Nursing students’ experiential learning processes using an online 3D simulation game
16 p.
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
5 p.
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
Vermeeren, A. P. O. S., Roto, V. & Väänänen, K. 2 Jan 2016 In : Behaviour and Information Technology. 35, 1, p. 21-37
17 p.
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

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
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
Research output: Scientific - peer-review › Conference contribution

Gathering useful programming data; Analysis and insights from real-time collaborative editing
Research output: Scientific - peer-review › Conference contribution

Data Intensive Computing: From Modeling to Implementation
Research output: Scientific › Editorial

Collaborative cloud-based management of home networks
Research output: Scientific - peer-review › Conference contribution

E-learning of ethics, awareness, hacking and research by information security majors
Research output: Scientific - peer-review › Conference contribution

Inviting the Audience: – Interactive, Participatory, and Social Television in Finland
Embedded Multi-Core Systems Dedicated to Dynamic Dataflow Programs
Research output: Scientific - peer-review › Article

On the Socio-Technical Dependencies in Free/Libre/Open Source Software Projects
Syeed, M. M. M. 29 May 2015 Tampere University of Technology. (Tampere University of Technology. Publication; vol. 1300)
Research output: Collection of articles › Doctoral Thesis

Efficient Use of Teaching Technologies with Programming Education
Ahoniemi, T. 28 May 2015 Tampere University of Technology. 133 p. (Tampere University of Technology. Publication; vol. 1301)
Research output: Collection of articles › Doctoral Thesis

Techniques and Practices for Software Architecture Work in Agile Software Development
Eloranta, V-P. 8 May 2015 Tampere University of Technology. 153 p. (Tampere University of Technology. Publication; vol. 1293)
Research output: Collection of articles › Doctoral Thesis

Towards Open Data for Personal Web Tasking
Research output: Scientific - peer-review › Conference contribution

From the Internet of Things to the Internet of People
Research output: Scientific - peer-review › Article

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
Delayed key exchange for constrained smart devices

Designing an Unobtrusive Analytics Framework for Monitoring Java Applications

Designing Mobile Devices Encouraging and Supporting Collocated Interactions

Design Patterns for Model-Driven Development

Developing Novel Services for the Railway Station Area through Experience-Driven Design

Do we know how difficult the rainfall problem is?

Early Product Design in Startups: Towards a UX Strategy

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

Educational Data Mining and Learning Analytics in Programming: Literature Review and Case Studies

Effect of Carouseling on Angular Rate Sensor Error Processes
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

Jossakín 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 tulevaisuusvaliokunnan 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
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
Nieminen, 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
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
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 › Anthology

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
Research output: Scientific - peer-review › Article

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
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

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
Research output: Scientific - peer-review › Conference contribution

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
Kiili, 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
Research output: Scientific - peer-review › Conference contribution

Maximizing Product Value: Continuous Maintenance
Research output: Scientific - peer-review › Conference contribution

The fuzzy front end of experience design
Research output: Scientific - peer-review › Conference contribution

Capacitive Facial Activity Measurement
Rantanen, V. 26 Sep 2014 Tampere: Tampere University of Technology. 50 p. (Tampere University of Technology. Publication; no. 1235)
Research output: Collection of articles › Doctoral Thesis

Lightweight Evaluation of Software Architecture Decisions
Research output: Scientific - peer-review › Chapter

Integrating mobile learning, digital storytelling and social media in vocational learning
Patterns for controlling chaos in a startup
Research output: Scientific - peer-review › Conference contribution

Two patterns for minimizing human resources in a startup
Research output: Scientific - peer-review › Conference contribution

Prediction models and techniques for Open Source Software projects: A systematic literature review
Research output: Scientific - peer-review › Article

Action-based visualization
Research output: Scientific - peer-review › Conference contribution

Adaptive Activity and Environment Recognition for Mobile Phones
Research output: Scientific - peer-review › Article

A High Throughput LDPC Decoder using a Mid-range GPU
Research output: Scientific - peer-review › Conference contribution

Research output: Scientific - peer-review › Chapter

Are visualization tools used in programming education?: by whom, how, why, and why not?
Research output: Scientific - peer-review › Conference contribution

Assessing Dog’s experience in ACI
Research output: Scientific - peer-review › Conference contribution

At the Edge of the Cloud: Improving the Coordination of Proactive Social Devices
Research output: Scientific - peer-review › Conference contribution
A User Study: Is the Advection Step in Shallow Water Equations Really Necessary?
Research output: Scientific - peer-review › Conference contribution

Automated Creation of Mobile Video Remixes: User Trial in Three Event Contexts
Research output: Scientific - peer-review › Conference contribution

Automatic Crash Detection for Motor Cycles
Research output: Scientific - peer-review › Conference contribution

