MergeTree: A Fast Hardware HLBVH Constructor for Animated Ray Tracing
Research output: Scientific - peer-review › Article

Ethics as a skill of software engineer?
Research output: Scientific - peer-review › Conference contribution

Towards Framework for Choosing 360-degree Video SDK
Research output: Scientific - peer-review › Conference contribution

Fast Hardware Construction and Refitting of Quantized Bounding Volume Hierarchies
Research output: Scientific - peer-review › Article

Nursing students’ experiential learning processes using an online 3D simulation game
Research output: Scientific - peer-review › Article

Project types and industrial collaboration in project-based learning
Research output: Scientific - peer-review › Conference contribution

Low-energy algorithm for self-controlled wireless sensor nodes
Research output: Scientific - peer-review › Conference contribution

Industrial impact on topics and types of Master's theses: Empirical study of software engineering theses made in 1990-2016
Research output: Scientific - peer-review › Conference contribution

Integrating mobile orienteering to team forming activity in a software engineering course
Research output: Scientific - peer-review › Conference contribution

Longitudinal study on text entry by gazing and smiling
Research output: Scientific - peer-review › Conference contribution

Design-inclusive UX research: design as a part of doing user experience research
Research output: Scientific - peer-review › Article
Pointing and Selecting with Facial Activity
Tuisku, O., Rantanen, V., Spakov, O., Surakka, V. & Lekkala, J. Jan 2016 In : Interacting with Computers. 28, 1, p. 1-12
Research output: Scientific - peer-review › Article

A Case Study on Participatory Approach to Support Shift to Experience Design of Work Tools in B2B Context
Research output: Scientific - peer-review › Conference contribution

Digital storytelling promoting twenty-first century skills and student engagement
Niemi, H. & Multisilta, J. 2016 In : Technology, Pedagogy and Education. 25, 4, p. 451-468
Research output: Scientific - peer-review › Article

Embedded Linux Controlled Sensor Network
Research output: Scientific - peer-review › Conference contribution

Enabling Centralised Management of Local Sensor Data Refinement in Machine Fleets
Research output: Scientific - peer-review › Conference contribution

Exploring ScrumBut—An empirical study of Scrum anti-patterns
Research output: Scientific - peer-review › Article

How to Evaluate the Social Effects and User Experience of Systems Enhancing Collocated Interactions?
Research output: Professional › Conference contribution

Instrumentation-Driven Validation of Dataflow Applications
Research output: Scientific - peer-review › Article

Mobile Interactions Augmented by Wearable Computing: a Design Space and Vision
Research output: Scientific - peer-review › Article

Private cloud deployment model in open-source mobile robots ecosystem
Research output: Scientific - peer-review › Conference contribution

Software Developers as Users: Developer Experience of a Cross-Platform Integrated Development Environment
Research output: Scientific - peer-review › Conference contribution
Towards Agile Enterprise Data Warehousing
Research output: Scientific - peer-review › Conference contribution

Context Awareness for Navigation Applications
Research output: Collection of articles › Doctoral Thesis

Dual-Mode Congestion Control Mechanism for Video Service
Research output: Scientific - peer-review › Conference contribution

Priority Queue Classes with Priority Update
Research output: Scientific - peer-review › Conference contribution

Rapid Customization of Image Processors Using Halide
Research output: Scientific - peer-review › Conference contribution

Editorial: is Game-Based Math Learning Finally Coming of Age?
Kiili, K., Devlin, K. & Multisilta, J. 8 Dec 2015 In : International Journal of Serious Games. 2, 4, 4 p., 1
Research output: Scientific › Editorial

Improving Code Density with Variable Length Encoding Aware Instruction Scheduling
Research output: Scientific - peer-review › Article

Integer Linear Programming-Based Scheduling for Transport Triggered Architectures
Research output: Scientific - peer-review › Article

Large-Scale Water Simulation in Games
Kellomäki, T. 4 Dec 2015 Tampere University of Technology. 91 p. (Tampere University of Technology. Publication; vol. 1354)
Research output: Collection of articles › Doctoral Thesis

Istujat liikkumaan!
Ahtinen, A. Dec 2015 In : Tampereen KauppaKamarilehti. 6, p. 8 1 p.
Research output: General public › Comment/debate

Survey and evaluation of neural computation models for bio-integrated systems
Research output: Scientific - peer-review › Review Article
"Free" Innovation Environments: Lessons learned from the Software Factory Initiatives
Research output: Scientific - peer-review › Conference contribution

