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
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
Research output: Collection of articles › Doctoral Thesis

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  
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
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 Agilish 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
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
Killi, 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
Leppänen, M. 10 Apr 2014 VikingPLoP 2014 Proceedings of the 8th Nordic Conference on Pattern Languages of Programs (VikingPLoP) . ACM, 4

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
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
Research output: Scientific - peer-review › Conference contribution

Comparing the Effectiveness of Electronic Diary and UX Curve Methods in Multi-Component Product Study
Research output: Scientific - peer-review › Conference contribution

Compiler Optimizations for Code Density of Variable Length Instructions
Research output: Scientific - peer-review › Conference contribution

Conceptual Modelling of Collaboration for Information Systems
Research output: Scientific - peer-review › Chapter

Connectivity Emulation Testbed for IoT Devices and Networks
Research output: Scientific - peer-review › Conference contribution

Content Generation in a Collaborative Browser-Based Game Environment
Research output: Scientific - peer-review › Chapter
Emmerdale netissä: Ohjelmakohtaisen 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 kartottushanke 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
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
Research output: Scientific - peer-review › Conference contribution

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

Who Contributes to What? Exploring Hidden Relationships between FLOSS Projects
Research output: Scientific - peer-review › Conference contribution

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

Who Contributes to What? Exploring Hidden Relationships between FLOSS Projects
Research output: Scientific - peer-review › Conference contribution

WOKE: A novel workflow model editor
Research output: Scientific - peer-review › Conference contribution

A Core-Periphery-Legality Architectural Style for Open Source System Development
Research output: Scientific - peer-review › Conference contribution

Actions, Objects, and Subjects
Research output: Scientific - peer-review › Conference contribution

A field trial on mobile crowdsourcing of news content: Factors influencing participation
Research output: Scientific - peer-review › Conference contribution
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**

**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**

**Complementing Web Service Architecture**

**Constructing Minimal Coverability Sets**

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

**Demo Hour. DrawUX**

**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

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

**General-Purpose DSP Processors**

**Good to Know about the Efficiency of State Space Methods**

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

**Handbook of Signal Processing Systems**

**HTML5 Agents - Mobile Agents for the Web**

**Implementing artificial intelligence: a generic approach with software support**

**Indoor 3D Navigation and Positioning of Vehicles in Multi-Storey Parking Garages**

**Inertial Sensors and Their Applications**

**Inexpensive Correctly Rounded Floating-Point Division and Square Root With Input Scaling**

**Instruction Set Extensions for Matrix Decompositions on Software Defined Radio Architectures**
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

Low Complexity Algorithm for Inversion of Special Matrices in SDR Systems  
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  
Profiling EEMBC MultiBench Programs in 64-Core Machine
Research output: Scientific › Article

Recommendations for using Simulated Annealing in task mapping
Research output: Scientific › Article

Reflections on Experience-Driven Design: a Case Study on Designing for Playful Experiences
Research output: Scientific › Conference contribution

Roles, Scenarios and Challenges of Social Devices
Research output: Scientific › Conference contribution

Scrum Anti-patterns - An Empirical Study
Research output: Scientific › Conference contribution

Security, Usability and Energy-Efficiency Requirements for Different Use-cases of the Interactive 360 Panorama Video Player
Research output: Scientific › Conference contribution

Sentence Completion for Understanding Users and Evaluating User Experience
Research output: Scientific › Article

Service Composition for End-Users
Research output: Scientific › Conference contribution

Simplified Floating-Point Division and Square Root
Research output: Scientific › Conference contribution

Simulated Annealing for Aiding Genetic Algorithm in Software Architecture Synthesis
Research output: Scientific › Conference contribution
The impact of user experience work on cloud software development
Research output: Scientific - peer-review › Article

The Implications of Mobile Notifications for User Experience of a Social Network Service
Research output: Scientific - peer-review › Article

The Kraft Sum as a Monotone Function of the Refinement-Ordered Set of Uniquely Decipherable Codes
Research output: Scientific - peer-review › Article

The role of community in exercise: cross-cultural study of online exercise diary users
Research output: Scientific - peer-review › Conference contribution

Towards a Reference Architecture for Server-side Mashup Ecosystem
Research output: Scientific - peer-review › Conference contribution

Towards Model-driven, Simulation-assisted Control Application Engineering
Research output: Scientific - peer-review › Conference contribution

Towards pervasive mashups in embedded devices: comparing procedural and declarative approach
Research output: Scientific - peer-review › Article

Towards run-time actor mapping of dynamic dataflow programs onto multi-core platforms
Research output: Scientific - peer-review › Conference contribution

Turbo Decoding on Tailored OpenCL Processor
Research output: Scientific - peer-review › Conference contribution

Use of compiler optimization of software bypassing as a method to improve energy efficiency of exposed data path architectures
Research output: Scientific - peer-review › Article

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-evoluiton 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