Axe UX: Exploring Long-Term User Experience with iScale and AttrakDiff
Research output: Scientific - peer-review › Conference contribution

Beyond the "One Sprint Ahead" Approach: Organizing User Experience Work in Agile Software Development
Research output: Scientific - peer-review › Conference contribution

Binocular and Monocular Augmentations for Different Distances on See-Through Near-Eye Displays
Research output: Scientific - peer-review › Conference contribution

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

Chapter 8 - Lightweight Architecture Knowledge Management for Agile Software Development
Research output: Scientific - peer-review › Chapter

Cloud Space Web-based Smart Space with Management UI
Research output: Scientific - peer-review › Conference contribution

Comparative Study of 8 and 10-bit HEVC Encoders
Comparing the Effectiveness of Electronic Diary and UX Curve Methods in Multi-Component Product Study

Compiler Optimizations for Code Density of Variable Length Instructions

Conceptual Modelling of Collaboration for Information Systems

Connectivity Emulation Testbed for IoT Devices and Networks

Content Generation in a Collaborative Browser-Based Game Environment

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

Decision-Centric Architecture Reviews

Designing Distributed Control Systems: A Pattern Language Approach

Developing Interactive Systems for Different Cultures: Issues of Assessing User Experience with Visual Materials

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

Emmerdale netissä: Ohjelmakohtaisten sivustojen käyttötarkoituksen 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

Hierarchical Architecture for Multi-Technology Wireless Sensor Networks for Critical Infrastructure Protection
Research output: Scientific - peer-review › Article

How Can Wearables Support Co-Located Social Interaction?
Research output: Scientific - peer-review › Conference contribution

How novices tackle their first lines of code in an IDE: analysis of programming session traces
Research output: Scientific - peer-review › Conference contribution

Identifying the User Experience Factors of a Multi-Component Sports Product
Research output: Scientific - peer-review › Conference contribution
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 karttulushanke 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

Research Plan: Visualizations for Software Analytics
Research output: Scientific - peer-review › Conference contribution

Resource Description for End-User Driven Service Compositions
Research output: Scientific - peer-review › Conference contribution

Safety Patterns in Model-Driven Development
Research output: Scientific - peer-review › Conference contribution

Service Composition for End-Users
Research output: Scientific - peer-review › Article

Social Index: A Content Discovery Application for Ad Hoc Communicating Smart Phones
**Socio-Technical Congruence in the Ruby Ecosystem**

**Socio-Technical Dependencies in Forked OSS Projects: Revealing Evidence from BSD Family**

**Software Startup Patterns - An Empirical Study**

**Strategic Research Agenda for Cyber Trust**

**Strategies for Hazard Management Process**

**Studying the User Experience of a Tablet Based Math Game**

**Towards an Open Architecture Model for Web and Mobile Software: Characteristics and Validity Properties**

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

Using Adaptive Avatars for Visualizing Recent Music Listening History and Supporting Music Discovery
Research output: Scientific - peer-review › Conference contribution

Using Constraint Satisfaction and Optimization for Pattern-Based Software Design
Research output: Scientific - peer-review › Conference contribution

Variable Length Instruction Compression on Transport Triggered Architectures
Research output: Scientific - peer-review › Conference contribution

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

A light-weight mixed method tool for remote UX evaluation: A case study of premium sports watch users

All Linear-Time Congruences for Familiar Operators
Valmari, A. 2013 In : Logical Methods in Computer Science. 9, 4, p. 1-34 34 p., 11

A mixed methods approach to a longitudinal study of user experience in the metals and engineering industry

An Accountable Security Mechanism based on Security Service Level Agreement
An Action-Oriented Programming Model for Pervasive Computing in a Device Cloud

An Embedded Cloud Design for Internet-of-Things

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

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

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
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
Research output: Scientific - peer-review › Conference contribution

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
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Method to Convert Analog Filters to Digital Filters
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Mobile Agents for the Internet of Things
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Roles, Scenarios and Challenges of Social Devices
Scrum Anti-patterns - An Empirical Study

Security, Usability and Energy-Efficiency Requirements for Different Use-cases of the Interactive 360 Panorama Video Player

Sentence Completion for Understanding Users and Evaluating User Experience

Service Composition for End-Users

Simplified Floating-Point Division and Square Root

Simulated Annealing for Aiding Genetic Algorithm in Software Architecture Synthesis

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

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

The Kraft Sum as a Monotone Function of the Refinement-Ordered Set of Uniquely Decipherable Codes

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

Towards a Reference Architecture for Server-side Mashup Ecosystem
Towards Model-driven, Simulation-assisted Control Application Engineering

Towards pervasive mashups in embedded devices: comparing procedural and declarative approach

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

Turbo Decoding on Tailored OpenCL Processor

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

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