Integrating UX Work in Agile Enterprise Software Development
Kuusinen, K. 6 Nov 2015 Tampere University of Technology. 296 p. (Tampere University of Technology. Publication; vol. 1339)
Research output: Collection of articles › Doctoral Thesis

MergeTree: a HLBVH Constructor for Mobile Systems
Research output: Scientific - peer-review › Conference contribution

Refactoring - a Shot in the Dark?
Research output: Scientific - peer-review › Article

Exercise apps cure the sitting disease
Ahtinen, A. 21 Oct 2015 In : Interface: Science Magazine. 2
Research output: General public › Comment/debate

LOGDIG Log File Analyzer for Mining Expected Behavior from Log Files
Research output: Scientific - peer-review › Conference contribution

Semantics analyzing expression editors in IP-XACT design tool Kactus2
Research output: Scientific - peer-review › Conference contribution

Collecting issue management data for analysis with a unified model and API descriptions
Research output: Scientific - peer-review › Conference contribution

ICDO: Integrated Cloud-based Development Tool for DevOps
Research output: Scientific - peer-review › Conference contribution

Decision-Making Framework for Refactoring
Research output: Scientific - peer-review › Conference contribution

Mobile Applications to Support Physical Exercise - Motivational Factors and Design Strategies
Ahtinen, A. 2 Oct 2015 Tampere University of Technology. 138 p. (Tampere University of Technology. Publication; vol. 1318)
Research output: Collection of articles › Doctoral Thesis
Visualizing Big Data with Augmented and Virtual Reality: Challenges and Research Agenda
Research output: Scientific - peer-review › Review Article

Global vs. Local - Experiences from a Distributed Software Project Course Using Agile Methodologies
Research output: Scientific - peer-review › Conference contribution

Suomalaisen digitaalisen television aikakausi on huomattavasti oletettua monipuolisempi
Research output: Scientific › Article

Continuous User Experience Development
Research output: Scientific - peer-review › Conference contribution

Task allocation between UX specialists and developers in agile software development projects
Research output: Scientific - peer-review › Conference contribution

The Next Level of User Experience of Cloud Storage Services: Supporting Collaboration with Social Features
10 p. (Australasian Software Engineering Conference)
Research output: Scientific - peer-review › Conference contribution

Augmenting Technology Trees: Automation and Tool Support
Research output: Scientific - peer-review › Conference contribution

Unified Model for Software Engineering Data
Research output: Scientific - peer-review › Conference contribution

Overcoming challenges in agile user experience work: Cross-case analysis of two large software organizations
Research output: Scientific - peer-review › Conference contribution

Surveys of daily information security of citizens in Finland
Research output: Scientific - peer-review › Conference contribution

Understanding the most influential user experiences in successful and unsuccessful technology adoptions
Research output: Scientific - peer-review › Article

Mashing Up Software Issue Management, Development, and Usage Data
The highways and country roads to continuous deployment
Research output: Scientific - peer-review › Article

A Comparison of Methods to Move Visual Objects Between Personal Mobile Devices in Different Contexts of Use
Research output: Scientific - peer-review › Conference contribution

A conceptual model towards the scaffolding of learning experience
Research output: Scientific - peer-review › Conference contribution

A Cross-Cultural and Gender-Based Perspective for Online Security: Exploring Knowledge, Skills and Attitudes of Higher Education Students.
Chaudhary, S., Zhao, Y., Berki, E., Valtanen, J., Li, L., Helenius, M. & Mystakidis, S. 2015 In : IADIS International Journal on WWW/Internet. 13, 1, p. 57-71
Research output: Scientific - peer-review › Article

A Design Framework Enhancing Developer Experience in Collaborative Coding Environment
Research output: Scientific - peer-review › Conference contribution

A Diary Study on Combining Multiple Information Devices in Everyday Activities and Tasks
Research output: Scientific - peer-review › Conference contribution

Animal Welfare as a Design Goal in Technology Mediated Human-Animal Interaction
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
Chaudhary, S., Li, L., Berki, E., Helenius, M., Kela, J. & Turunen, M. 2015 Lecture Notes in Computer Science. Springer Verlag, p. 128-145 18 p. (Lecture Notes in Computer Science; vol. 9128)
Research output: Scientific - peer-review › Conference contribution

Assessment of social media skills among vocational teachers in Finland
Research output: Scientific - peer-review › Conference contribution

Augmenting food with information
Research output: Scientific - peer-review › Conference contribution
Benefits for supplier and customer with the help of logged usage data
Research output: Professional › Chapter

Characterizing Context of Use in Mobile Work
Research output: Professional › Conference contribution

