Smile to save it: facial expressions for lifelogging
Research output: Scientific - peer-review › Conference contribution

**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

**Application system design - maintenance**
Research output: Scientific - peer-review › Chapter

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

**Yhteiskunnan arvomaailman muutos teknologian ja datan näkökulmasta**
Research output: Professional › Conference contribution

**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
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Research output: Scientific - peer-review › Article

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Research output: Scientific - peer-review › Conference contribution

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Research output: Scientific - peer-review › Conference contribution

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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
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Mobile Interactions Augmented by Wearable Computing: a Design Space and Vision
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

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Improving Code Density with Variable Length Encoding Aware Instruction Scheduling
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Research output: Collection of articles › Doctoral Thesis

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

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Research output: Scientific - peer-review › Conference contribution

Inviting the Audience: – Interactive, Participatory, and Social Television in Finland
Research output: Collection of articles › Doctoral Thesis

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Research output: Scientific - peer-review › Article

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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

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Content Sharing Building Social User Experiences
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Cross-cultural issues in working with users in the design of interactive systems
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Research output: Scientific - peer-review › Conference contribution

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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

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Designing an Unobtrusive Analytics Framework for Monitoring Java Applications
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Design Patterns for Model-Driven Development
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Developing Novel Services for the Railway Station Area through Experience-Driven Design
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Do we know how difficult the rainfall problem is?
Research output: Scientific - peer-review › Conference contribution

Early Product Design in Startups: Towards a UX Strategy
Research output: Scientific - peer-review › Conference contribution

EDB: A Multi-Master Database for Liquid Multi-Device Software
Research output: Scientific - peer-review › Conference contribution

Educational Data Mining and Learning Analytics in Programming: Literature Review and Case Studies
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Empowering Industrial Maintenance Personnel with Situationally Relevant Information using Semantics and Context Reasoning
Research output: Scientific - peer-review › Conference contribution

Experience-Driven Design of Ambiences for Future Pop Up Workspaces
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Explorative study of teaching programming to vocational teachers in Finland
Research output: Scientific - peer-review › Conference contribution

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Research output: Scientific - peer-review › Conference contribution
Faster 128-EEA3 and 128-EIA3 Software
Research output: Scientific - peer-review › Conference contribution

Faster Software for Fast Endomorphisms
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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
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Interaction and humans in internet of things
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Research output: Scientific - peer-review › Conference contribution

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Research output: Scientific - peer-review › Chapter

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Lean Startup Meets Software Product Lines: Survival of the Fittest or Letting Products Bloom?
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Learning Analytics Architecture to Scaffold Learning Experience through Technology-based Methods
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Lightweight Immaterial Particle Displays with Mid-Air Tactile Feedback
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Research output: Collection of articles › Doctoral Thesis

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Optimal operation of a three camera system on a four-wheel robot

Pattern recognition with Spiking Neural Networks: a simple training method

Patterns for Distributed Machine Control Systems

Perceived Impacts as User Experience Components in Mobile News Making with Smartphones

Phishing knowledge based user modelling in software design

Pluggable Systems as Architectural Pattern: An Ecosystemability Perspective

pocl: A Performance-Portable OpenCL Implementation

Requirements, Architecture, and Quality in a Mission-Critical System: 12 Lessons Learned
Rolling Out a Mission Critical System in an Agilish Way: Reflections on Building a Large-Scale Dependable Information System for Public Sector

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Smartphones as Personal Profile Providers: Enhancing Mobile App Architectures

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Sosiaalinen media ja digitalisaatio

Spicing Up Open Source Development with a Touch of Crowdsourcing

Supplier’s Expectations on Usage Data Analytics of Complex Industrial Systems

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Techniques for Genetic Software Architecture Design

Technologies for databases change management

Teollista Internetiä työkoneissa – palveluarkkitehtuuri suorituskyvyn optimointiin
Ways to measure spatial presence: Review and future directions
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Research output: Collection of articles › Doctoral Thesis

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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
Research output: Scientific - peer-review › Conference contribution

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Building and programming ubiquitous social devices
Research output: Scientific - peer-review › Conference contribution

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Research output: Scientific - peer-review › Chapter

Cloud Space Web-based Smart Space with Management UI
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Comparing the Effectiveness of Electronic Diary and UX Curve Methods In Multi-Component Product Study
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Compiler Optimizations for Code Density of Variable Length Instructions
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First Hand Developer Experiences of Social Devices
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Heuristics for Greedy Transport Triggered Architecture Interconnect Exploration
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Research output: Scientific - peer-review › Article

