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

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

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

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

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

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

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

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

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

Design-inclusive UX research: design as a part of doing user experience research
Research output: Scientific - peer-review › Article

Pointing and Selecting with Facial Activity
Tuisku, O., Rantanen, V., Spakov, O., Surakka, V. & Lekkala, J. Jan 2016 In : Interacting with Computers. 28, 1, p. 1-12
Research output: Scientific - peer-review › Article
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
Refactoring - a Shot in the Dark?
Research output: Scientific - peer-review › Conference contribution

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

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

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

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

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

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

Mobile Applications to Support Physical Exercise - Motivational Factors and Design Strategies
Ahtinen, A. 2 Oct 2015 Tampere University of Technology. 138 p. (Tampere University of Technology. Publication; vol. 1318)
Research output: Collection of articles › Doctoral Thesis

Visualizing Big Data with Augmented and Virtual Reality: Challenges and Research Agenda
Research output: Scientific - peer-review › Review Article

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

Suomalaisen digitaalisen television aikakausi on huomattavasti oletettua monipuolisempi
Research output: Scientific › Article
Continuous User Experience Development
Research output: Scientific - peer-review › Conference contribution

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

The Next Level of User Experience of Cloud Storage Services: Supporting Collaboration with Social Features
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
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
Papers. Springer Verlag, p. 97-113 167 p. (IFIP Advances in Information and Communication Technology; vol. 468)
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
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?
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
Research output: Scientific - peer-review › Conference contribution

Effect of Carouseling on Angular Rate Sensor Error Processes
Research output: Scientific - peer-review › Article

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
Research output: Scientific - peer-review › Conference contribution

Explorative study of teaching programming to vocational teachers in Finland
Research output: Scientific - peer-review › Conference contribution

Exploring Attitudes, Knowledge and Competencies for Security Technology: A Cross-Cultural Survey in Higher Education
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
Research output: Scientific - peer-review › Conference contribution

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
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 › Conference contribution

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

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

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

Internal Marketplace as a Mechanism for Promoting Software Reuse
Research output: Scientific - peer-review › Conference contribution

Jossakin vuoti öljy, muualla tihkuivat tiedot - etiikka katoavien rajojen ja suurten skandaalien aikakaudella
Lilja, K. 2015 Silmät auki It-etiikkaan. EDUSKUNNAN TULEVAISUUSVALIOKUNTA, p. 85-101 16 p. (Eduskunnan 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
Research output: Scientific - peer-review › Conference contribution

Localisation 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
Niemi, A. 2015 Tampere: Tampere University of Technology. 73 p. (Tampere University of Technology. Publication; vol. 1317)
Research output: Collection of articles › Doctoral Thesis

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

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

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

Pattern recognition with Spiking Neural Networks: a simple training method
Research output: Scientific - peer-review › Conference contribution

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

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

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

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

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

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

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

Teollista Internetiä työkoneissa – palveluarkkitehtuuri suorituskyvyn optimointiin
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 Tarm 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
Kilil, 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)
Lightweight Evaluation of Software Architecture Decisions
Research output: Scientific - peer-review » Chapter

Integrating mobile learning, digital storytelling and social media in vocational learning
Research output: Scientific - peer-review » Chapter

Patterns for controlling chaos in a startup
Research output: Scientific - peer-review » Conference contribution

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
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
Developing Interactive Systems for Different Cultures: Issues of Assessing User Experience with Visual Materials
(Annual conference of the australian computer-human interaction special interest group)

Digital Identities and Accountable Agreements in Web Applications

Distributed Indoor Positioning System With Inertial Measurements and Map Matching

Distributed Knowledge Management Architecture and Rule Based Reasoning for Mobile Machine Operator Performance Assessment

Editorial on Mobile and Panoramic Video in Education

Efficient Architecture Mapping of FFT/IFFT for Cognitive Radio Networks

Efficient Mode Decision Schemes for HEVC Inter Prediction

Efficient Software Synthesis of Dynamic Dataflow Programs

Emmerdale netissä: Ohjelmakohtaisten sivustojen käyttötarkoituksset osana katselukokemusta