Characterizing the Context of Use in Mobile Work
Research output: Scientific - peer-review › Conference contribution

Cloud Technologies for the Internet of Things: Defining a Research Agenda Beyond the Expected Topics
Research output: Scientific - peer-review › Conference contribution

Code Density and Energy Efficiency of Exposed Datapath Architectures
Research output: Scientific - peer-review › Article

Collaboration, distribution and culture - challenges for communication
Research output: Scientific - peer-review › Conference contribution

Content Sharing Building Social User Experiences
Research output: Scientific - peer-review › Conference contribution

Cross-Cultural Design of Mobile Mathematics Learning Service for South African Schools
Research output: Scientific - peer-review › Article

Cross-cultural issues in working with users in the design of interactive systems
Research output: Scientific - peer-review › Conference contribution

CueSense: a Wearable Proximity-Aware Display Enhancing Encounters
Research output: Scientific - peer-review › Conference contribution

Cultural influence on online community use: A cross-cultural study on online exercise diary users of three nationalities
Research output: Scientific - peer-review › Article
Culture-Aware Web Information System Development
Research output: Scientific - peer-review › Conference contribution

Data collector service - practical approach with embedded linux
Research output: Scientific - peer-review › Conference contribution

Data Correction for Seven Activity Trackers based on Regression Models
Research output: Scientific - peer-review › Conference contribution

Data driven ecosystem - Perspectives and problems
Research output: Scientific - peer-review › Conference contribution

Defining Metrics for Continuous Delivery and Deployment Pipeline
Research output: Scientific - peer-review › Conference contribution

Delayed key exchange for constrained smart devices
Research output: Scientific - peer-review › Conference contribution

Designing an Unobtrusive Analytics Framework for Monitoring Java Applications
Research output: Scientific - peer-review › Conference contribution

Designing Mobile Devices Encouraging and Supporting Collocated Interactions
Research output: Scientific - peer-review › Conference contribution

Design Patterns for Model-Driven Development
Research output: Scientific - peer-review › Article

Developing Novel Services for the Railway Station Area through Experience-Driven Design
Research output: Scientific - peer-review › Article

Do we know how difficult the rainfall problem is?
From Apps to Liquid Multi-Device Software
Research output: Scientific - peer-review › Article

From Mobile to Wearable: Using Wearable Devices to Enrich Mobile Interaction
Research output: Scientific - peer-review › Conference contribution

Getting started with the experience design process
Research output: Professional › Chapter

Guest Editor: Special Issue on Advances in Tools, Techniques and Practices for Multimedia QoE
Research output: Scientific - peer-review › Anthology

High-Level Synthesis Design Flow for HEVC Intra Encoder on SoC-FPGA
Research output: Scientific - peer-review › Conference contribution

Identiteetin- ja pääsynhallinta
Linden, M. 2015 Tampere University of Technology. 66 p. (Tampere University of Technology. Department of Pervasive Computing. Report; vol. 6)
Research output: Professional › Commissioned report

Increasing user and customer understanding through rapid ethnography in emerging markets
Research output: Professional › Chapter

Indoor Localization Methods Using Dead Reckoning and 3D Map Matching
Research output: Scientific - peer-review › Article

In Search of the Emotional Design Effect in Programming
Research output: Scientific - peer-review › Conference contribution

Interaction and humans in internet of things
Research output: Scientific - peer-review › Conference contribution

Internal Marketplace as a Mechanism for Promoting Software Reuse
Research output: Scientific - peer-review › Conference contribution
Jossakin vuoti öljy, muualla tihkuivat tiedot - etiikka katoavien rajojen ja suurten skandaalien aikakaudella
Lilja, K. 2015 Silmät auki It-etiikkaan. EDUSKUNNAN TULEVAISUUSVALIOKUNTA, p. 85-101 16 p. (Eduskunnan tulevaisuuksivaliokunnan julkaisu; no. 12)
Research output: Scientific - peer-review › Chapter

Kvazaar HEVC encoder for Efficient Intra Coding
Research output: Scientific - peer-review › Conference contribution

Lean Startup Meets Software Product Lines: Survival of the Fittest or Letting Products Bloom?
Research output: Scientific - peer-review › Conference contribution

Learning Analytics Architecture to Scaffold Learning Experience through Technology-based Methods
Research output: Scientific - peer-review › Article

Lightweight Immaterial Particle Displays with Mid-Air Tactile Feedback
Research output: Scientific - peer-review › Conference contribution

Localization of Storyboards for Cross-cultural User Studies
Research output: Scientific - peer-review › Conference contribution