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Liquid Software Manifesto: The Era of Multiple Device Ownership and Its Implications for Software Architecture
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Location Sharing Patterns of Parents and Their Children
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Modeling the Multicultural Issues in Software Engineering Processes
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On Designing UX for Mobile Enterprise Apps

Open Data - Opportunities and Challenges

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Opportunities and Challenges of Mobile Applications as "Tickets-to-Talk": A Scenario-Based User Study

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Service Composition for End-Users
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Social Index: A Content Discovery Application for Ad Hoc Communicating Smart Phones
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Socio-Technical Dependencies in Forked OSS Projects: Revealing Eidence from BSD Family
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Software Startup Patterns - An Empirical Study
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Strategic Research Agenda for Cyber Trust
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Strategies for Hazard Management Process
Research output: Scientific - peer-review › Conference contribution

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Research output: Scientific - peer-review › Article

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Tool support for planning global software development projects
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An Action-Oriented Programming Model for Pervasive Computing in a Device Cloud

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Applying Lehman's laws to game evolution

A secure OSGi environment for untrusted web applications
A User-Centric View of Intelligent Environments: User Expectations, User Experience and User Role in Building Intelligent Environments

Bayesian analysis of GUHA hypotheses

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Cloud Browser: Enhancing the Web Browser with Cloud Sessions and Downloadable User Interface

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

Code Oriented Approach to 3D Widgets

Cognitive styles and visual quality

Complementing Web Service Architecture

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Customized TTA Processor for Efficient Implementation of Variable Length FFT in SDR Systems
Demo Hour. DrawUX
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Dependency Analysis and Visualization Tool for Kactus2 IP-XACT Design Framework
Research output: Scientific - peer-review › Conference contribution

Designing a 3D Widget Library for WebGL Enabled Browsers
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Research output: Scientific - peer-review › Conference contribution

Designing User Experience for Mobile Apps: Long-Term Product Owner Perspective
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Developing Client-Side Mashups: Experiences, Guidelines and Reference Architecture
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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
Instruction Set Extensions for Matrix Decompositions on Software Defined Radio Architectures
Research output: Scientific - peer-review › Conference contribution

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
Research output: Scientific - peer-review › Article

IPv6 Addressing Strategies for IoT
Research output: Scientific - peer-review › Article

Key Success Factors in Control System Software Architecture
Research output: Scientific - peer-review › Conference contribution

Landmarks for the User Experience in the Cloud
Research output: Scientific - peer-review › Anthology

Little Backpackers - Studying Children's Psychological Needs in an Interactive Exhibition Context
Research output: Scientific - peer-review › Conference contribution

Long-Term Product Line Sustainability with Planned Staged Investments
Research output: Scientific - peer-review › Article

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Research output: Scientific - peer-review › Conference contribution

Low-Power Application-Specific FFT Processor for LTE Applications
Research output: Scientific - peer-review › Conference contribution
Low-Power Wireless Sensor Network Platforms
Research output: Scientific - peer-review › Chapter

Media experience as a predictor of future news reading
Research output: Scientific - peer-review › Article

Method to Convert Analog Filters to Digital Filters
Research output: Scientific - peer-review › Conference contribution

Mobile Agents for the Internet of Things
Research output: Scientific - peer-review › Conference contribution

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Nobody other than me knows what I want: Customizing a sports watch
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On the Transition from the Web to the Cloud
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Open Source Legality Compliance of Software Architecture, A Licensing Profile Approach
Research output: Scientific - peer-review › Conference contribution

Personal content in online sports communities: motivations to capture and share personal exercise data
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Pipelined FFT for Wireless Communications Supporting 128-2048 / 1536 -Point Transforms
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Planning Global Software Development Projects Using Genetic Algorithms
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Profiling EEMBC MultiBench Programs In 64-Core Machine
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Recommendations for using Simulated Annealing in task mapping
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Six Enablers of Instant Photo Sharing Experiences in Small Groups Based on the Field Trial of Social Camera
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Social Devices as a New Type of Social System: Enjoyable or Embarrassing Experiences?
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Towards Run-time Actor Mapping of Dynamic Dataflow Programs onto Multi-core Platforms
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Use of compiler optimization of software bypassing as a method to improve energy efficiency of exposed data path architectures

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

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