Enabling Global, Dynamic Web-Based Software Reuse - Mashware Revisited
Experience-Driven Design of Traveler Services in the Smart City

Experiences from System-on-Chip design courses

Exploring online customization of a high involvement experience product

Exploring the Augmented Home Window – User Perceptions of the Concept

Expressing Security Requirements: Usability of Taxonomy-based Requirement Identification Scheme

Eye Tracking in Game-based Learning Research and Game Design

First Hand Developer Experiences of Social Devices

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

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

Flow in SGs
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
Opiskelun etenemisen kartoitushanke 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

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

Socio-Technical Congruence in the Ruby Ecosystem
Research output: Scientific - peer-review › Conference contribution

Socio-Technical Dependencies in Forked OSS Projects: Revealing Eidence from BSD Family
Research output: Scientific - peer-review › Article

Software Startup Patterns - An Empirical Study
Research output: Professional › Commissioned report

Strategic Research Agenda for Cyber Trust
Research output: Professional › Commissioned report

Strategies for Hazard Management Process
Research output: Scientific - peer-review › Conference contribution

Studying the User Experience of a Tablet Based Math Game
Research output: Scientific - peer-review › Article

Teknologian hyväksyttävyys älykkäiden koneiden työkaluksi. Loppuraportti Työsuojelurahaston tutkimus- ja kehittämishankkeesta (hankenumero 113103)
Research output: Professional › Commissioned report

Tool support for planning global software development projects
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

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

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

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

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

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

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

Inertial Sensors and Their Applications
Research output: Scientific - peer-review › Chapter

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

Instruction Set Extensions for Matrix Decompositions on Software Defined Radio Architectures
Research output: Scientific - peer-review › Article

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
Research output: Scientific - peer-review › Article

Method to Convert Analog Filters to Digital Filters
Research output: Scientific - peer-review › Conference contribution
Recommendations for using Simulated Annealing in task mapping
Research output: Scientific - peer-review › Article

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

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

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

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

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

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

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

Simulated Annealing for Aiding Genetic Algorithm in Software Architecture Synthesis
Research output: Scientific - peer-review › Article

Six Enablers of Instant Photo Sharing Experiences in Small Groups Based on the Field Trial of Social Camera
Research output: Scientific - peer-review › Conference contribution
Social Devices as a New Type of Social System: Enjoyable or Embarrassing Experiences
Research output: Scientific - peer-review › Conference contribution

Software Verification with Next Generation DisCo Specifications
Research output: Scientific - peer-review › Conference contribution

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

Tailored Security: Building Nonrepudiable Security Service-Level Agreements
Research output: Scientific - peer-review › Article

Teaching System-on-Chip design with FPGAs
Research output: Scientific - peer-review › Conference contribution

Text entry by gazing and smiling
Research output: Scientific - peer-review › Article

The Asymptotic Behaviour of the Proportion of Hard Instances of the Halting Problem
Research output: Scientific - peer-review › Conference contribution

The Browser as a Host Environment for Visually Rich Applications
Research output: Scientific - peer-review › Conference contribution

The Effect of Language in Answering Qualitative Questions in User Experience Evaluation Web-Surveys
Research output: Scientific - peer-review › 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
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
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Use of compiler optimization of software bypassing as a method to improve energy efficiency of exposed data path architectures
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User Experience and Usage Scenarios of Audio-Tactile Interaction with Virtual Objects in a Physical Environment
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User Experiences of Mobile Audio Conferencing with Spatial Audio, Haptics and Gestures
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Using aspects for testing of embedded software: experiences from two industrial case studies
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Using Building Plans and Self-Contained Sensors with GNSS Initialization for Indoor Navigation
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Visualizations as a Basis for Agile Software Process Improvement
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Without a Clue What Design It Leads to: Exploring and Understanding a City and Life within It by Walking
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Briefing news reporting with mobile assignments - Perceptions, needs and challenges
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Comprehending co-evolution of OSS projects: Analytical methods and tool support
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Human Machine Interface Patterns For Distributed Machine Control Systems
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Location-based crowdsourcing of hyperlocal news - Dimensions of participation preferences
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