Managing software engineering competences with domain ontology for customer and team profiling and training
Research output: Scientific - peer-review › Conference contribution

On the Design of a Collaborative Online Development Environment
Niemen, A. 2015 Tampere: Tampere University of Technology. 73 p. (Tampere University of Technology. Publication; vol. 1317)
Research output: Collection of articles › Doctoral Thesis

On the Design of a Responsive User Interface for a Multi-Device Web Service
Research output: Scientific - peer-review › Conference contribution

On the Role of Gamification and Localization in an Open Online Learning Environment: Javala Experiences
Research output: Scientific - peer-review › Conference contribution

Optimal operation of a three camera system on a four-wheel robot
Raunio, J-P., Ritala, R. & Välimäki, T. 2015 IMEKO XXI World Congress, Fundamental and Applied Metrology, Proceedings, August 31-September 4, 2015, Prague, Czech Republic. p. 968-973
Research output: Scientific - peer-review › Conference contribution
Pattern recognition with Spiking Neural Networks: a simple training method
Research output: Scientific - peer-review › Conference contribution

Patterns for Distributed Machine Control Systems
Research output: Scientific - peer-review › Conference contribution

Perceived Impacts as User Experience Components in Mobile News Making with Smartphones
Research output: Scientific - peer-review › Chapter

Phishing knowledge based user modelling in software design
Research output: Scientific - peer-review › Conference contribution

Pluggable Systems as Architectural Pattern: An Ecosystemability Perspective
Research output: Scientific - peer-review › Conference contribution

pocl: A Performance-Portable OpenCL Implementation
Research output: Scientific - peer-review › Article

Proceedings of the 25th International Conference on Information Modelling and Knowledge Bases (EJC 2015), 8-12 June, 2015, Maribor, Slovenia
Research output: Scientific - peer-review › Anthology

Project- and product-oriented course
Research output: Scientific - peer-review › Conference contribution

Requirements, Architecture, and Quality in a Mission-Critical System: 12 Lessons Learned
Research output: Scientific - peer-review › Conference contribution

Rolling Out a Mission Critical System in an Agileish Way: Reflections on Building a Large-Scale Dependable Information System for Public Sector
Research output: Scientific - peer-review › Conference contribution

Service Architecture and Interface Design for Mobile Machine Parameter Optimization System
Smartphones as Personal Profile Providers: Enhancing Mobile App Architectures
Research output: Scientific - peer-review › Conference contribution

Social Displays on Mobile Devices: Increasing Collocated People's Awareness of the User's Activities
Research output: Scientific - peer-review › Conference contribution

Sosiaalinen media ja digitalisaatio
Research output: Professional › Conference contribution

Spicing Up Open Source Development with a Touch of Crowdsourcing
Research output: Scientific - peer-review › Conference contribution

Supplier's Expectations on Usage Data Analytics of Complex Industrial Systems
Research output: Scientific - peer-review › Conference contribution

Teaching Distributed Agile Development to Software Professionals: A Flexible Approach
Research output: Scientific - peer-review › Conference contribution

Techniques for Genetic Software Architecture Design
Research output: Scientific - peer-review › Article

Technologies for databases change management
Research output: Scientific - peer-review › Conference contribution

Teollista Internetiä työkoneissa – palveluarkkitehtuurin suorituskyvyn optimointi
Research output: Scientific - peer-review › Conference contribution

The Fuzzy Front End of Experience Design: Workshop Proceedings
Research output: Professional › Anthology

The Fuzzy Front End of Experience Design: Eliciting and Communicating Experience Goals
The Social Developer – Now, Then, and Tomorrow
Research output: Scientific - peer-review › Conference contribution

The spatial presence experience scale (SPES): A short self-report measure for diverse media settings
Research output: Scientific - peer-review › Article

Three Dimensional Volume Managers Replacing Window Managers in Augmented Reality Application Paradigm
Research output: Scientific - peer-review › Conference contribution

To UML or not to UML? – Empirical Study on the Approachability of Software Architecture Diagrams
Research output: Scientific - peer-review › Conference contribution

Towards an ideal software engineering project course
Research output: Scientific - peer-review › Conference contribution

Towards blended learning: A case study
Research output: Scientific - peer-review › Conference contribution

Towards Deeper Understanding of User Experience with Ubiquitous Computing Systems: Systematic Literature Review and Design Framework
Research output: Scientific - peer-review › Conference contribution

Towards liquid web applications
Research output: Scientific - peer-review › Conference contribution

Towards Post-Agile Development Practices Through Productized Development Infrastructure
Research output: Scientific - peer-review › Conference contribution

