of pages: 10
Pages: 485-494
Publication date: 2012
Comprehending co-evolution of OSS projects: Analytical methods and tool support

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Syeed, M. M.
Number of pages: 10
Pages: 1-10
Publication date: 2012

Host publication information
Tampere University of Technology. Department of Software Systems. Report
Place of publication: Tampere, Finland
Publisher: Tampere University of Technology
Editors: Stol, K., Schweik, C. M., Hammouda, I.

Publication series
Name: Open Source Systems Doctoral Consortium
Volume: 23
ISSN (Print): 1797-836X

Bibliographical note
Contribution: organisation=ohj,FACT1=1
Source: researchoutputwizard
Source-ID: 5484
Research output: Scientific - peer-review › Conference contribution

Human Machine Interface Patterns For Distributed Machine Control Systems

General information
State: Published
Ministry of Education publication type: A4 Article in a conference publication
Organisations: Department of Pervasive Computing
Authors: Eloranta, V., Leppänen, M.
Number of pages: 18
Pages: 79-96
Publication date: 2012

Host publication information
Title of host publication: 17th European Conference on Pattern Languages of Programs, EuroPLoP 2012, Kloster Irsee, Germany, July 11-15, 2012
Place of publication: Munich, Germany
Publisher: Hillside Europe
Location-based crowdsourcing of hyperlocal news - Dimensions of participation preferences

We studied the mobile users’ preferences and concerns of using location-based assignments (LBA) and geotagging in crowdsourced news making. First, nine readers who had submitted reader’s photos were interviewed about their perceptions of LBA and geotagging scenarios. Second, a quasi-experiment in field conditions was carried out with nineteen participants. After completing four LBA tasks with a mobile phone, participants were interviewed on their perceptions and asked to complete a questionnaire on their preferences for receiving LBA and usage of geotags. Findings indicate that the perceived benefits of LBA and geotagging are greater than the perceived risks. The task type, temporal context, preciseness of location query, proximity to the reporting location, parallel tasks, social context and incentives affected the participation preferences. We propose a framework for participation preferences to support further studies in location-based crowdsourcing and in the development of crowdsourcing processes and systems. Copyright © 2012 by the Association for Computing Machinery, Inc. (ACM).