User experience and usability in complex systems 2010-2015: Final report 1/2015
Research output: Professional › Commissioned report
User experience goals as a guiding light in design and development – Early findings
Research output: Scientific - peer-review » Conference contribution

User Experience of Digital News: Two Semi-long Term Field Studies
Research output: Scientific - peer-review » Conference contribution

User Experience of Mobile Proximity-Based Applications for Playful Social Interaction
Research output: Scientific - peer-review » Conference contribution

Using video games to combine learning and assessment in mathematics education
Kilili, K., Devlin, K., Perttula, A., Tuomi, S. & Lindstedt, A. 2015 In : International Journal of Serious Games. 2, 4
Research output: Scientific - peer-review » Article

UX sensors - Understanding the UX of complex systems through usage analysis
Research output: Professional » Chapter

UX work in startups: Current practices and future needs
Research output: Scientific - peer-review » Conference contribution

Vibrotactile Stimulation as an Instructor for Mimicry-Based Physical Exercise
Research output: Scientific - peer-review » Article

W2E - Wellness Warehouse Engine for Semantic Interoperability of Consumer Health Data
Research output: Scientific - peer-review » Article

Ways to Cross the Rubicon: Pivoting in Software Startups
Research output: Scientific - peer-review » Conference contribution

Ways to measure spatial presence: Review and future directions
Research output: Scientific - peer-review » Chapter

WHIRLBOB, the Whirlpool Based Variant of STRIBOB
Maximizing Product Value: Continuous Maintenance

The fuzzy front end of experience design

Capacitive Facial Activity Measurement
Rantanen, V. 26 Sep 2014 Tampere: Tampere University of Technology. 50 p. (Tampere University of Technology. Publication; no. 1235)

Lightweight Evaluation of Software Architecture Decisions

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

Patterns for controlling chaos in a startup

Two patterns for minimizing human resources in a startup

Prediction models and techniques for Open Source Software projects: A systematic literature review

Action-based visualization

Adaptive Activity and Environment Recognition for Mobile Phones

A High Throughput LDPC Decoder using a Mid-range GPU

Are visualization tools used in programming education?: by whom, how, why, and why not?

Assessing Dog's experience in ACI

At the Edge of the Cloud: Improving the Coordination of Proactive Social Devices

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

Automated Creation of Mobile Video Remixes: User Trial in Three Event Contexts

Automatic Crash Detection for Motor Cycles

Axe UX: Exploring Long-Term User Experience with iScale and AttrakDiff

Beyond the "One Sprint Ahead" Approach: Organizing User Experience Work in Agile Software Development
Cross-Cultural Design of Mobile Mathematics Learning Service for South African Schools
Research output: Scientific - peer-review › Conference contribution

Decision-Centric Architecture Reviews
Research output: Scientific - peer-review › Article

Designing Distributed Control Systems: A Pattern Language Approach
Research output: Scientific - peer-review › Book

Developing Interactive Systems for Different Cultures: Issues of Assessing User Experience with Visual Materials
Research output: Scientific - peer-review › Conference contribution

Digital Identities and Accountable Agreements in Web Applications
Research output: Scientific - peer-review › Conference contribution

Distributed Indoor Positioning System With Inertial Measurements and Map Matching
Research output: Scientific - peer-review › Article

Distributed Knowledge Management Architecture and Rule Based Reasoning for Mobile Machine Operator Performance Assessment
Research output: Scientific - peer-review › Conference contribution

Editorial on Mobile and Panoramic Video in Education
Research output: Scientific › Article

Efficient Architecture Mapping of FFT/IFFT for Cognitive Radio Networks
Research output: Scientific - peer-review › Conference contribution

Efficient Mode Decision Schemes for HEVC Inter Prediction
Research output: Scientific - peer-review › Article

Efficient Software Synthesis of Dynamic Dataflow Programs
Emmerdale netissä: Ohjelmakohtisten sivustojen käyttötarkoitukset osana katselukokemusta
Research output: Scientific - peer-review › Article

Enabling Global, Dynamic Web-Based Software Reuse - Mashware Revisited
Research output: Scientific - peer-review › Conference contribution

Experience-Driven Design of Traveler Services in the Smart City
Research output: Scientific - peer-review › Conference contribution

Experiences from System-on-Chip design courses
Research output: Scientific - peer-review › Conference contribution

Exploring online customization of a high involvement experience product
Research output: Scientific - peer-review › Conference contribution

Exploring the Augmented Home Window – User Perceptions of the Concept
Research output: Scientific - peer-review › Conference contribution

Expressing Security Requirements: Usability of Taxonomy-based Requirement Identification Scheme
Research output: Scientific - peer-review › Conference contribution

Eye Tracking in Game-based Learning Research and Game Design
Research output: Scientific - peer-review › Article

First Hand Developer Experiences of Social Devices
Research output: Scientific - peer-review › Conference contribution

Flow Experience as a Quality Measure in Evaluating Physically Activating Collaborative Serious Games
Research output: Scientific - peer-review › Article
Flow Experience as a Quality Measure in Evaluating Physically Activating Serious Games
Research output: Scientific - peer-review › Conference contribution

Flow in SGs
Research output: Professional › Commissioned report

From Agile Software Development to Mercury Business
Research output: Scientific - peer-review › Conference contribution

From architectural requirements towards an open architecture for web and mobile societal applications
Research output: Scientific - peer-review › Conference contribution

From Mashup Applications to Open Data Ecosystems
Research output: Scientific - peer-review › Conference contribution

Gamification of System-on-Chip Design
Research output: Scientific - peer-review › Conference contribution

Green Software: Greening What and How Much?
Research output: Scientific - peer-review › Article

Grover: Looking for Performance Improvement by Disabling Local Memory Usage in OpenCL Kernels
Research output: Scientific - peer-review › Conference contribution

Handbook of the Secure Agile Software Development Life Cycle
Research output: Professional › Book

Heuristics for Greedy Transport Triggered Architecture Interconnect Exploration
Research output: Scientific - peer-review › Conference contribution
Knowledge transfer in collaborative teams: experiences from a two-week code camp
Research output: Scientific - peer-review › Conference contribution

Learning by Creating Educational Exergames: Creative Pedagogy That Gets Students Moving
Research output: Scientific - peer-review › Chapter

Liquid Software Manifesto: The Era of Multiple Device Ownership and Its Implications for Software Architecture
Research output: Scientific - peer-review › Conference contribution

Lively3D: Building a 3D Desktop Environment as a Single Page Application
Research output: Scientific - peer-review › Article

Location Sharing Patterns of Parents and Their Children
Research output: Professional › Article

Measuring Energy Consumption for RESTful Interactions in 3GPP IoT Nodes
Research output: Scientific - peer-review › Conference contribution

Measuring Retrospective User Experience of Non-Powered Hand Tools: Exploratory Remote Study with UX Curve
Research output: Scientific - peer-review › Conference contribution

Mobile panoramic video applications for learning
Research output: Scientific - peer-review › Article

Modeling the Multicultural Issues in Software Engineering Processes
Research output: Scientific - peer-review › Chapter

Multicultural Adaptive Systems
Research output: Scientific - peer-review › Chapter
On Designing UX for Mobile Enterprise Apps
Research output: Scientific - peer-review › Conference contribution

Open Data - Opportunities and Challenges
Research output: Scientific - peer-review › Conference contribution

Opiskelun etenemisen karttoitusanke tietotekniikan koulutusohjelmassa
Research output: Professional › Commissioned report

Opportunities and Challenges of Mobile Applications as "Tickets-to-Talk": A Scenario-Based User Study
Research output: Scientific - peer-review › Conference contribution

Parallel programming of a symmetric Transport-Triggered Architecture with applications in flexible LDPC encoding
Research output: Scientific - peer-review › Conference contribution

Patterns for Sharing Safety System Operation Responsibilities between Humans and Machines
Research output: Scientific - peer-review › Conference contribution

Patterns for starting up a software startup company
Research output: Scientific - peer-review › Conference contribution

Peleillä liikettä, luovuutta ja yhteisöllisyyttä koulupäivään
Research output: Scientific › Chapter

Programmable In-loop Deblock Filter Processor for Video Decoders
Research output: Scientific - peer-review › Conference contribution

Quality Management of User-Generated Content in Participatory Journalism
Research output: Scientific - peer-review › Conference contribution
Tool support for planning global software development projects
Research output: Scientific - peer-review › Conference contribution

Towards a contingency approach with whitelist- and blacklist-based anti-phishing applications: what do usability tests indicate?
Research output: Scientific - peer-review › Article

Towards an Open Architecture Model for Web and Mobile Software: Characteristics and Validity Properties
Research output: Scientific - peer-review › Conference contribution

Towards a Pattern Language for Software Start-ups
Research output: Scientific - peer-review › Conference contribution

Towards green power electronics: software controllers and domain knowledge
Research output: Scientific - peer-review › Conference contribution

Usefulness of Long-Term User Experience Evaluation to Product Development: Practitioners’ Views from Three Case Studies
Research output: Scientific - peer-review › Conference contribution

User-Created Content as Mediator of Co-located Social Experiences
Research output: Scientific - peer-review › Conference contribution

User experience and expectations of haptic feedback in in-car interaction
Research output: Scientific - peer-review › Conference contribution

User Experience of Proactive Audio-Based Social Devices: a Wizard-of-Oz Study
Using Adaptive Avatars for Visualizing Recent Music Listening History and Supporting Music Discovery

Using Constraint Satisfaction and Optimization for Pattern-Based Software Design

Variable Length Instruction Compression on Transport Triggered Architectures

White Knights of the Smart City

Who Contributes to What? Exploring Hidden Relationships between FLOSS Projects

WOKE: A novel workflow model editor

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

Actions, Objects, and Subjects

A field trial on mobile crowdsourcing of news content: Factors influencing participation
Algorithm for Pedestrian Navigation Combining IMU Measurements and Gait Models
Davidson, P. & Takala, J. 2013 In : Gyroscopy and Navigation. 4, 2, p. 79-84 6 p.
Research output: Scientific - peer-review › Article

A light-weight mixed method tool for remote UX evaluation: A case study of premium sports watch users
Research output: Scientific - peer-review › Conference contribution

All Linear-Time Congruences for Familiar Operators
Valmari, A. 2013 In : Logical Methods in Computer Science. 9, 4, p. 1-34 34 p., 11
Research output: Scientific - peer-review › Article

A mixed methods approach to a longitudinal study of user experience in the metals and engineering industry
Research output: Scientific - peer-review › Conference contribution

An Accountable Security Mechanism based on Security Service Level Agreement
Research output: Scientific - peer-review › Conference contribution

An Action-Oriented Programming Model for Pervasive Computing in a Device Cloud
Research output: Scientific - peer-review › Conference contribution

An Embedded Cloud Design for Internet-of-Things
Research output: Scientific - peer-review › Article

Applying Lehman's laws to game evolution
Research output: Scientific - peer-review › Conference contribution

A secure OSGi environment for untrusted web applications
Research output: Scientific - peer-review › Conference contribution

A User-Centric View of Intelligent Environments: User Expectations, User Experience and User Role in Building Intelligent Environments
Research output: Scientific - peer-review › Article
Bayesian analysis of GUHA hypotheses
Research output: Scientific - peer-review › Article

City Scene: Field Trial of a Mobile Street-imagery-based Navigation Service
Research output: Scientific - peer-review › Conference contribution

Cloud Browser: Enhancing the Web Browser with Cloud Sessions and Downloadable User Interface
Research output: Scientific - peer-review › Conference contribution

Cloud computing and its impact on mobile software development: Two roads diverged
Research output: Scientific - peer-review › Article

Code Oriented Approach to 3D Widgets
Research output: Scientific - peer-review › Conference contribution

Cognitive styles and visual quality
Research output: Scientific - peer-review › Conference contribution

Complementing Web Service Architecture
Research output: Scientific - peer-review › Chapter

Constructing Minimal Coverability Sets
Research output: Scientific - peer-review › Conference contribution

Customized TTA Processor for Efficient Implementation of Variable Length FFT in SDR Systems
Research output: Scientific - peer-review › Conference contribution

Demo Hour. DrawUX
Research output: Scientific › Article

Dependency Analysis and Visualization Tool for Kactus2 IP-XACT Design Framework
Designing a 3D Widget Library for WebGL Enabled Browsers
Research output: Scientific - peer-review › Conference contribution

Designing for Presence in Social Television Interaction
Research output: Scientific - peer-review › Conference contribution

Designing User Experience for Mobile Apps: Long-Term Product Owner Perspective
Research output: Scientific - peer-review › Conference contribution

Developing Client-Side Mashups: Experiences, Guidelines and Reference Architecture
Research output: Scientific - peer-review › Article

Developing Cloud Software : Algorithms, Applications, and Tools
Research output: Scientific - peer-review › Anthology

Developing Modern Industrial Control Applications: On Information Models, Methods and Processes for Distributed Engineering
Hästbacka, D. 2013 Tampere University of Technology. 135 p. (Tampere University of Technology. Publication; no. 1143)
Research output: Monograph › Doctoral Thesis

Energy Recovery and Logical Reversibility in Adiabatic CMOS Multiplier
Research output: Scientific - peer-review › Conference contribution

Exploring Usage Scenarios on Social Devices : Balancing Between Surprise and User Control
Research output: Scientific - peer-review › Conference contribution

Extending IP-XACT to embedded system HW/SW Integration
Research output: Scientific - peer-review › Conference contribution

External Behaviour of Systems of State Machines with Variables
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Framework for Industrial Embedded System Product Development and Management
Research output: Scientific - peer-review › Conference contribution

General-Purpose DSP Processors
Research output: Scientific - peer-review › Chapter

Good to Know about the Efficiency of State Space Methods
Research output: Scientific - peer-review › Article

Guest Editors’ Introduction to Special Issue on Advances in DSP Systems Design
Research output: Scientific - peer-review › Anthology

Handbook of Signal Processing Systems
Research output: Scientific - peer-review › Anthology

HTML5 Agents - Mobile Agents for the Web
Research output: Scientific - peer-review › Conference contribution

Implementing artificial intelligence: a generic approach with software support
Research output: Scientific - peer-review › Article

Indoor 3D Navigation and Positioning of Vehicles in Multi-Storey Parking Garages
Research output: Scientific - peer-review › Conference contribution

Inertial Sensors and Their Applications
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Inexpensive Correctly Rounded Floating-Point Division and Square Root With Input Scaling
Research output: Scientific - peer-review › Conference contribution

Instruction Set Extensions for Matrix Decompositions on Software Defined Radio Architectures
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Interaction with Dynamic Large Bodies in Efficient, Real-Time Water Simulation
Research output: Scientific - peer-review ▶ Article

Interleaving human and search-based software architecture design
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IPv6 Addressing Strategies for IoT
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Key Success Factors in Control System Software Architecture
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Landmarks for the User Experience in the Cloud
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Little Backpackers - Studying Children's Psychological Needs in an Interactive Exhibition Context
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Long-Term Product Line Sustainability with Planned Staged Investments
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Low Complexity Algorithm for Inversion of Special Matrices in SDR Systems
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Low-Power Application-Specific FFT Processor for LTE Applications
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Low-Power Wireless Sensor Network Platforms
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Media experience as a predictor of future news reading
Method to Convert Analog Filters to Digital Filters

Mobile Agents for the Internet of Things

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

Models of Irreversibility For Binary Adders

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

On the Transition from the Web to the Cloud

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

Personal content in online sports communities: motivations to capture and share personal exercise data

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

Planning Global Software Development Projects Using Genetic Algorithms
Profiling EEMBC MultiBench Programs in 64-Core Machine

Recommendations for using Simulated Annealing in task mapping

Reflections on Experience-Driven Design: a Case Study on Designing for Playful Experiences

Roles, Scenarios and Challenges of Social Devices

Scrum Anti-patterns - An Empirical Study

Service Composition for End-Users

Simplified Floating-Point Division and Square Root
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

Systematic Method to Convert of Analog Filters to Digital Filters

Tailored Security: Building Nonrepudiable Security Service-Level Agreements

Teaching System-on-Chip design with FPGAs

Text entry by gazing and smiling

The Asymptotic Behaviour of the Proportion of Hard Instances of the Halting Problem

The Browser as a Host Environment for Visually Rich Applications

The Effect of Language in Answering Qualitative Questions in User Experience Evaluation Web-Surveys
The impact of user experience work on cloud software development
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The Implications of Mobile Notifications for User Experience of a Social Network Service
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The Kraft Sum as a Monotone Function of the Refinement-Ordered Set of Uniquely Decipherable Codes
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Towards a Reference Architecture for Server-side Mashup Ecosystem
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Towards Model-driven, Simulation-assisted Control Application Engineering
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Towards run-time actor mapping of dynamic dataflow programs onto multi-core platforms
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Turbo Decoding on Tailored OpenCL Processor
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Use of compiler optimization of software bypassing as a method to improve energy efficiency of exposed data path architectures
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User Experience and Usage Scenarios of Audio-Tactile Interaction with Virtual Objects in a Physical Environment
User Experiences of Mobile Audio Conferencing with Spatial Audio, Haptics and Gestures

Using aspects for testing of embedded software: experiences from two industrial case studies

Using Building Plans and Self-Contained Sensors with GNSS Initialization for Indoor Navigation

Visualizations as a Basis for Agile Software Process Improvement

Without a Clue What Design It Leads to: Exploring and Understanding a City and Life within It by Walking

Briefing news reporting with mobile assignments - Perceptions, needs and challenges

Comprehending co-evolution of OSS projects: Analytical methods and tool support

Human Machine Interface Patterns For Distributed Machine Control Systems

Location-based crowdsourcing of hyperlocal news - Dimensions of participation preferences